

LEGENDS OF KRĀLIS

Legends of Kralis Quick Start Guide

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

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THE CORE BOOKS



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.

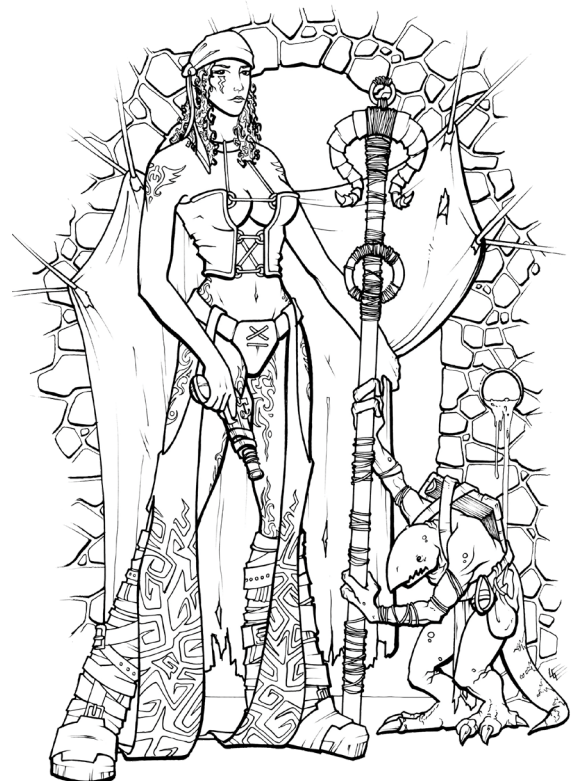
Ready to Jump in?

Want to get a taste for the *Legends of Kralis* without reading the entire quickstart? No problem! We've included an adventure and set of pre-generated characters at the end of the quickstart—you don't need to create characters or think of a scenario to play through to get started.

We suggest you still read through the quickstart so you understand the base mechanics before you start.

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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.

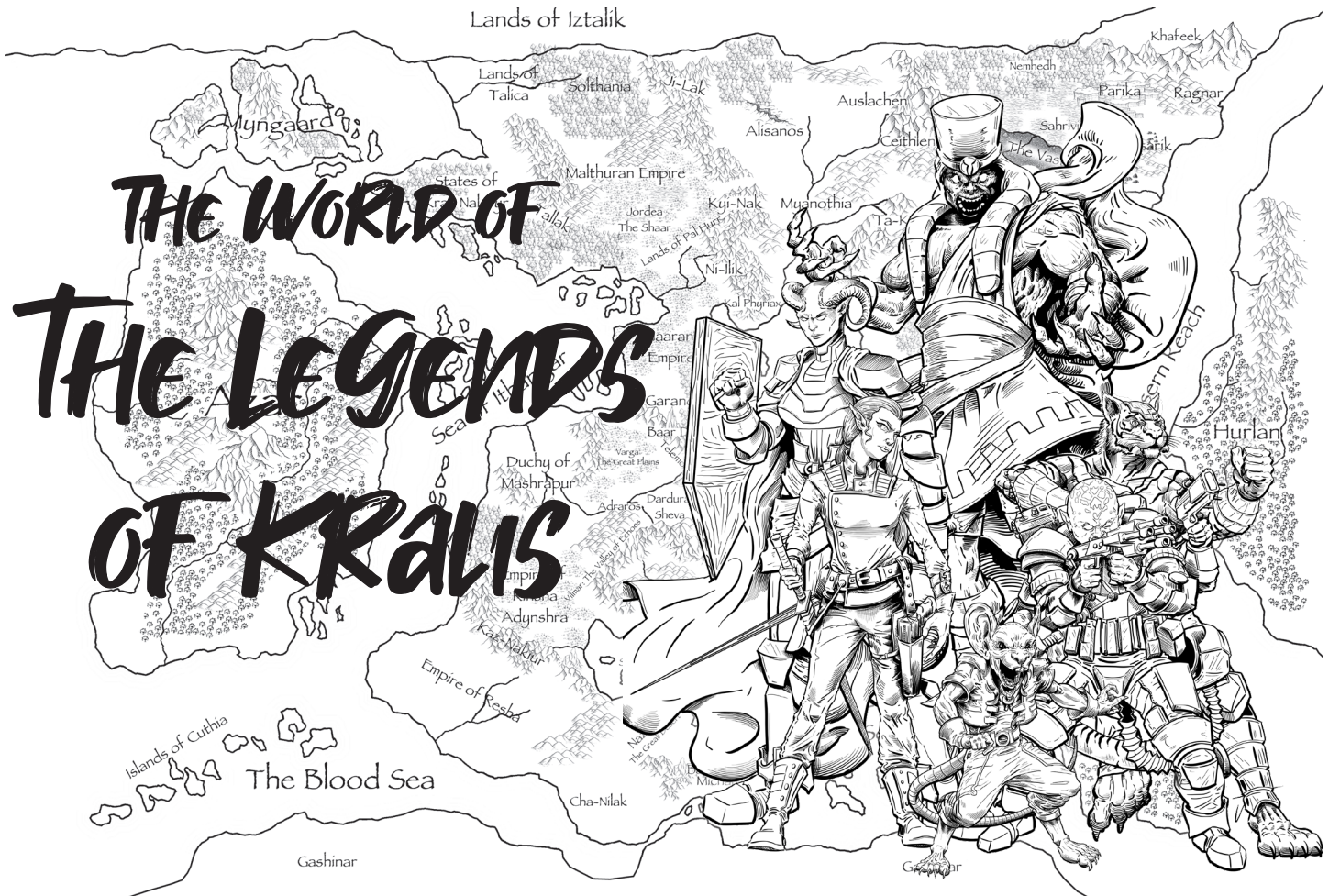
Bishop heard the charnel howl of the colossus, and pumped his legs faster. He could feel the blow falling toward him. In an endless moment, he even noted the shadow falling across his path. Then there was a snap, and light blossomed in the clearing. A bolt of white fire arced from Ghundar's outstretched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

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?

mysteries than can be solved and more danger than can be tamed.

While many sages agree that this is all a matter of 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 *Lhatiyo* 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 on-line — 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 WeaponForte and Spell-Craft 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.

T

he Legends of Kralis RPG is a classless system, which means that most of a character's creation has to do with the selection of *species* (such as Acires, Human, Rhakas or Troll), a *focus* (such as Combat, Knowledge, Social or Stealth), *skills* and choosing *abilities*.

When sitting down to generate a character, you need to start with a character concept. As stated in the Introduction section there is a wealth of character concepts that you can try. The basic five are: Fighter (Combat Focused), Priest (Social Focused), Spellcaster (Knowledge Focused), Thief or Jinhuur (Stealth Focused). You could instead decide that you want to play a sly rogue or a steadfast knight-crusader; or you could decide that you want to start with one of the fifteen core species and see where the adventuring life takes you.

Legends of Kralis is about giving players options to play the characters they want, and not being tied down to a specific archetype. Legends of Kralis is an open system without player classes; although some species are better at specific roles, each can aspire to be anything.

CREATION SUMMARY

Building a character is a simple process, but it does take a while if you have never created a character before. Once you get the hang of the creation process, you will quickly be able to generate characters. However, until then you can use this character creation summary as a guide to the creation process.

STEP 1: CHOOSE A SPECIES AND PICK A CULTURAL KIN (pg 19 - 30) 1

Every character begins with a species — one of fifteen base humanoids in the Legends of Kralis universe.

When you decide to become a specific species you gain all the “base” traits, features, and abilities. Each species also increases one or more attribute scores, which you determine at the time you pick your species. Thus, choosing to play an Aelwyn you gain the *Traits* and *Features* of the Aelwyn species as a “base”.

Each species is capable of becoming any type of character that you wish. However, each species has traits and capabilities that make them exceptional at specific roles.

Write down the *Species Features* and *Species Traits* on your character sheet in the *Species Features & Traits*.

If your species indicates or has more than one cultural kin under Cultural Kin and Communities, be sure to determine which cultural kin your character belongs to.

Finally, choose two *Species Abilities* listed with the species.

STEP 2 GENERATE ATTRIBUTE SCORES

(pg 31)

The next step is to determine the character's base scores for the eight attributes: the *Physical Attributes* of Strength, Stamina, Agility, Perception, and the *Mental Attributes* of Intelligence, Wits, Willpower and Charisma.

Each attribute has a *size base score* based on the species size for physical attributes, but every species has

base score of 50 in each of the mental attributes.

There are three generation methods to determine attributes: **Standard**, **Purchase**, or **Heroic**. To these you will add attribute modifiers based on the type of campaign your GM plans to run: **Low**, **Medium** or **High**. Your species choice will add modifiers to the final score of your attributes.

Finally, your *focus type* will add the last base additional modifiers to your attributes.

STEP 3: CHOOSE A FOCUS (pg 31) 3

Choose one Focus to represent your character's preferred area of expertise.

There are four focuses: *Combat*, *Knowledge*, *Social* and *Stealth*.

Combat focus is for those that wish to concentrate on combat and fighting, such as swords, bows, and martial arts.

Knowledge focus involves training in education, arcane knowledge and mystical lore.

Social focus is for those that wish to focus on dealing with interactions, ranging from as simple as singing to working with the various deities of the Celestial.

Stealth focus is for those wish to work in the shadows, avoid conflict, or get into and out of locations unseen.

STEP 4: GENERATE SECONDARY ATTRIBUTES (pg 33) 4

As you begin to finish up your character, you also need to determine a number of secondary attributes: *Health Points*, *Fatigue Points*, *Physical Defense*, *Magical Defense*, *Divine Defense*, *Jinhu Defense*, *Heroic Luck*, *Initiative*.

You must also determine movement rates, carrying capacity and encumbrance, along with vision types, character age, height and weight.

STEP 5: PHILOSOPHIES, ASPECTS, MOTIVATIONS, HONOR, REPUTATION AND BACKGROUNDS (pg 36) 5

Characters are defined by more than just their stats.

This section defines the details that make your character unique and distinguish them from one another. You must decide if you are going to be evil, good or take a more neutral outlook towards life. With motivations you decide what motivates your character. Is your character obsessed with completing tasks? Learning everything they can? Or trying to bring peace and harmony to everyone?

Aspects help define who character is and what they are all about. Do you have a desire to gain power? Or do you prefer to be the first into a dangerous situation?

How honorable is your character? How well are the known? What are the known for? What is their influence capability? All characters have a reputation that they must maintain.

Finally, backgrounds allow you to define your character even more and gain some additional bonuses based upon your previous life before adventuring.

LEGENDS OF KRALIS

CHARACTER NAME			SPECIES			HEROIC LUCK (Gain +1 per Natural 1-05)			TOTAL Agi Mod + Per Mod+ Wits Mod + Misc. Mod.				
SIZE RANK FOCUS			CULTURAL KIN						Initiative [] = [] + [] + [] + [] TOTAL+ Base + Modifier Move [] + [] + []				

ATTRIBUTES											
Strength (Str)		2	Stamina (Sta)			Agility (Agi)			Perception (Per)		
Intelligence (Int)			Wits (Wits)			Willpower (Will)			Charisma (Chr)		

HEALTH POINTS		
CURRENT HEALTH	All Attack Checks suffer -3 Successes -Beaten Status- Quadruple Health	MAX HEALTH 100% Health
4	Instant Defense	INSTANT DEATH 1/4 Health Sta or Will or Die

FATIGUE POINTS	
CURRENT FATIGUE	MAX FATIGUE

[illegible]

Armor & Defenses												
Armor Type				Armor Absorb	Shield Armor Bonus	Shield Physical Def. Bonus	Bonus Armor Absorption					
							Piercing	Slashing	Bludgeon			
Physical Defense	TOTAL	Mods.		TOTAL	Mods.		TOTAL	Mods.		Jinhu Defense	TOTAL	Mods.
	4			4			4				4	

SKILLS

Untrained skills can be attempted by making a skill check at a base of 30 + Attribute Modifier. 't' denotes trained skill.

	FOCUS SKILL		FOCUS SKILL		FOCUS SKILL
Acrobatics ^t (□ Str or □ Agi)	_____	☐ Healing (Int)	_____	G Sleight of Hand (Agi)	_____ ☐
Acupuncture ^t (Int)	_____	☐ Herbalism (Int)	_____	☐ Smithing (□ Int or □ Str)	_____ G
Alchemy ^t (Int)	_____	☐ Info. Gathering (□ Int, □ Wits or □ Cha)	_____	G Spellcraft ^t (Int)	_____ ☐
Alertness (Per)	_____	G Interrogate (□ Int, □ Wits or □ Cha)	_____	☐ Stealth (Agi)	_____ ☐
Animal Handling (Wits)	_____	G Jinhu Discipline (Will)	_____	☐ Survival (Wits)	_____ G
Appraising (Int)	_____	G Languages ^t (Int)(_____)	_____	☐ Swimming (Sta)	_____ G
Artistry (Wits)	_____	G Languages ^t (Int)(_____)	_____	☐ Tracking (Int)	_____ G
Brawling (□ Str or □ Agi)	_____	G Languages ^t (Int)(_____)	_____	☐ Trapcraft ^t (Int)	_____ ☐
Chanting (□ Cha or □ Sta)	_____	☐ Leadership (Chr)	_____	☐ WeaponForte (____)(_____) _____	☐
Climb (Str or Agi)	_____	G Lore (Int)(_____)	_____	☐ WeaponForte (____)(_____) _____	☐
Concentration (Will)	_____	☐ Lore (Int)(_____)	_____	☐ WeaponForte (____)(_____) _____	☐
Convince (□ Int, □ Sta or □ Cha)	_____	☐ Lore (Int)(_____)	_____	☐ _____(____) _____	☐
Cryptography ^t (Int)	_____	☐ Martial Arts ^t (□ Str or □ Agi)	_____	☐ _____(____) _____	☐
Disguise ^t (Wits)	_____	☐ Meditate ^t (Will)	_____	☐ _____(____) _____	☐
Divine Knowledge ^t (Chr)	_____	☐ Navigation (Int)	_____	G _____(____) _____	☐
Engineering ^t (Int)	_____	☐ Open Locks ^t (Per)	_____	☐ _____(____) _____	☐
Entertain (□ Int, □ Cha or □ Wits)	_____	☐ Pilot (Int or Wits)	_____	G _____	☐
Etiquette (Wits)	_____	☐ Read Lips (Per)	_____	G _____	☐
Evade (Agi)	_____	☐ Research ^t (Int)	_____	☐ Jump (1/2 Height; 1' per 25 Str)	_____
Fabrication (Int)	_____	G Riding (Agi)	_____	G Leap (1/2 Base Move)	_____
Feint (Chr)	_____	☐ Search (Per)	_____	☐ Lifting (Str: TS 1 per 75 lbs)	_____
Forgery ^t (Wits)	_____	☐ Shield Prof. ^t (□ Agi or □ Str)	_____	G Swimming (Basic: 1'/10 Sta)	_____
Gaming (Chr)	_____	☐ Sign Lang. (□ Agi or □ Int)	_____	G Throw (Per)	_____
Haggle (Chr)	_____	☐ Skepticism (□ Int or □ Wits)	_____	☐ vs. Fear Check (Willpower)	_____
				☐ vs. Horror Check (Wits)	_____
				☐ vs. Poison Check (Stamina)	_____

PERSONAL INFORMATION

5

PHILOSOPHY & POINTS HOMELAND

BACKGROUND

DEITY

AGE

GENDER

VISION

HEIGHT

WEIGHT

INSANITY POINTS

ASPECTS

MOTIVATIONS

REPUTATION:

HONOR

INFLUENCE

RENOWN

Species	Merit Cost
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Focus
Merit Cost

Campaign
Merit Cost

Ability	Merit Cost
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
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94	94
95	95
96	96
97	97
98	98
99	99
100	100

Rank Bonus
Merit Cost

TOTAL MERIT COST
FOR NEW RANK

EARNED MERIT

SPECIES FEATURES & TRAITS

LANGUAGES/RESISTANCES/BONUSES/TRAITS

1

WEALTH

Red Steel Pieces

Gold Pieces

Silver Pieces

Copper Pieces

Bronze Pieces

Gems

Jewels

ENCUTTRANCE

None (Str x2) Light (Str x3) Moderate (Str x4)

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1

11

Heavy (Str x5)	Severe (Str x6)	Maximum Lift (Str x6)

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ABILITIES

6

STEP 6: SKILLS AND ABILITIES (pg 42)

6

Once you have determined your core statistics and secondary attributes, you need to choose your skills and abilities. When selecting skills, some skills from your Focus will gain a bonus, but general skills and skills from other focuses do not.

SKILLS

Characters choose six skills plus their Intelligence Modifier to be proficient with. When selecting skills you may choose any skill without restrictions. Each of these skills start with 40 plus the corresponding controlling attribute modifier and any modifiers from skill focus bonuses.

Skills that are not chosen (untrained) have a base score of 25 plus the corresponding controlling attribute modifier.

Focus skills that are trained have a base score of 50 (Base of 40 and Focus Modifier +10) plus the corresponding controlling attribute modifier.

Skills can also gain bonuses from Species, Abilities, synergy with other skills, as well as other sources.

Additionally, every character gains the basic skills: *Jump, Leap, Lifting, Swim* and *Throw*. You may choose to note these on your character sheet.

There are numerous skills. Many have subcategories that fit within the skill, such as Lore (Ancient), Lore (Magical Script), and other such skills.

While it is fun and useful to have a lot of these skills, you will want to make sure that you get some skills that will be effective with your character over all, other than fighting with weapons, spells, divine magics or jinhu.

Some the most important skills are: Search, Healing, Herbalism, Armor Proficiency, Shield Proficiency, Skepticism, Convince, and Alertness. These skills have as great an impact on your characters life as do *Weapon-Forte* (used for melee and missile weapons and attacks), *Spellcraft* (used to cast spells with the ability *Arcane Touch*), *Divine Knowledge* (used to call on the divine with the ability *Divine Touched*) or *Jinhu Discipline* (used to summon jinhu with the ability *Enlightened*).

ABILITIES

An Ability is an extraordinary capability that can provide a character with passive bonuses, affect the world around them or the outcomes of combat and social interactions. Unlike Skills, they may also cost fatigue points to use. Additionally, some abilities can be learned multiple times to gain new affects, increase level or improve bonuses.

All abilities are divided into five sections; the four focus categories (Combat, Knowledge, Social, and Stealth) and a General category.

Choosing your ability should be based on your focus, and there a great number of abilities each associated with a focus. You may choose an ability from any category but choosing an ability outside of your focus will cost a little extra Merit to do so. The *General Abilities* are available to everyone.

You gain a total of 5 abilities as a 1st rank character: two from your species, two from your focus (which is free) and your chosen one (which can be from any category).

STEP 7: EQUIPMENT AND FINAL TOUCHES (pg 67)

7

Most of the hard work is behind you. You have determined your character's attributes, chosen his first skills and abilities, and have determined his secondary attributes. All that is left is for you to determine your wealth, choose equipment, armor, weapons and if you have taken the appropriate skills and abilities for becoming a spellcaster, priest or jinhuur, then you must select spells, powers or jinhu.

You must purchase whatever gear you see fit for your character. You will have a number of silver pieces to spend based upon your background, the **Blessings of the Gods** and a GM Optional bonus based on your species.

Your encumbrance and carrying capacity limits the amount of gear your character can carry.

Once you have your weapons, armor and other equipment, be sure to note it in your character equipment section with location and weight.

STEP 8: DESCRIBING YOUR CHARACTER

Spend a few minutes thinking about what your character looks like and how he, or she, behaves. Each Species description includes general notes on appearances, personality and a brief overview of their culture. There are always exceptions, and feel free to expand your character's personality outside of these general notes.

The character's background, aspects, and motivations can help further refine the character's personality.

Your *aspects and motivations* set a tone for your character's personality. They help you set your character apart and also help set up some ideals that drive your character. These are things that your character believes most strongly in. The motivations and aspects help answer a number of questions: What will your character never betray? What are they willing to sacrifice? What moves your character to accomplish their goals and achieve their ambitions?

Your *background* not only helps with further development of your character with character hooks, but they also have associated skills with a background bonus.

Also take into consideration your character's attributes when describing your character. A character with a great Strength usually looks like a well built and muscular athletic body, where as a low Strength may indicate a scrawny, wiry or overweight character. A high Agility score indicates a quick moving character that is lithe, slim, where as a low Agility might be gangly or awkwardly built.

You can then finish filling out the character information with your gender, vision type, homeland, deity, associations and any other miscellaneous information.



CHARACTER CREATION

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.

STEP I: CHOOSE A SPECIES

Every character begins with a species — one of fifteen base humanoids in the Legends of Kralis universe.

When you decide to become a specific species you gain all the “base” traits, features, and abilities. Each species also increases one or more attribute scores, which you determine at the time you pick your species.

Thus, choosing to play an Ba-liyan you gain the **Traits** and **Features** of the Ba-liyan species as a “base”. Each species is capable of becoming any type of character that you wish. However, each species has traits and capabilities that make them exceptional at specific roles.

Write down the **Species Features** and **Species Traits** on your character sheet in the **Species Features & Traits**.

If your species indicates or has more than one cultural kin under Cultural Kin and Communities, be sure to determine which cultural kin your character belongs to.

Finally, choose two **Species Abilities** listed with the species.

We have chosen to only spotlight only a few of the Legends of Kralis species for this quickstart.



ACIRES (ah-SEER-iz)

Taken from their homeworld in the distant *solvetras* (star system) of *Thoro* long ago to serve as slaves on other worlds, including Kralis, the acires are a proud and tenacious people, with little trust for others. Those that come across the acires know them to be strong, self-reliant, and frighteningly talented in the arts of war. As a species they are well known as mercenaries, spies and powerful *heilark* or *shi-nchi* (shamanic-like priests or priestess).

PHYSICAL DESCRIPTION

Acires are known for their four-arms, their lack of body hair and a speckled band of varying coloration running from the top of their heads down their necks and backs; called the *sha'kat*. This band is known to change color based upon their emotions, getting a deeper color when they are angry or afraid and becoming lighter if they are in a joyful or calm mood. They range in height standing between 4 to 5-feet and weigh approximately 150 to 250 pounds.

Males are known for a complete lack of body hair. While females grow hair from a spot on the top of their head which is then braided into a thick, long and intricate design.

Acireans are able to adapt to nearly any locale, from the harsh desert planets, to the arctic cold of Iztalik, to the mines of the *Kalion Asteriod* fields near *Bhuragask* and the dangers of the Void.

Acireans are a long-lived species despite the harsh environments that they live within. Through the ages their ability to survive maladies and plagues was improved by the power of their shamans (*shi'nchi*) that enriched their

lives through their connections with the nature spirits.

Acireans expect their young to be hardy and vigorous and their training in this way of life, as it does for some species, begins at a very early age. For their first year of life acireans are frequently bathed in a concoction of strong smelling herbs which was left to dry into an ashy gray powder that protects them from the sun, most predators, and disease. This practice continues into adulthood, but as a paste-like makeup whose color changes from ashen gray to a deep orange to purple to a reddish tinge that covers their skin where the skin band does not exist or cover tattoos.

PERSONALITY

Acires have even tempers and strong wills, but are not arrogant or stubborn. They have an unnerving calmness and positive outlook that can drive others to hysterical fits. They believe that in the face of hardship and pain having faith in your spirit will make the difference in overcoming all things. In the face of danger and death, acireans remain calm and unerring in their tasks. Friendly enough, they are a peaceful people. However, anyone looking for trouble will find them fierce warriors that can wreak a great deal of pain and havoc on their enemies.

LANGUAGES AND NAITIES

The language of the acires is called *Iklahn* (EE-klaw-N). The language has a fairly large phoneme inventory; it includes several uncommon consonants that are not found in Common. Its four basic vowels are distinguished for nasality, length, and tone.

Basic word order is subject-object-verb, though it is highly flexible to other factors. Below is a list of some basic words, translated from Common to Iklahn:

I	shi'	Me	sha'
You	nhi'	We	na'hi'
They	na'hin	Go	u'bo
Fight	nhee'	Magic	zhaa'
Male	gh'ine	Female	i'zani
Weapon	nhe'l	Sword	nhe'chi'
Bow	nhe'kee'	Tall	tsee'
Small	ya'zhe	Child	re'
Children	re's	North	q'hin
South	ghoni	East	aci'
West	zaa'	Mile	hata
Feet (Distance)	haa'	Up	uht
Down	g'aa't	Left	'tsoo
Right	'tsai	Dungeon	s'gaani'
Leader	ya'ai	Wanderer	lehya
Rebel	ejhur	Magic-user	shi'nchi
Spirits	chi'jaa	Home	ga'hta

Acirean names not only identify an individual, but also describe them. Acireans have two names, their warrior name as spoken only within the settlements, and their given name that the rest of the world identifies them with. Unlike many other species acires do not have surnames, instead they tend to give themselves an additional name, or names based on things, actions or places that are important to them in their lives or their tribal band name.

The Acires refer to themselves as the "*Children of the Lost*," in as much as the their own name means "*Lost Children*", which some scholars believe is not their original name, but a name given to their species in remembrance of



their ancient homeworld.

Typical Names: Adahy: "lives in the woods", Ahote: "restless one", Akecheta: "fighter", Chevey: "spirit warrior", Chochmo: "mud mound", Ettu: "sun", Honani: "badger", Honaw: "little bear", Honiahaka: "little wolf", Shilah: "brother", Tokala: "fox", Nahiossi: "three-fingered one"

CULTURAL KIN & COMMUNITIES

Despite the fact that there are several hundred different clans and tribes spread through out Ta Los, Kralis and the Omniverse, acires have yet to develop into more than a single culture due to their 10,000 years of enslavement. Rather they have coalesced who they are into a single, powerful culture in order to preserve their species identity and cultural history.

Acireans do not have large families and the average is two or three children. While humanoid in shape and size they are among the few species that do not give live birth, instead, once every 25 to 30 years, females lay from one to two soft-shelled eggs, which will take up to a full year to hatch. These eggs are often kept in a *chu'lak* (incubator) until they hatch and then are cared for by a *khes nihian* (nursery mother) for the first several months. Those young that have mother after they hatch and are fit for life outside of the *chu'lak* are constantly with their mother, which creates a strong bond between them. Those young without an egg-mother are cared for by a *khes nihian* until they are ten.

SPECIES ABILITIES

Bonus Ability: You begin play with 1 additional General Ability that does not have a prerequisite other than an Attribute.

Endurance: Acires are more athletic than normal and gain +20 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).

Guardian: You have a natural desire to protect others when you can. You can move swiftly (twice your normal movement) to defend an ally, blocking blows and disrupting foes. You gain a +15 bonus to your Physical Defense if you are defending a nearby ally that is within double your normal movement rate. This can be used three times per day.

Hardy: You are unusually hardy and are immune to types A, B and C Poisons, gain +10 Magical Defense against one elemental type (Earth, Air, Fire, Water, Spirit or Essence); and are immune to non-magical diseases.

Scavenger: What others see as garbage, trash or simply overlook, you see as opportunity. This way of looking at the world has given you the ability to find hidden objects more easily. You gain +1 success per 3 ranks to your Search skill. You also gain +10 to your Fabrication skill. You are able to stretch what material you can use to fabricate objects to just about anything that can be manipulated to do what you want.

Survivalist: Your clan has endured many generations through many harsh times and places. As such, you gain the skill Survival free. It also counts as a Focus skill. Additionally, choose one of the following: Immunity to cold environments, or Immunity to hot environments, or hustle, run, and sprint without paying Fatigue Points, or double length of time you can go without food (see Starvation), or

double your exhaustion limits. Choose 1.

Unique Aptitude: You are a unique individual among your species and stand out from the norm, displaying attributes and abilities not common among your people. You may take another species' ability.

Void Lover: Due to your ancestry spending a great deal of time in the Void and other remote, desolate areas, you have developed natural ability to survive within the harsh conditions of the Void for 1 turn per 5 points of their Stamina Score. You are essentially immune to the cold and unbreathable atmosphere of the Void during this time.

ACIRES FEATURES

Age: Acires begin play at 20, Maximum age of 130

Size: Acires are medium creatures

Vision: Acires have Normal Vision

Move: Base Move of 20 feet per Movement Action

Languages: Acires begin play speaking Iklahn (Acirean), Cor Shan (Ta'Jahu) and Common

Resistances: Acires gain +10 to Perception Checks vs. Surprise Checks (to be surprised) and Sneak Attacks; +10 vs. Horror Checks;

Acires Bonuses: Acires gain +300 lbs to their Maximum Lift

Acires Traits: Multiple Limbs: Acires are blessed with having four arms. Acires are used to using multiple arms at the same time they also gain a +15 bonus to grapple checks, and reduce the penalties of multiple strike by 1.

Empathic: Acires have the uncanny ability to read the basic emotions of others. They may gain one of the following at creation:

Combat Empathy: Once per turn, as a Simple Action, the Acires can attempt a Wits check, this gives them a +10 to their Attack Skill or Defense Skill Check per three Wits Successes. They may use this bonus only during combat and must indicate which they are going to apply the bonus to.

Interaction: Acires gain a +10 bonus to the following skills as they are able read others reactions to better manipulate the situation: Convince, Gaming, Haggle and Interrogate.

Species Abilities Acires begin play with two of the following abilities: Bonus Ability, Endurance, Guardian, Hardy, Scavenger, Survivalist, Unique Aptitude, Void Lover

BA-LIYAN (bā-lē'-yaan)

Often referred to as "Masters of Energy" or "Jesters of Reality", the ferret-like ba-liyan (a shortened form of Bali-Yan-Shi-Nu, meaning "peaceful people") are creatures possessing incredible powers of the mind and soul. It is said that because of these beings, jinhu was born into the Omniverse. Others believe they tapped into the incredible power left over by the gods from the Days of Creation, evolving powerful souls and minds as a result. One thing is known for sure: ba-liyan tend to be powerful jinhuur. They are also well known as *heilarks*, spellcasters or bards. They are a spiritual and primal people that are close to the land in which they dwell; they tend to have close ties to the spiritual forces (jia) of the world.

PHYSICAL DESCRIPTION

Ba-liyan are small creatures — rarely more than two-half or three feet tall. They are covered in soft but thick fur that ranges from solid black to soft brown, and is often striped in silver, gold, or white. This thick fur tends to ripple and move based upon their emotional state. Their eyes range from magenta to light blue. They have either short, roundish ears for females or tapered pointed ears for males. Most males grow long, thin, wispy beards and mustaches. They are lithe and speedy creatures, and their sharp intuition has a great deal to do with their excellent response time. Its impossible to tell the difference between the sexes.

Ba-liyans have a semi-prehensile tail that has gross motor control and is capable of picking up and holding things. However, the tail lacks the fine control needed to use most objects.

PERSONALITY

Most ba-liyan are playful, active, and maddeningly inquisitive, there are the exceptions to this with some being considered too serious. Most love prying into everything and getting into trouble, showing remarkable determination when mysteries or curiosities are presented to them.

Nearly all ba-liyan agree: live life free, embrace it, and when you are done pass it on so that others can enjoy it. Ba-liyan life revolves around a unique mix of heavy spirituality and childlike optimism. Through this deep understanding of both the physical world, and worlds beyond, they travel the world as jinhuur masters, healers, apparition hunters, fortune-tellers and spiritual advisers.

LANGUAGES AND NAMES

Ba-liyan speak Rasta-ki, and their high-pitched voices give the language a hyperactive, sped-up feel.

Because they are clan driven, the name of the individual is less important than that of the clan. They all have "first" names, but this is only to differentiate between individuals within a clan. When introducing themselves to "outsiders", a ba-liyan's clan name is first followed by the first name. Clan names include Bak-Ta, Chuca, Eches, Draniz, Fa-chi, Lyr-ak, and Naknu.

Typical First Names: Baktinel, Chuzan, Dratan, Fachan, Ghantixel, Lycian, Nakan, Reischaxel, Urzel, Yurichel

Typical Clan Names: Abholi ("clover"), Aditjas ("apple"), Bojars ("spring"), Chakla ("diligent"), Dhimantis ("white jewel"), Dzarzin ("garden"), Ezherin ("lake"), Ghalitis ("river"), Haunis ("runner"), Khakins ("creek"),



Ljahkha ("leaf"), Muhrnik ("twilight"), Rhasvak ("winter"), Vhanags ("hawk"), Zhejrin ("sparrow")

The Rasta-ki language is divided into three distinct dialects: Rasta-Ki, Middle Dialect and High Dialect. With Rasta-ki perhaps having the most recognizable differences in the various clans (*gahscas*) and their locations.

Rasta-ki is an inflecting language with many analytical forms. Primary word stress, with a few exceptions, is on the first syllable. Basic word order in Rasta-Ki is subject-verb-object, however, word order is relatively free.

Below is a list of common words, translated from common to Rasta-Ki:

I	eoē	Me	esó
You	jeoe	We	mhece
They	esjë	Go	eté
Fight	kaû	Magic	bhurvá
Male	víre	Female	síre
Weapon	ier	Sword	zhobier
Blade	zho	Bow	lokier
Tall	liaz	Small	liak
Child	beru	Children	beru
North	ziem	South	dhen
East	aust	West	riet
Mile	jhud	Feet (Distance)	jhu
Up	auh	Down	laku
Left	krik	Right	ties
Dungeon	cietuhns	Leader	vadita
Wanderer	klehjatú	Rebel	racio
Magicuser	bhurvâes	Rpirits	ghar
Home	acas	Ancient	ajuns

CULTURAL KIN & COMMUNITIES

Made up of several hundred different tribes, the ba-liyan are notable for their wide variety and diversity of their culture. Ba-liyan have an ancient culture that has been preserved in the numerous tribes that survived their many destructions and re-births over the eons.

All ba-liyans are connected to their ancestral spirits

BA-LIYAN FEATURES

Age: Ba-liyan begin play at 15, Maximum age of 75

Size: Ba-liyan are small creatures

Vision: Ba-liyan have Normal Vision

Move: Base Move of 15 feet per Movement Action

Languages: Ba-liyan begin play speaking Rasta-ki (Ba-liyan), Jauzah (Ha'vatu) and Common

Resistances: Ba-liyan have no additional starting modifiers.

Ba-liyan Bonuses: Ba-liyan gain +20 to Alertness Checks, +5 to Initiative, +10 Fatigue Points;

Ba-liyan Traits: *Enhanced Evasion.* Like Aelwyn, Ba-liyan are hard to hit, gaining +5 per every 2 ranks to the Physical Defense Skill checks (maximum of +50).

Claws. Because of their clawed hands, the Ba-liyan gain +10 bonus to all climbing attempts. Claw attacks have a base damage of 1.

Between the Lines: A Ba-liyan can move through tight spaces as well as fight in them without suffering the penalties for cramped spaces.

Technophobe: Ba-liyan seem to have an inability to harness the great use of technology, because of this there is a 25% chance of any technology they use to fail and not work for them.

Species Abilities Ba-liyan begin play with two of the following abilities: Ancient Memories, Bond to the Land, Create Totem, Heroic, Kai Talent, Second Wind, Spirit Guide, Natural Magic

Evade, Lore (Specific Region), Navigation, Search, Stealth, Survival (Specific Region), and Tracking.

Create Totem: Connected to your ancestral spirits you gain this *Totem Magic* for free.

Heroic: The goddess of luck must have blessed you. Each time you gain a new rank, you gain an additional +2 Heroic Luck.

Kai Talent: Your natural spirituality grants you a +10 bonus to either Divine Knowledge or Jinhu Discipline and gain +10 Fatigue Points.

Natural Magic: Among your species you are known for your connection with the great weave of arcane magic. The use of the spells is less taxing on you than normal. The cost of fatigue for spells is reduced by 2 per Power Rank of the spell to a minimum of 1. Thus, a Power Rank of 3 spell normally costs 9 fatigue, now costs only 3; where as a Power Rank 6 spell normally costs 54 fatigue points (9 fatigue per rank) now only costs 42 fatigue points.

Second Wind: You have been touched by the winds of your ancestors, once per day, as a Simple Action, you are able to recover an amount of Fatigue Points equal to half your maximum fatigue.

Spirit Guide: Ba-liyan are well known for their connections they make to their ancestors, and you have connected with a spiritual guide to aide you. Once per day your guide can advise you on any topic granting you a +1 success to any skill check per 3 of your ranks. Additionally, once per day you may re-roll any failed check without the use of Heroic Luck.

through spiritual forces (jia), and as such, their culture and kin have remained almost entirely intact throughout the eons. However, each of the various tribes have unique traditions and distinct styles of housing, dress and food.

Most ba-liyan possess a highly artistic sense, exhibited by their crafting. They are industrious, imitative, keen in bargaining, have some inventive genius, and are quick of perception. Among themselves they are often merry, greatly appreciating jests and practical jokes. They rarely forget a kindness or an injury, and often act from impulse and in a childlike way. They are tractable, docile, hospitable, and frugal, and have always sought to be peaceable, as their tribal name indicates. They believe that omens, both good and bad, could be recognized in everyday occurrences.

As a species the ba-liyan tend to be organized in small families known as a *strahmos*, a patriarchal-like family, that often consisting of one polyandrous male, several wives and their young. Young unmated males, known as *bhaiatu*, are active members of their communities until they reach maturity. On the onset of this maturity *bhaiatu* set out and choose their mates and found their own *strahmos* families. Clans, often referred to as *gahscas*, are formed by 3 to 4 *strahmos* coming together under a single *bvahtran vehmerabi* (Elder Father or Elder Mother). These clans can range in size from 20 to 50 individuals.

SPECIES ABILITIES

Ancient Memories: You have a strong tie to the ancient wisdom and knowledge of the world and your ancestors. You gain four Lore skills, which also receive a +10 bonus

Bond to the Land: Choose one of the following terrain types: Aquatic, Desert, Forest, Hills, Mountains, Plains, Swamp or Underground. So long as you are in this specified terrain you gain a +10 bonus to all skills dealing with

CHOVAH (chō-vāh)

Chovah are most famous for their grand wars against the forces of darkness and chaos, who they fight with enthusiasm, and their military prowess is perhaps their most well-known quality of all. Widely acknowledged as skilled warriors, smiths, and spellcasters chovah are among the more common species of the world along with humans and ta'jahu. They prefer to become strong warriors, masterful thieves, and powerful spellcasters.

PHYSICAL DESCRIPTION

Chovah have five distinctive sagittal crests running length-wise along the mid-line of the top of their skull that protect their heads with extra natural armor. Chovah have two hearts, providing them with enhanced stamina and strength. Adults stand from four 4 to just over 5 feet in height, and weigh upwards of 150 to 250 pounds, and are solidly built. Both males and females are commonly encountered within the world. Most chovah women decorate their crests with jeweled piercings.

They are densely packed on to smaller frames and pound for pound some chovah can rival firbog in strength. They have bright eyes, tough skin, and usually long hair and beards. Chovah range in skin color from coffee brown to deep brown to ashen gray with light electric blue to green to light gray eye color. They tend to have thick manes of red to black to white hair color.

PERSONALITY

As a species, chovah have a strong sense of honor and loyalty. They are strong and vigorous; and are hard headed in their beliefs and opinions. They hold tradition with high regard, once chovah start a tradition, they rarely fail in following it.

Chovah are a hardworking species, disciplined and efficient they often spend their time thinking how to solve a problem quite practically. However, they also tend to have a subversive, cynical humor.

One of their greatest perks and nuances is punctuality. They are easily offended if you were scheduled to be somewhere at a specific time, and you are not on time they will let you know.

LANGUAGES AND NAMES

Chovah speak Azhdehak. It is an ancient language and very complex language. A very strong, chesty sounding language that relies heavily on the use of consonants more than vowels. Most names are an accumulation of consonants with a few vowels. The structure of Azhdehak is the verb first, followed by the adjective or adverb then the subject or noun.

Below is a list of common words, translated from common to Azhdehak:

I	vlat	Me	sek
You	vhor	We	ast
They	jotah	Go	otaf
Fight	enosh	Magic	nashek
Male	zrejt	Female	kha
Weapon	v'eshek	Sword	lachvath
Bow	ahtat	Tall	elajh
Small	talre	Child	enooch
Children	enooch	North	sheja
South	ven	East	mehzra
West	mahzre	Mile	heja
Feet (Distance)	hej	Up	ur



Down	ebhoo	Left	tseem
Right	shari	Dungeon	nahyotag
Leader	baka'ev	Wanderer	azlah'ev
Rebel	latsah	Magic-user	nasech
Spirits	alheom	Home	koraat

Nearly as important as their craft work, Chovah live and die by their names. The names not only represent which clan they come from, but also the honor and legacy that their family has within that clan.

Typical Names: Ac, Aelf, Ara, Ard, Bealu, Beathag, Blance, Branar, Glumr, Grunjun, Kerreid, Kollo, Hjarah, Ilaun, Isleif, Jof-nhild, Laun, Laume, Gsgunn, Gwer, Mar, Olmogu, Oleif, Reyn, Skol, Svifing

Typical SurNames: Aba- ("Daughter of -"), Abroo ("Guardian"), Adeve ("Wind"), Affahuvalt ("Bold One"), Ahractat ("Bronze Bow"), Ahteek ("Ancients"), Bahrevalt ("Wolfking"), Behrakbe'ta ("Shadow Walkers"), Eakhafret ("Maul Wielder"), Erjatenosh ("Passionate"), Gebholgahn ("Big Fight"), Ghamri ("Spice"), Ghoral ("Destiny"), Jahtahata ("Peace Warrior"), Kadahil ("Mystics"), Kazeh'ev ("Murder"), Latsavak ("Rebellion"), Loterah ("Lost Ones"), Marvach ("Death Walkers"), Paberach ("Salvagers"), Shikareno ("Ale Maker"), Shol- ("Son of -"), Tak'ka - ("Killer of -"), Zrakah'ka - ("Invader of -")

CULTURAL KIN & COMMUNITIES

Chovah, like humans and bhahuuls are native beings of Ta Los. Long before recorded history, chovah were a single people known as the *Khazavez* and who dwelt on the isle of Myngaard. It was during their battles with the ancient creatures of chaos and chaos itself that the Chovah divided into three powerful clan

subgroups, with their own distinct linages and unique features.

Chovah honor is a well known trait and encompasses not only their own personal honor, but also clan and species honor as well. It is built upon the concepts that a Chovah should always display: bravery, high moral principles, magnanimity, fair play, respect for others, and the strength to do what is right.

Chovah believe that danger and the risk to their lives is less important when it comes to clan or personal honor. This rises from the believe that it is "not Chovah" or *Lo Chovah*, to show concern or fear in the presence of danger, it is considered useless and provides for no clear thinking. A disgraced Chovah is referred to as an *Achak*, and is often banished. Dishonor, or rather the "insult against ones honor" (*Kavac Mavoch*), for a chovah is far worse than death could ever be.

Each chovah bear a mark on their foreheads signifying the clan to whom they are related to. This mark also indicates which house and guild they are a part of. They are nearly impossible to remove. These marks are further enhanced by the chovah's station in life being infuse with copper, silver, gold or red steel. The more powerful and influential the chovah the more precious the element used in the mark.

ATHDEHA

Chovah of the athdeha clan are found to be very brawny, and thick muscled. Unable to grow beards or other facial hair, they compensate by growing long manes of hair. They also tend to decorate their head crests with piercings and tattoos. Athdeha are well known merchants and have established many great mercantiles through out the world, and Omniverse. Athdeha speak Azhdehak as well as Athdehak (Athdeha Chovah Dialect).

MAZADHUK

The mazadhuk clan are most like their ancestors of yore: the *Khazavez*. They are the most ancient of clans, considered the first ones. These clans have turned their backs on the civilized world and have returned to the basic ideals of the *Khazavez*. They are the wild chovah of the mountains, hills, and dark tunnels through out the world. They are vicious, battle hungry and will fight anything and everything that challenges them. Mazadhuk are more clan oriented with families clustering together creating singular villages more clan oriented, than all other chovah, with families. Mazadhuk speak Azhdehak as well as Mazehak (Mazadhuk Dwarf Dialect).

MEKRONUS

These Chovah have taken to living in powerful strongholds, castles and city-states. They are Among the creators of some of the finest armor and weapons in the world, and many legendary items are crafted by them. Nearly all mekronus aspire to find or create order in whatever they do. Their architecture is predictable and ordered, with nothing being built to be left to chance. Because of this need for order they often have difficulty dealing with other species. Mekronus chovah speak Azhdehak as well as Melkehak (Mekronus Chovah Dialect).

SPECIES ABILITIES

Battle Leader: You are notorious for your ability to inspire others to push themselves beyond their limits. As a Full Action, you can target up to 1 ally per Charisma Modifier that is within 20' of you that can hear and see you a +5 bonus to any skill check per 30 Charisma the Chovah has. This effect lasts for 1 turn per Charisma check success.

Chovah Devotion: The character gains +5 bonus to all Attack Skills and their Willpower modifier as a bonus to any

CHOVAH FEATURES

Age: Chovah begin play at 25, Maximum age of 350

Size: Chovah are medium creatures

Vision: Chovah have Nightvision

Move: Base Move of 20 feet per Movement Action

Languages: Chovah begin play speaking Azhdehak (Chovahish), Jauzah (Ha'vatu) and Common

Resistances: Chovah gain +10 vs. Fear and Horror Checks, Immune to Dream Based Abilities or attacks, +2 Willpower Successes vs. checks against Undead Special Attacks and Touches; Chovah are immune to spells or powers that would cause them to fall asleep; Immune to Called Shots to the Head

Chovah Bonuses: Chovah gain +15 Alertness Checks, +10 Health Points, +150 to Maximum Lift, +20 Fatigue Points; Gains: +10 to WeaponForte (Any) vs. Evil creatures anytime that a Chovah can determine if a being is evil

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

Chovah Vitality: Chovah gain +4 health points every time that they gain a rank (maximum +32).

Head Butt: 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: 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 as a Full Action on a single target. The Chovah must succeed with a Wits check at a TS of 2 to determine if the target is evil or not.

Species Abilities Chovah begin play with two of the following abilities: Battle Leader, Chovah Devotion, Combat Empathy, Endurance, Focused Mind, Hidden Sense, Natural Magic, Stonewall

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.

Combat Empathy: Chovah have the uncanny ability to read the basic emotions of others in combat. Once per turn, as a Simple Action, you can attempt a Wits check, this gives them a +5 to their Attack Skill or Defense Skill Check per two Wits Successes. They may use this bonus only during combat and must indicate which they are going to apply the bonus to.

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).

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.

Hidden Sense: You have a knack for noticing unusual workings and configurations. You can more easily spot alterations in patterns that may hide traps, hidden doors or movable walls. Anytime that you pass within 10 feet of these

types of features you gain a Perception check to notice these features without any penalties and whether or not you are actively looking for them.

Natural Magic: Among your species you are known for your connection with the great weave of arcane magic. The use of the spells is less taxing on you than normal. The cost of fatigue for spells is reduced by 2 per Power Rank of the spell to a minimum of 1. Thus, a Power Rank of 3 spell normally costs 9 fatigue points (3 fatigue per rank), now costs only 3; where as a Power Rank 6 spell normally costs 54 fatigue points (9 fatigue per rank) now only costs 42 fatigue points.

StoneWall: With this ability you gain a +10 bonus to your Physical Defense vs. Knockdowns, Knockouts, Knockbacks, Overruns, Charges, and Grapples. In addition, while Defensively Fighting, your Physical Defense increases by an additional +10 points.

JAKARA (jah-kaRah)

Often referred to as the "travelers", Jakara are a humanoid feline species that do not call Kralis their first-home. Jakara are for the most part a genuine and friendly people with a fierce streak. Many Jakara call Ta Los their second world as their world was long ago ravaged by evil forces and their ancestors scattered into the stars across the Omniverse. Several hundred clans escaped to this world, while hundreds of others escaped into the Omniverse beyond Kralis.

What knowledge the Jakara retain of their origin today is no more than a legend, and those tribes that call Ta Los home have seeded themselves well on their adopted world. But they know they are the aliens here, and will never be truly comfortable. Ancestral instincts die hard, and the end of a world is rarely so gentle that its species' mind and soul go unscathed.

Jakara are well known for their ability to track and hunt, their ability to infiltrate, and their proud warriors.

PHYSICAL DESCRIPTION

Jakara are generally man-sized and are feline-humanoids with claws, a small muzzle with sharp teeth, pointed ears, and vertically slit pupils, lithe but strong bodies, and long tails.

Males tend to have dominate characteristics from thick beards, to long pointed goatees, powerful manes that cover their heads and a good portion of their chests. Females while physicaly the same size tend to not have these characteristics. Though females tend to have darker coats, brighter stripes or more vibrant colors with their coats.

Colors for Jakara range from short, reddish-brown coats to jet black to brown with spots to deep orange with black stripes. Jakara have almond shaped eyes that rarely vary in color from green, brown or black.

PERSONALITY:

Despite their natural distrust of most other species, the jakarian personality is just as contradictory as their cultural beliefs are. Most Jakara are know for their spontaneity, in fact it is often difficult to pin one down to any plans, as most arrangements usually come with the additional "jah-shalu" (gods-willing). They prefer to live in the moment, having an air of happiness and enjoyment for each moment, as though they were a lifetime. To a Jakara everything is possible. They tend to be kind and understanding when unforeseen circumstances arise, having a deep patience, but when they need to get something done, all gloves are off.

LANGUAGES AND NAÏTÈ

The jakarian language is difficult for even the best linguists to be able to pronounce and speak with. There is a rolling of sounds with most words that make it difficult for most other humanoids to be able to create. Known as *Al Zirr*, jakarian tends to follow a Verb-Subject-Object word order, though in more formal settings this can change to Verb-Object-Subject.

Below is a list of some basic words, translated from *common to Al Zirr*:

I	beh	Me	behi
You	se	We	bij
They	ohnlar	Go	mek
Fight	kavga	Magic	sihiru
Male	adā	Female	kadā
Weapon	silāj	Sword	kihāj
Bow	yāj	Tall	uzoy
Small	kāsuk	Child	cukā
Children	cukāha	North	kūduh
South	ghūda	East	gūsto
West	bhūdu	Mile	fæ
Feet (Distance)	aya	Up	uaka
Down	asah	Left	soh
Right	sahg	Dungeon	zhindun
Leader	ludah	Wanderer	avarehed
Rebel	asu	Magic-user	sihirada
Spirits	alhkol	Home	ehv

Because of the wide range of sounds Jakaran voice boxes produce, a Jakaran name is very hard to pronounce by most other creatures. Most Jakara take up easier names that can be pro-



nounced by other species. Most Jakara do not take a last name, since the prides can differentiate between individuals with ease, noting scent and fur pattern differences.

Typical Names: Adala, Adile, Ahdil, Bherker, Bulirca, Buhlal, Calteg, Canz, Ceva, Chansu, Dervik, Deryah, Ecri, Elifah, Ghul, Gohkur, Hamda, Hadin, Hazan, Husnye, Ilin, Izzet, Kayda, Khadir, Khermi, Kerhem, Leyla, Mahir, Makh, Mecit, Mera, Muge, Nida, Nurah, Raba, Refka, Riza, Rusum, Sabrah, Tahir, Zikiya

Typical Surnames: Acikgo ("open eye"), Agdun ("elder"), Ahkiru ("white cloud"), Ahkisi ("white star"), Albhayrak ("red mane"), Aydunga ("enlightened"), Bhera ("knowledgeable"), Caekhir ("grey-bluish"), Cevek ("nimble"), Darmaz ("hawk"), Erhadaz ("virtuous"), Ghoke ("heavenly sky"), Ishik ("light"), Kaku ("black water"), Kulic ("sword"), Kusgu ("fearless"), Oruc ("swift"), Ozkhan ("pure blood"), Pehkhan ("strong blood"), Saghla ("iron tough"), Sezghin ("insightful"), Tabak ("lightening"), Toglu- ("Son of -"), Ukasal ("stern"), Yuksel ("fire")

CULTURAL KIN & COMMUNITIES

The Jakara species "family" is very large. Like seeds of wheat they were tossed into the Omniverse, to grow where they could. While there are four major kin within the Jakara species, the they have survived by relying on a strong sense of culture that connects all the various *apacik* together.

There is a strong social order within all *apacik*. This social order is rarely seen by outsiders, as it is an unspoken code of behavior in which all Jakara naturally gravitate. The *apacik* is generally divided into six castes: *khорucu* (rangers), *shava* (fighters), *ylahi* (priests), *baju* (magic users), *aracayi* (sages), or *khasif* (merchants/explorers).

All Jakara suffer from a strong streak of independence and aloofness that can be of putting for most other species. However, all Jakara believe that they are of one family, of one set of rules and of one vision.

One of the more important concepts for the Jakara is trustworthiness and honor. Theft is seen as the most embarrassing of all crimes. Nothing is more despised than somebody losing his self control, so it does not make sense if you lose your temper in front of a Jakara. Jakara are taught that their actions not only reflect on themselves and their families but on the species as a whole.

LEONIS

The leonis are known for their strength and skill in battle and war. Leonis tend to be golden in color with great manes. They often become powerful *shava* (fighters), *ylahi* (priests), and some of the most experienced *khasif* (merchants/explorers). Leonis speak the above listed languages as well as Zedaron (Leonis Dialect).

LYNAK

Lynak are smaller than most other Jakara standing between four and four and half feet in height and are known for their extremely large pointed ears, they tend to have a reddish-copper coat with white stripes. Lynak tend to drift towards being *khорucu* (rangers), and *aracayi* (sages).

PANTERA

Cunning and strong willed, the pantera are known for their tactical thinking and often act as the elite security organization for the Jakara as a whole. Pantera are often either jet black in color or a rich yellow background and large black rosettes. They tend serve as *khорucu* (rangers), *baju* (magic users), or

JAKARA FEATURES

Age: Jakara begin play at 18, Maximum age of 100

Size: Jakara are medium creatures; Sabbatorri are large

Vision: Jakara have Heightened Nightvision

Move: Base Move of 35 feet per Movement Action

Languages: Jakara begin play speaking Al Zirr (Jakara), Azhdehak (Chovahish), and Rahvad (Aelwyn)

Resistances: Poison Immunity: Types A-D have no effect, while all other poisons they gain a +40 to their Stamina check vs. Poisons.

Jakara Bonuses: +10 Alertness Checks

Jakara Traits: **Claws:** A Jakara's claws allow them to run up walls, cliffs, and other vertical surfaces, gaining +20 to all climbing checks. In addition these claws have a base damage of 2 as a Natural Weapon Attacks and are able to penetrate light armors as a normal weapon does.

Epic Jump: Jakara are able to make incredibly long jumps or leaps. So long as they can run their normal movement beforehand, a Jakara can double its jumping or leaping distance.

Roar: A Jakara's roar dwarfs even the roar of lions and other great cats. The Jakara can cause non-ally, living creatures within 15' radius to become feared by the roar. As a Simple Action, once per day, the character can make Stamina check that is opposed by a Willpower check. Those that fail become Scared as per the rules (pg. 344). Or a Jakara can rumble granting them a +5 bonus per 2 Stamina Modifier to their Intimidation Convince check.

Species Abilities Jakara begin play with two of the following abilities: Burst of Speed, Combat Empathy, Natural Ambidexterity, Nimble, Nine Lives, Kai Talent, Speed of Thought, Stalker

khasif (merchants/explorers). They are also well known as *khajuh* (assassins/spies). Pantera speak Al Zirr as well as Udera (Pantera Dialect).

TIGRIS

The wise and intelligent tigris are a firm and agile people. They are soft spoken, and value harmony, civility and respect for elders. They tend to be have deep orange or silver white coats that are stripped with black, gray or rarely purple bands. They have close-cropped heads of hair, with the males sporting full beards. Tigris speak Al Zirr as well as Al Tiyasan (Tigris Dialect).

SABBATORRI

Sabbatorri are powerfully built giants of the Jakara world (are considered Large Creatures). Standing between 7 and 8' in height they are an imposing figure. They have powerful claws but are well known for their 6" long incisor teeth that seem able to tear through smaller targets in half with a single bite. Sabbatorri make powerful warriors, but are best known for their connections to the gods and often become *ylahi* (priests).

SPECIES ABILITIES

Burst of Speed: Once per day per their Stamina Modifier (Maximum 5 times) they gain +15 to their Movement.

Combat Empathy: Jakara have the uncanny ability to read the basic emotions of others in combat. Once per turn the Jakara can attempt a Wits check, this gives them a +10 to their Attack Skill or Defense Skill Check per three Wits Successes. They may use this bonus only during combat and must indicate which they are going to apply the bonus to.

Natural Ambidexterity: You are blessed with being naturally ambidextrous and do not suffer the -20 to your *Off-Hand* attack under *Multiple Strike*. Other *Multiple Strike* penalties still apply.

Nimble: 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.

Nine Lives: Three times per day whenever you are reduced below 0 in Health or Fatigue points you may make a Willpower check at a TS of 3. So long as you are successful with this check you gain triple your Willpower Modifier back as health or fatigue. If you fail this check you must then follow the rules for Holding Zero. Additionally, you automatically make any death checks that do not entail death from massive damage.

Kai Talent: Gain +10 bonus to either Divine Knowledge or Jinhu Discipline and gain +10 Fatigue Points.

Speed of Thought: You may make one natural melee based attack as a *Simple Action*.

Stalker: You gain a +10 bonus to skill checks you make while you are actively stalking, performing surveillance, tracking, evading and stealthing. But may apply to other skills as deemed by your GM.

MANAX (Man-'aks)

Just as the Jakara resemble felines, the Kanus resemble canines, the Ba-liyan resemble ferrets, and the Humans resemble hairless apes, the Manax are humanoid mice. Predictably, they are quick, impulsive, tricky creatures who etch out their communities in the shadows of other species' civilizations.

They are not a malevolent species, but they sometimes suffer at the hands of others who see them as the vermin they resemble. They have suffered even worse from the Sorex — treacherous rat men who have warred against the Manax since the beginning of memory. While the Manax lack the grandeur of more ancient or established species, they are masters of adaptation and improvisation. Most Manax explore the world as thieves, assassins, wilderness scouts, or priests.

PHYSICAL DESCRIPTION

Manax are short, smaller than ba-liyan averaging approximately 2'-8". Their features are mouse-like, with bodies typically rail thin and covered in soft fur, and long prehensile tails easily capable of manipulating objects. They have clawed hands and feet. Manax fur range from soft reds to jet black to light gray to deep auburn, and their eyes are blue to deep green. They typically wear colorful cloth jerkins and pants, even in battle — they lack the body strength for heavy armor. Some Manax will wear armor, even metal armor, but Manax warriors as a whole definitely value speed over durability.

PERSONALITY

Manax are creatures of extremes. They vary between full tilt, swords swinging with vigor to depressive timidity, with little middle ground. Most can be impulsive creatures, but their susceptibility to whims does surprisingly little to interfere with their effectiveness.

Most tend to be slow to trust those that are not openly friendly themselves, but any they befriend find the Manax to be quick-witted and decent enough people. Most Manax are superstitious creatures, having seemingly thousands of little

rituals and rules to bring luck or ward off misfortune. They tend to distrust magic, and are uncomfortable around those who wield it. This isn't simply a "forces man is not meant to meddle with" mentality — the Sorex have often attacked them with evil sorcery and as such they do not easily trust magic.

Manax communities are tightly woven, and have extensive connections with those species and communities they share territory with — the Manax have a knack for figuring out what people need, and while they're not obsessive about it, they try hard to make their presence a welcome thing, so they will have leverage when their natural enemies show up (and they always do).

Their quick minds make them excellent merchants, spies, and conspirators; one can always be sure something is going on when they're around. Manax have quiet, peaceful homes that are absolutely devoid of clutter.

Manax live in many of the same areas as Aelwyn, whom they love, and Sorex, whom they hate. The Manax enjoy a very deep friendship with the Aelwyn people, and the two often play games and defend each other. The enmity against the Sorex is equally deep, going back to times neither can remember, and their rivalry has plunged many a slum or sewer of an ancient city into a war zone.

Unlike most smaller species, the Manax have no aversion to combat. They have a long familiarity with violence,



having gone through many wars with the sores and other species who have driven them from home after home.

LANGUAGES AND NAMES

Known as Calithur, the Manax language is based on both squeaks and recognizable words. It is nearly impossible for humans and others to speak Calithur. They have created a hybrid-language known as *Uttagal* that does include some clicking sounds blended with *yae'hldra* (ancient Common) and undercommon. Luckily, the Manax learn other languages easily — estranged Manax often find work as translators or diplomats. Manax prefer names that have function and panache, such as Martin the Slayer, or Ashley the Quick. Male and female names are often easily swapped. Manax have no concept of personal pronouns in their language. They refer to themselves and others by their names at all times. Though they easily use the pronouns of other species languages.

Typical Names: Amis the Warshadow, Anna the White, Autumn the Unwise, Basil the Wise, Belle the War-claw, Darkeye, Jacob the Swift, Malcom the Grey, One-eye, Skintail, Tristan the Slayer, Two-Claw, Uren the Darkwater, Wyn Too Tall, Yago the Swiftwater

CULTURAL KIN & COMMUNITIES

Manax have existed on Ta Los since the beginning of mortals began walking upon its surface. They have thrived living in the shadows and in the background of all the other species that have existed in this world. They are at home living peacefully in the existing cities, towns, and villages through out the world.

They spend their lives carving out homes and communities behind the scenes of the larger species, often taken up roots in central parks, large alleys, and spaces between buildings. Rarely do they build communities in the world outside of the larger species communities, and when they do they do so where the community is enclosed and very difficult to attack.

Manax come in all shades and shapes as most humanoids do. They are tall and thin, short and robust. Manax are covered in fine fur of various colors and shades, most are of a solid color, many others are bi-colors, tri-colors, and still others have striped, marbled or a pattern fur.

Manax are described as eternal optimists: philosophical, laid-back and resilient. There is very little privacy among the Manax, as they are very self-centric society, they are rarely alone usually with family or friends. Individualism in other species is foreign to the Manax social consciousness and experience.

Manax are not naturally assertive, they are gentle folk, accepting, forgiving of others shortcomings and have a wide use of euphemisms. Yet, they have a natural knack of being very direct, opinionated and straightforward, they often lack a filter between their thoughts and their mouths.

Manax are tribal oriented communities that are made up of 10-15 families, with 5-6 individuals per family. Each tribe is overseen and ruled by the tribal council of 9 Manax. It is made up of a mix of both elders (to preserve the past) and youngsters (to see the future).

While Manax tend to live in the same areas the larger species do for protections, they do follow a semi-regid hierarchy based on their *Pagobre* (social position) and *Batung* (duty). Every Manax decides which duty they wish to apply themselves: *Ngetsha* (priests, teachers), *Mfazali* (war-

MANAX FEATURES

Age: Manax begin play at 3, Maximum age of 15

Size: Manax are small creatures

Vision: Manax have Heightened Nightvision

Move: Base Move of 10 feet per Movement Action

Species Abilities Manax begin play with two of the following abilities: And That's Why I'm Small, Burst of Speed, Defensive Training, Diplomat, Power Jump, In the Shadows, Jia Talent, Prehensile Tail

Languages: Manax begin play speaking Calithur (Manax), Ras al Jaum (Kanus), Azhdehak (Chovahish), and either Rahvad (Aelwyn) or Common

Resistances: +10 vs. Fear Checks

Manax Bonuses: Manax gain +10 to Surprise Checks, +10 Alertness Checks

Manax Traits: *Gift of Languages.* Once per rank, any time that a Manax hears a new language he may make an Intelligence roll at TS 4. You may only learn one language per Rank.

Claws. Because of their clawed hands, the Manax gain +20 bonus to all climbing attempts. In addition these claws have a base damage of 1 as a Natural Weapon Attacks.

Swift Stealth. Manax are able to move at their normal rate while stealthing. Additionally, they do not suffer any penalties when they move while stealthing.

riors-guards), *Bartafa* (traders, merchants), *Msebahni* (workers) or *Nyaniki* (caretakers). While in most caste systems there is a sense of discrimination, this does not occur within the Manax.

This system allows and encourages Manax to pursue self-improvement, self-enrichment and the betterment of their communities.

SPECIES ABILITIES

And That's Why I'm Small: Your species' size is more often a hindrance in battle than a boon. Yet you have learned to get into spaces and positions that grant you a bonus to your Physical Defense based upon the size of the opponent that you can share an occupied space with. You gain a +10 Physical Defense bonus for each size above your size, but only against that specific creature as you are sharing the space with.

Burst of Speed: Once per day per their Stamina Modifier (Maximum 5 times) you gain +15 to their Movement.

Defensive Training: You have trained hard, taken beatings and still have gotten up to battle on. Because of this harsh training you have also learned how not to get hit or repel a mental/spiritual assault. You gain an additional +5 bonus to any 1 Defense Type per rank to a maximum bonus of +50, you must choose a new Defense type each rank.

Diplomat: You gain a +10 bonus to any Convince, Haggle or Interrogate skill checks.

Power Jump: Once per day per their Stamina Modifier (Maximum 5 times), you can leap or jump triple your base movement.

In the Shadows: Whenever you are in area where there is dim light (torch light or less) there is a 20% chance that attackers simply miss you. If you are attempting to conceal or take cover in these areas you are considered 1 concealment category higher for determining penalties against attackers.

Mechanical Aptitude: Manax have an innate ability to understand machines and natural technical skills is such that they gain +50 to all attempts to build, repair, or engineer machines of any kind.

TROLLS (Tröls)

Of all the species in the Omniverse, only the trolls (*tangkua* in their native tongue)— also called “children of chaos” — have escaped the horrors and vileness of their chaotic heritage where so many other creatures of chaos have not. They are a species of fighters, soldiers and adventurers. A millennium ago, their species alongside giant-kin contended for domination of the world, but now they are all but extinct and reside in the darker lands, the hidden valleys and the misty swamps of the world. Trolls are often feared and distrusted because of the touch of chaos in their heritage, but only a few of these clans remain to pass on their legends of ancient glory.

PHYSICAL DESCRIPTION

Distantly related to ogres, trolls are large, powerful humanoids, standing between 8 to 10 feet in height and weighing nearly half a ton. Their skin comes in a variety of colors, ranging from deep purple to deep green to dark brown to deep crimson or obsidian. Their eyes range from light blue to black to deep green, with silver speckles that shine in both sun and moonlight. Young trolls mature rapidly, making them even more dangerous as a species.

A troll's most pronounced feature are the ram-like horns protruding from their foreheads, spiraling and twisting back over their skulls. They are also often covered in *tapeta* (tattoos) which cover from mid-back, down the sides and flanks, to the knees. A female's tapeta is not quite as extensive or heavy. Both are tattooed in geometric patterns based on ancient designs, and often denote rank and status. Their skin is smooth and completely hairless.

PERSONALITY

Trolls are an extremely proud and clan-oriented people. They are often perceived as cruel, uncaring and very aggressive. However, this behavior is often seen as a result of a troll during combat.

They are quick to anger and have strong dislike for dishonesty and subterfuge. They prefer to be direct in their responses to problems and tend to think that those who resort to “tricks” are not to be trusted.

They show very little fear and believe their raw toughness, combat prowess, and the sponsorship of their gods make them superior to all other species. Many can be impatient and enjoy playing their bloodthirsty image to the fullest, a combination that means they react poorly to sleights. Others have a near acirean level of patience and are strong members of communities, trusted friends and reliable allies.

Despite a tendency to a violent mind set, trolls are very practical. Having a disdain for far off dreams and complex philosophies, they focus on the here and now, on the simplest solution or explanation. While they exercise a raider mentality, they don't hold grudges against their targets, even the ones that rout them; they just try harder next time.

LANGUAGES AND NAMES

All trolls speak *Nukcha*, an unsurprisingly guttural language that uses a lot of “pa” and “tha” sounds. It is thought that the language may be an ancestor to Ancient Common, as many Nukcha words overlap with that tongue.

When speaking or writing nukcha it is common for Subject-Verb-Object order.

The following is some bask words, translated from *common* to *Nukcha*.

I	mi	Me	mi	You	ni
We	si	They	woa	Go	kue
Fight	piga	Magic	ugana	Male	mtu
Female	wana	Weapon	silah	Sword	silupa
Bow	silindi	Tall	refa	Small	doga
Child	mhato	Children	mhato	North	asini
South	usini	East	ariki	West	aribi
Mile	aili	Feet (Distance)	ai	Up	juh
Down	hini	Left	usho	Right	asawa
Dungeon	gresah			Leader	iouna
Wanderer	khuzuguk			Rebel	wasi
Magic-user	uganmtu		Spirits	chuka	
Home	whetu				

Typical First Names: Agni, Boda, Dotuk, Grunkat, Haskirk, Katra, Kazmak, Rugart, Rosikia, Yngra

Typical Surnames: Ahuani (“heavenly”), Akahmu (“noble”), Amahui (“raging waters”), Anayah (“devil”), Bakuani (“dark sun”), Baoa (“guardian”), Cau'oli (“angered”), Diakopha (“supplanter”), Diokani (“strength”), Gaimi (“seeker”), Gana (“godson”), Ghauni (“bright”), Kaulah (“renowned”), Kimoah (“betrayal”), Lahanik (“heaven stance”), Luhanam (“calm one”), Mahilia (“moon”), Mahnul (“hawk”), Mhoke



("dark soul"), Okhana ("dragon-lover"), Phalahni ("freedom"), Phuatu ("heavenly night"), Rhakelo ("stone"), Teniha ("son of -"), Wahila ("gracious"), Wihluna ("conqueror"), Wikolu ("hand of god")

CULTURAL KIN & COMMUNITIES

Troll culture, known as *The Way* or *Maah'alea*, is made up of a strict and unerring way of live, traditional values and practices. Maah'alea have four key structural elements to it: *Ta'chanu* (Family/Clan); the *Ta'chapu* (villages or hommllets); the *Ta'chiwa* (territorial areas and boundaries) and finally the *Ta'chaka* (the realm of a group of trolls). As a people trolls are highly ethnocentric, viewing themselves as superior to nearly all other species in the Omniverse.

According to the Maah'alea the most important aspect to the trolls are its elders or Kahuka. They are the physical representation of the past, a living memory of what the Ta'chanu have persevered through. The Kahuka are the core of power, their word is law.

As a people trolls have never been ruled by a single, powerful being; and neither has a single troll ever unified the many Ta'chiwa. Each Ta'chanu is in of itself a single, kingdom, even though many Ta'chanus will exist in a specific region. A region can be home for up to 50 to 100 Ta'chanu, and each Ta'chanu is made up of 10 to 15 families, that are made up of 3 to 9 individuals.

Trolls are a warrior race. They begin learning to fight from infancy, when trolls are of age (4 or 5) they are given over to the *Kuapali* masters and are put through the *Tuhinmau*, a school of fighting and war that combined both the education and military/combat training into one package.

Troll society is traditionally dominated by males, which assume the leading roles in politics and the war councils (*Kahunera*), there are exceptions and many females have served in these roles. Like many warrior species, troll society functions through a system of honor, both personal and for the *Ta'chanu*. They are a highly traditional species and it is an integral part of their lives and breaking from specific observances is taboo, and not easily forgotten by the *Ta'chanu*.

The *Jahunak* play important roles within troll culture, and along with the *Kahuka*, make up the memory and laws. Trolls are a highly suspicious lot, and their religion is expressed by the fear of the *Atuha* (gods and spirits), then end of the world and loss of their souls in the afterlife. Their spiritual life is very important to a troll, in regulating the details of their daily life and is delivered in the religious texts, traditions and idioms through the "way of the gods" or *Atuthak*.

SPECIES ABILITIES

Battle Hardened: You have become toughened by the experience of battle. Beginning on your next rank and then again once every other rank, you gain an additional +3 species modifier to either your Physical Defense or your Attack Skill. Each rank, you gain +50 bonus merit each time that the GM gives merit Points.

Deep Thought: Some Trolls are known for their deep, trance like thinking. Because of this you gain a +10 bonus to *Meditation, Concentration, Interrogate, Skepticism, or Convince*.

Energy Resistance: Choose one element type: Earth (acid), Air (electricity), Water (cold) or Fire (fire); you gain a resistance to that energy type. You begin with a base absorption of 2 and may increase this by +2 per rank to a maximum of 24 points of absorption. This energy resistance is applied last when determining damage from these energy types.

Spikes: You have an unusual number of spike-like growths along your back or arms. With a snap of your arms or the

TROLL FEATURES

Age: Trolls begin play at 15, Maximum age of 500

Size: Trolls are large creatures

Vision: Trolls have Nightvision

Move: Base Move of 30 feet per Movement Action

Languages: Trolls begin play speaking Nukcha (Troll), Common, and Undercommon.

Resistances: +10 vs. Fear Checks and Horror Checks

Troll Bonuses: Trolls gain +500 Maximum Lift; Natural Armor +10

Troll Traits: Ram: Trolls can use their large bodies to ram a foe — or several, if they're small enough. They must have at least 5 feet to move. They can ram one large-size foe, two medium ones (if they're standing next to each other), or 4 small ones. Ramming requires an Agility check and is a Move action. Those that are targeted by a ram must make an opposed Strength or Agility check. Those that fail their check are *knocked down, knocked back* and suffer the attackers Strength Modifier in damage.

Regeneration: Trolls have the near magical ability to regrow lost limbs, except heads. A troll can regrow a limb within 14 days minus 1 day per Stamina Modifier (Minimum 1 Day). This ability stops bleeding effects. Finally, Trolls can regenerate their 3x Stamina Modifier in Health Points once per day per 2 Stamina Modifier. This happens as a *Basic Action*.

Species Abilities: Trolls begin play with two of the following abilities: Battle Hardened, Deep Thoughts, Energy Resistance, Spikes, Stomp, Surge, Vengeance, Viza Suri

flexing of your back you can volley 2 spikes per Stamina Modifier (max 10 spikes). These have an attack range of 15' radius, ignores half armor absorption and each spike deals a base of 2 points + half your rank in damage. Defenders are allowed an Agility check at a TS of 3 to avoid the spikes. This can be used once per combat turn as a Simple Action. You may focus on one target or several up to the total number of spikes you are using.

Stomp: With this ability you are able to stomp the ground. Stomp can effect all those that are smaller than you. It has an area of effect of 180 degree arc in front of you up to 10'. Targets in this area must make an Agility check at a TS of 1 per 2 Strength successes or be knocked prone. This ability is a Move Action.

Surge: So long as you beat any check by more 5 successes you gain a cumulative surge bonus of +1 success on any single attack, defense check, skill check or ability check of your choice on your next turn. You must choose to use this bonus before you make the next check or you lose this surge.

Vengeance: Your allies are more than just that — you have strong relationship with them and seeing an ally falling in combat fills you with vengeful rage. Whenever one of your allies fails their Holding Zero check near you (10' radius), you enter a focused rage that grants you +10 to your Attack and Physical checks and increase your base damage of your attack by +1. This rage lasts for one turn per 2 ranks.

STEP 2 GENERATE ATTRIBUTE SCORES

The next step is to determine the character's base scores for the eight attributes: the *Physical Attributes* of Strength, Stamina, Agility, Perception, and the *Mental Attributes* of Intelligence, Wits, Willpower and Charisma.

While a straight forward process, keeping track of the various numbers can be overwhelming.

Each attribute has a *size base score* based on the species size for physical attributes, but every species has base score of 50 in each of the mental attributes.

There are three generation methods to determine attributes: **Standard**, **Purchase**, or **Heroic**. Your GM will tell you which generation method to use. Your species choice will add modifiers to the final score of your attributes

Finally, your *focus type* will add the last base additional modifiers to your attributes.

GENERATION METHODS

STANDARD (Base Size + 4d10 drop lowest roll + Species Modifiers + Focus Modifier + Campaign Modifier +)

In the standard method you determine each attribute score by taking the Base Size Attribute Scores (see *Table 1*), plus 4d10 (drop the lowest rolled dice) you may assign the rolls in any order then add in your Species Modifiers (see *Table 2*) and then your Focus Modifier (see *Table 3*).

PURCHASE (150 points + Species Modifiers + Focus Modifier + Campaign Modifier)

Each character receives 150 points they get to spend on attribute points that they can add to the Base Attribute Scores (see *Table 1*), adding your species modifiers (see *Table 2*). A player cannot spend more than 25 points on any single attribute. The player then adds in their species modifiers, their Focus Modifier (see *Table 3*) and Campaign Type Modifier (see *Table 4*).

HEROIC (Base Size + 5d10 re-roll 1's and drop lowest roll + Species Modifiers + Focus Modifier + Campaign Modifier)

In the standard method you determine each attribute score by taking the Base Size Attribute Scores (see *Table 1*), plus add in 5d10 (re-roll any 1's & drop lowest roll) then add in your Species Modifiers (see *Table 2*) and then your Focus Modifier (see *Table 3 pg 55*) and Campaign Type Modifier (see *Table 4 pg 55*) to each score.

Base Size Attribute Scores (Table - 1): All attribute scores are based on your size. Small creatures are more agile and perceptive; large creatures are stronger and able to withstand more damage. Medium sized creatures are the most rounded with an average base score of 50.

Species Modifiers (Table - 2 or Table 2a): These are adjustments made to your Attribute scores from your species selection. These are applied at the time that

you generate your scores. When applying these modifiers always take your appropriate attribute modifiers for your species selection. Thus, a Mekronus Chovah may take any combination of attributes by picking 2: Strength, Stamina, Intelligence or Wits.

Focus Modifiers (Table - 3): There are four types of focuses (refer to page 68 for more information): Combat, Knowledge, Social and Stealth. Determine what your character concept is: fighter types (Combat Focus), spellcaster types (Knowledge Focus), priest types (Social Focus), or rogue types (Stealth Types).

STEP 3: CHOOSE A FOCUS

T

he Talarius Game System, and thus Legends of Kralis, is meant to be played as freely and open as possible. Many players need a structured sense of what to make of their characters. This is most often accomplished with classes or archetypes, this is accomplished in Legends of Kralis by the means of *Focuses*.

They are meant to help players create specific types of characters: fighter-types, priest-types, spellcaster-types, and rogue-types. Every character, both PC and NPC fall into using one of these focuses.

A focus represents your character's "profession" their training in a specialty, handicraft, capacity or *focus*. They have wide application and each gives you a variety of special features: *Additional Skills*, *Bonus Abilities* and *Additional Bonuses*.

Focuses have a large effect on your character. They are attached to skill groups: Combat, General, Knowledge, Social and Stealth. They grant bonuses to your attributes and they also help define ability categories: Combat, Knowledge, Social and Stealth

You may either gain two abilities under your focus OR 1 ability from a different focus, while keeping

COMBAT FOCUS

Combat focuses are just that various combative styles, basic weapon skills, et cetera. Virtually any skill or ability directly related to combat falls into this category. This also includes skills and abilities that deal with movement and broad-based physical prowess.

SKILL BONUSES: Character gains 1 additional free trained *Combat Skill* when they choose skills. Gain +10 bonus to their Untrained Skill attempts with any weapons they pick up. You may instead choose two General Skills to be considered a part of your focus instead of having four Combat Skills be a focus.

BONUS ABILITIES: Gain two of the following *Combat Abilities* for free (see pg. 98): Acrobat Fighter, Armor Proficiency (1 type/Heroic Level), Attack Quickness, Battle Cry, Battle Sense, Combative Leap, Champion, Deft Strike, Discover Flaw, Don't Think Act, Improved Multiple Strike, Martial Arts Technique, Parry (Heroic Level), Shield Mastery, Surgical Strike.

ADDITIONAL BONUSES: Gain +10 Health Points, Gain +5 Physical Defense

TABLE ~ 1 BASE SIZE ATTRIBUTE SCORES

<i>Small</i>	<i>Medium</i>	<i>Large</i>	
<i>Str</i>	40	50	60
<i>Sta</i>	40	50	60
<i>Agi</i>	60	50	40
<i>Per</i>	60	50	40
<i>Int</i>	50	50	50
<i>Wits</i>	50	50	50
<i>Will</i>	50	50	50
<i>Chr</i>	50	50	50

The species attribute base scores are what are considered the low end of the average being that is in question. Thus, an average small creature is relatively weak, but incredibly fast.

TABLE ~ 2 SPECIES MODIFIERS

<i>Species</i>	<i>Bonus to Attributes</i>
<i>Acires</i>	+10 to any two: Strength, Agility, Willpower or Charisma
<i>Ba-Liyan</i>	+10 to any two: Stamina, Agility, Wits or Willpower
<i>Chovah</i>	+10 to any two: Strength, Stamina, Intelligence, or Wits
<i>Manax</i>	+10 to any two: Stamina, Agility, Wits or Willpower
<i>Troll</i>	+10 to any two: Strength, Stamina, Wits or Willpower

TABLE ~ 2A ATTRIBUTE MODIFIERS OPTIONAL RULE

The above standard table reflects the archetypal bonuses to each species and really only applies to adventurers of their specific species. It helps to reinforce the opportunity to lean into each of the species as they are built.

However, not every one of the same species follows the same path or grew up within their standard cultures.

If you would like to have your character follow a different path, you can with your GM's approval assign +10 to any two Attributes and a +5 to any one Attribute to tailor your adventuring experience instead of following the standard species modifiers to attributes.

TABLE ~ 3 FOCUS MODIFIERS

<i>Focus</i>	<i>Modifier</i>
Combat	+5 Stamina/+5 Strength, Agility or Perception
Knowledge	+5 Intelligence/+5 Willpower, Wits or Stamina
Social	+5 Charisma/+5 Wits, Stamina, or Strength
Stealth	+5 Agility/+5 Perception, Strength, or Charisma

ADDITIONAL BONUSES: Gain +10 Fatigue Points. Every five ranks gain 1 additional skill for free.

SOCIAL FOCUS

This focus involves interaction with others; not just plain communication, but some communicative artistic forms, including singing and poetry, as well as the ability to sway crowds and to communicate to the gods.

SKILL BONUSES: Characters get any two free additional trained *Social Skills* (other than Divine Knowledge) when they choose skills. You may instead choose two General Skills to be considered a part of your focus instead of having four Social Skills be a focus.

BONUS ABILITIES: Gain two of the following *Social Abilities* for free (see pg. 126): Ambitious Leader, Animal Empathy, Animal Languages, Aura of Courage, Armor of Tathin, Bless/Curse, Commune with Animal, Enthral, Faith, Master Haggler, Resist Energy Drain, Silver Tongued Devil, Smite Foes, Taunt, Undermine

ADDITIONAL BONUSES: Gain +10 Fatigue Points. Begin with an additional 1d10 bonus Heroic Luck.

STEALTH FOCUS

This focus is used by characters to gain skills and abilities to sneak into areas, break into buildings, and avoid capture, and use the power of internal energies (Kai Willpower).

SKILL BONUSES: Characters get two of the following *Stealth Skills* for free when choosing skills: Forgery, Sleight of Hand, Stealth or Trapcraft. This skill is considered a trained skill. You may instead choose two General Skills to be considered a part of your focus instead of having four Stealth Skills be a focus.

BONUS ABILITIES: Gain two of the following *Stealth Abilities* for free (see pg. 138): Ahntaki Movement (Heroic Level), Arboreal Movement, Corner of Your Eye, Deft Walk, Escape, Expert Leaper, Featherfoot (Heroic Level), Increased Speed, Kuji Ra Kai, Misdirection, Open Says Me, Shadow Craeft (Heroic Level), Surgical Strike, Syhado Dhata, Thieves Cant.

KNOWLEDGE FOCUS

The Knowledge focus is centered around all the skills requiring intense education, ranging from simple knowledge of locations to arcane and mystical lore. Skills representing training in magic and almost all forms of mystical ability fall under this category.

SKILL BONUSES: Characters get two additional free trained Languages skills and any three other trained *Knowledge Skills* (other than Spellcraft) when they choose skills. You may instead choose two General Skills to be considered a part of your focus instead of having four Knowledge Skills be a focus.

BONUS ABILITIES: Gain two of the following *Knowledge Abilities* for free (see pg. 112): Alkimiya, Animal Transformation, Arcane Appraisal, Biomechanics, Call Familiar, Drain, Dreaming, Elemental Sphere, Focus, Inherent Knowledge, Inherent Languages, Necromantic Sight, Necromantic Studies, Spell Affinity, Totem Magic (Heroic Level).

STEP 4: GENERATE SECONDARY ATTRIBUTES

Now that you have picked your species, set up most of your character attributes, and have a number of details in place, it is time for you to finish up your secondary attributes.

There are a few more attributes that affect your character's success or failure, but aren't rolled against as are Attributes or Skills. Most of these are derived from your Attributes, species, or luck.

<i>Health Points</i>	<i>Fatigue Points</i>
<i>Defenses</i>	<i>Heroic Luck</i>
<i>Movement</i>	<i>Vision</i>

HEALTH POINTS

(*Size Base + Stamina Modifier + Willpower Modifier*)

Health Points represent how difficult it is to kill you. They are reduced when you are stabbed, slashed, clubbed, shot with arrows, set on fire, hit by lightning, and other potentially lethal misfortunes. Wearing armor will block damage, but it's always better not to get hit. Lose enough Health Points, and you will suffer a penalty to all actions. Losing all Health Points, of course, will bring unconsciousness and death.

Health Points equal *Size Base + Stamina Modifier + Willpower Modifier*.

	SIZE BASE	
<i>Size</i>		<i>Health Point Base</i>
Small		20
Medium		40
Large		60

Example: Asu's Stamina is 80 (granting a Modifier of +5), and his Willpower is 63 (granting a Willpower Modifier of +1). With his Medium size (granting a +40 modifier), his starting Health Points are 46.

Characters are able to increase their Health Point total every rank if they choose by taking the *Rank Bonus of Toughness*. Additionally, those that take *Combat Focus* gain +10 Health Points.

During battle as you take damage you will become *beaten* and then *battered*.

Beaten Health: Your Beaten Health Score is half of your *total Health Points*.

Battered Health: Your Battered Health Score is one-quarter (1/4) of your *total Health Points*.

FATIGUE POINTS

(*Stamina Score + Willpower Modifier*)

Fatigue Points represent how hard it is for your character to get tired. They represent the overall physical exertion that a character may accomplish before passing out from exertion.

Fatigue Points equal *Stamina Score + Willpower Modifier*.

Characters are able to increase their Fatigue Point total every rank if they choose by taking the *Rank Bonus of Tena-*

cious. Those that take *Knowledge, Social* or *Stealth Focus* (pg 55) gain +10 Fatigue Points.

DEFENSES

Defenses are used by beings to avoid being hit or damaged or falling under the influential effects of various actions taken by opponents. There are four core Defenses: Physical, Jinhu, Magical, and Divine.

Whenever a character is attacked, they must defend against the source of the attack. If an attack is supernatural in form it cannot be dodged by physical means. These attacks must be defended against using Magical, Jinhu or Divine.

For example, a physical attack by a weapon would use the Physical Defense. A "telekinetically" thrown object may use the Jinhu Defense to avert the object by using the character's own force of will or Physical Defense to dodge out of the way.

Magical, Divine and Jinhu defenses are naturally occurring defenses that cannot normally be reduced by being beaten or battered. Nearly all things, sentient (players and monsters) or non-sentient (plants, rocks, metal, etc) have these three defense types. Typically, these are at score of 100, but can be modified upper or down by conditions.

PHYSICAL DEFENSE SCORE

(*30 + Perception Modifier + Agility Modifier*)

All beings have a Physical Defense Score that they use to defend against attacks. All characters have a base Physical Defense of 30 plus their Perception Modifier plus their Agility Modifier.

MAGICAL DEFENSE SCORE

(*30 + Intelligence Modifier + Stamina Modifier*)

All beings have a Magical Defense that they use to defend their bodies, whether or not they know that they are defending against magical attacks. All characters have a base MD of 30 plus their Intelligence Modifier plus Stamina Modifier.

DIVINE DEFENSE SCORE

(*30 + Wits Modifier + Charisma Modifier*)

All beings have a Divine Defense that they use to defend their souls and spirits, whether or not they know that they are defending against divine attacks. All characters have a base Divine Defense of 30 plus their Wits Modifier plus Charisma Modifier.

JINHU DEFENSE SCORE

(*30 + Willpower Modifier + Intelligence Modifier*)

All beings have a Jinhu Defense that they use to defend themselves against the onslaught of mystic energy. All characters have a base Jinhu Defense of 30 plus their Willpower Modifier and their Intelligence Modifier.

INCREASING DEFENSES

Just like skills you can increase your defenses in order to protect yourself from physical attacks, magical spells, divine powers and jinhu curses. Beginning at 3rd rank and then every two ranks thereafter characters can increase all their defenses by +5.

MOVEMENT

Your character will travel all over in their quests for adventure, fame and fortune, but precise movement will not be important most of the time. Combat and other stressful situations, such as Chases, however, are a different story - when lives are on the line, how quickly you cover ground may be crucial.

Your character's movement is based on his or her size:

Size	Movement
Small	15'
Medium	20'
Large	30'

The above numbers are the total number of feet that a character may move once per turn when moving in normally.

HEROIC LUCK

(Charisma Modifier; Treat Negatives and Zeros as 1+ Species Modifiers)

Of all the species born, living and dying in the Omniverse you are different, you are important to the Omniverse and what you do matters. You are significant and your life and role in the great play of the Omniverse matters in ways that most others do not. This sets you apart, but fate can be cruel to adventurers and turn against them on a whim, and all their strength, skill, and cunning are in vain. In such dire moments, heroes have **Heroic Luck**, allowing them one last chance at success or escape. You begin with your Charisma Modifier in heroic luck plus any Species Modifiers. Treat negatives as 0 (Zero)

Heroic Luck can be spent in a number of ways in order to control the destiny of your character in the world. By spending specific amounts of your own Heroic Luck you can alter events, change the outcome of scenarios or even cheat death. The *Legends of Kralis Game Master's Guide* has more detail on the use of Heroic Luck.

Heroic luck points are gained when achieving a new rank or whenever a player rolls a natural 01-05.

HEROIC LUCK EXAMPLES

Heroic Luck Effect

- 1 Spent** Character may re-roll any missed roll. (cannot re-roll Fumbles 96-00). Once per turn.
- 2 Spent** Character may avoid being the target of a Critical Hit or avoid a Fumble. When avoiding a fumble treat as 0 successes and forgo the rest of your turn. Once per turn.
- 3 Spent** Character gains a "helping hand" such as needing a piece of minor non-magical equipment at the right moment, or needing a small boost in skill use (+1 bonus Success); You may also create your own "helping hand". Once per day.
- 4 Spent** Character may to completely ignore the damage from 1 attack. Once per combat.
- 5 Spent** Characters may exchange 5 Heroic Luck for a bonus +50 bonus to their next skill or attribute attempt. Once per Day this has a duration of 10 Minutes or once per Combat

AGE

You may choose the age of the character or randomly generate it. If you choose the age you must choose it to be at least the minimum age listed. If you choose to randomly generate it, add the result to the minimum age listed.

Characters age more likely through the use of spells, a disease, curse or some other source, more than just normal life. As characters age their stats will change. As a general rule, character aging effects happen at really young age and old age. There are four stage of aging: Youth, Adult, Old and Venerable.

As characters age both their Physical Attributes (Strength, Stamina, Agility, Perception) and Mental Attributes (Intelligence, Wits, Willpower, Charisma) change. The attributes change based on the age of the character. To determine what "stage" a specific character is take the character's maximum age and subtract a percentage based on the stage: Youth (Maximum Age - 80%), Adult (sits between the ages of youth and old), Old (Maximum Age - 30%), Venerable (Maximum Age - 10%).

As an example, a Firbog has a maximum age of 150. A young Firbog is 30 years or younger, an adult is 31 - 104, an elder is 106 - 134, and a venerable Firbog is 135-150.

ATTRIBUTE MODIFIERS

Age	Physical	Mental	Health	Fatigue	Movement
Youth	10	-10	-5%	-5%	0
Adult	0	0	0	0	0
Old	-15	-10	-10%	-10%	-5'
Venerable	-25	-15	-25%	-25%	-1/2

SKILL MODIFIERS

Age	Physical	Mental
Youth	-10	-20
Adult	0	0
Old	-15	+10
Venerable	-25	+20

RANDOM STARTING AGES

Species	Base Age	Age Modifier	Maximum Age
Acires	20	d10	130
Ba-liyan	15	d10-3	75
Chovah	25	2d10	350
Jakara	18	d10	100
Manax	3	d5	15
Trolls	15	d10	Possibly 500

HEIGHT AND WEIGHT

You may choose the height and weight of the character or may randomly generate it. If you choose the height and the weight it must be at least the minimum height and weight listed. If you choose it randomly, add the result to the base height and weight.

RANDOM HEIGHT AND WEIGHT

Species	Base Height	Height Modifier	Base Weight	Weight Modifier
Acires	4'-6"	d10+2"	150	5d10
Ba-liyan	3'	d10+2"	30	3d10
Jakara	5'-4"	2d10"	150	4d10
Manax	2'-4"	d10-2"	25	2d10
Trolls	7'	2d10"	450	2d10x10

VISION

Unless stated otherwise, all creatures that have eyes have normal vision. In Legends of Kralis, however, some species can see in the dark as well as they see in normal daylight conditions, however, they must take a moment or two as their eyes adjust to the prevailing conditions.

Some creatures and animals have what is called Nightvision, which enables one to see better in the dark. There are three categories of nightvision: *Nightvision*, *Heightened Nightvision*, and *Perfect Nightvision*. The penalties affect only physical skills and actions that require sight.

Normal Vision: The standard vision type for all species.

Species: Acires, Aelwyn, Ba-liyan, Bhahuul, Ta'Jahu, Fhen Khanur, Humans, Sylph

- Full Moon Light or Torch Light Conditions:

-10 Penalty

- Non-Full moon light, Low Torch lit areas:

-20 Penalty

- Unlit rooms, overcast-moonless nights:

-50 Penalty

- Dungeons, Caves, Pure darkness, no light at all:

-100 Penalty

Nightvision is the most dominant form of being able to see in the dark. This is used by mostly nocturnal creatures or those that spend a great deal of their time underground where sources of light are reduced.

Species: Chovah, Ha'vatu, Kanus, Rhakas, Trolls

- Full Moon Light, Dusk or Torch Light Conditions:

No Modifiers

- Non-Full moon light, Low Torch lit areas:

-10 Penalty

- Unlit rooms, overcast-moonless nights:

-20 Penalty

- Dungeons, Caves, Pure darkness; no light at all:

-50 Penalty

Heightened nightvision is greater in its ability to allow those that have it to see in overcast, moonless nights, unlit rooms and other situations that light is greatly reduced or nearly absent.

Species: Jakara, Manax

- Full Moon Light, Dusk or Torch Light Conditions:

No Modifiers

- Non-Full moon light, Low Torch lit areas:

No Modifiers

- Unlit rooms, overcast-moonless nights:

-10 Penalty

- Dungeons, Caves, Pure darkness; no light at all:

-20 Penalty

Finally, *perfect nightvision* is the rarest and most powerful form of being able to see in the dark. Those with perfect nightvision are able to see normally in pitch black conditions or in the absence of all light with no effects on their visual skills at all.

- Full Moon Light, Dusk or Torch Light Conditions:

No Modifiers

- Non-Full moon light, Low Torch lit areas:

No Modifiers

- Unlit rooms, overcast-moonless nights:

No Modifiers

- Dungeons, Caves, Pure darkness; no light at all:

-10 Penalty

BECOMING BLIND

Characters with nightvision can be blinded by sudden bright lights, such as torches being thrown in their faces, lanterns flashed in their eyes, etc. Those targeted to be blinded by such attempts must make an Agility check to block the light from their eyes. Those that fail are *Blinded*.

ENCUMBRANCE

Encumbrance is divided into five categories which come with penalties: none, light, moderate, heavy, and severe.

This is how much weight a character can carry, not how many items a character can carry; refer to Chapter 3 for more information on inventory space a character can have.

Maximum Encumbrance: A character has a maximum encumbrance equal to six times their Strength score in pounds.

Maximum Lift: A character may also lift their maximum carrying weight over their heads.

Maximum Drag: A character can drag or push six times their Strength score in pounds.

The following is encumbrance for medium sized creatures.

The total amount for small characters is Str, 2xStr, 3xStr, 4xStr, 5xStr.

The total amount for large creatures is 3xStr, 4xStr, 5xStr, 6xStr, 7xStr.

ENCUMBRANCE LEVEL

None (0 or 2x Str)

Light (up to 3x Str)

Moderate (up to 4x Str)

Heavy (up to 5x Str)

Severe (up to 6x Str)

PENALTY

None.

Character loses 10 Fatigue per hour.

Movement is reduced to three-quarters. All physical checks are at -3 successes. Characters lose 20 Fatigue per hour.

Movement is reduced to half. All physical checks are at -6 success penalty. Characters lose 40 Fatigue per hour.

Movement is reduced to 1/4. All physical checks -10 success penalty. Characters lose 80 Fatigue per half hour. This is also the maximum lift a character can accomplish without moving.

INITIATIVE

(Agility Modifier + Perception Modifier + Wits Modifier)

Initiative is used for a number of things, but it primarily determines who goes first in combat. The person with the highest total Initiative goes first, whereas the lowest Initiative goes last. This number can be adjusted by magical means, abilities, as well as increasing or decreasing Agility, Perception or Wits, or all at the same time. Initiative can be a negative number.

STEP 5: PHILOSOPHIES, ASPECTS, MOTIVATIONS, HONOR, REPUTATION AND BACKGROUNDS

This section defines the details that make your character unique and distinguish them from one another. You must decide if you are going to be evil, good or take a more neutral outlook towards life. With motivations you decide what motivates your character. Is your character obsessed with completing tasks? Learning everything they can? Or trying to bring peace and harmony to everyone?

Aspects help define who character is and what they are all about. Do you have a desire to gain power? Or do you prefer to be the first into a dangerous situation?

How honorable is your character? How well are the known? What are the known for? What is their influence capability? All characters have a reputation that they must maintain.

Finally, backgrounds allow you to define your character even more and gain some additional bonuses based upon your previous life before adventuring.

PHILOSOPHIES

Philosophies are the basic codes of morality that your character builds their life around. The world, the celestial and the Omniverse can be divided into three philosophical types: Good, Neutral and Evil. Most beings and creatures are neutral. Very rarely are players of an evil philosophy.

Your character's philosophy describes the basic approach for their behavior. It is not a rigid set of inviolate rules, but too many transgressions can have dangerous consequences. Of course, minor changes in your character's beliefs won't bring the lightning down, but it can still alienate other characters who share that philosophy.

Being good, evil or neutral in philosophy is relatively straight forward. If you decide to be good/evil you must continually strive to be good/evil each rank or you will become neutral in philosophy and may slip into the darkness of evil or into the light of good. These types of philosophy shifts may have an effect on your character.

Characters of *good philosophy* begin with +3 points of philosophy. Characters of *evil philosophy* begin with -3 points of philosophy. Characters of *neutral philosophy* begin with 0 points of philosophy.

Each rank you must obtain points (positive or negative) to maintain your philosophy. Those of good or evil philosophy must obtain +/-3 or more points per rank; while those that are of a neutral philosophy must never gain more than +/-3 points per rank or they may shift to good or evil.

If you are good or evil and you do not maintain the required number of philosophy points you will shift into a neutral

philosophy.

Those that do not maintain the base of +/-3 per rank in philosophy points are considered to be neutral in their outlook and may slide to evil or good outlooks. The GM section lists rules for obtaining and losing philosophy points.

GOOD

This is an altruistic view of the world and those that live in it, characterized by a concern for dignity, personal sacrifice, respect for others, gentleness with the helpless, weak, down trodden, and a commitment to those who are in need. Everyone and everything has a right to live in peace and harmony, living by the best version of the "golden rule": doing to others as they would have done to them.

NEUTRAL

Neutrality defines the world neither as black and white, nor as only shades of gray, but as a rainbow of all colors where no one color dominates and all are allowed to participate. This view advocates a middle of the road approach that revolves around allowing each his own independent or self-constructive action. This can denote a lack of concern for larger issues, as an indifference to good or evil as "constructions" of society or it can denote a sincere devotion to maintaining a balance of good and evil in the world.

EVIL

This view of the world is based almost entirely on self-interest or interest for a group that will directly improve the self. It is characterized by a lack of compassion for anyone, a tendency to enjoy causing harm, and a disregard for wants and needs of others. It can also be interpreted as a colder approach, meaning that the character believes that predators strengthen the world by eliminating the weak and making themselves stronger. Such a character might believe that to do otherwise is a crime and that it is evil not to do so. In other cases the killing of innocents, may be considered evil to others, while to those of an evil outlook would justify it as making the world a better place, better suited for those that know what they want. Note that most people who have been regarded as "evil" do not view themselves as such. It is not a chaotic, out of control world view, it can be cold, calculating and manipulative. Being evil is not always ugly or in your face about what it does.

DEVOTED PHILOSOPHIES

Once you obtain enough philosophy points you may begin to feel the pull of the great good that is positive energy of the Omniverse or the vile corruption of evil that is driven by the negative energy of Chaos and the darker places of the Celestial Realms. You may choose to become devoted to either good or evil philosophies. In doing so you have decided to take on specific roles and responsibilities within the world you exist. Those that choose to be devoted to a philosophy tend to be zealots in their philosophical outlook. In either view they never waver in their outlook or decisions.

Those of a devoted good philosophy tend to follow a path of integrity that exalts mercy, benevolence and tradition; those of a neutral philosophy tend to follow a path of harmony that exalts conformity, tradition and universalism; finally those of an evil philosophy tend to follow a path of supremacy that exalts power, hedonism, and achievement. Those that are devoted gain the following benefits so long as they remain devoted to their philosophical outlook. Those of a neutral philosophy can never be devoted to an outlook of neutrality.

When you decide to become a devoted character you must

gain *philosophy points* equal to +/-5 per rank. In order to maintain your devotion you must maintain this number of philosophy points. If you drop below this total you are no longer considered devoted and must obtain philosophy points in order to regain your devoted status and gain the benefits.

Those that are of a devoted status gain the following bonuses:

EVIL

- Gain +10 to any Physical, Magic, Divine and Jinhu Defense vs. Good or Positive Energy
- Gain +10 bonus damage per attack vs. non-evil aligned beings
- Gain +2 Heroic Luck for every 5 points above your required philosophy points for your current rank.

GOOD

- Gain +10 to any Physical, Magic, Divine and Jinhu Defense vs. Evil or Negative Energy
- Gain +10 bonus damage per attack vs. evil aligned beings
- Gain +2 Heroic Luck for every 5 points above your required philosophy points for your current rank

Aspects and motivations are just as important as attributes, skills and abilities. Defined simply, these are roleplaying characteristics that represent what a character can act like (aspects), and what motivates them. While these are important aspects of a character, they are not meant to strait jacket a player into acting a specific way. They help provide flavor by helping what makes them "tick".

Legends of Kralis offers twenty basic aspects and motivations that you may take in order to fill out more of your character. You must take at least one aspect or motivation but you may take up to three. You cannot take aspects or motivations that are opposite of each other. You may choose other aspects as you see fit during play, but you must replace one aspect with another, and you may only do so once per rank.

Throughout game play and the campaign your GM may give you additional Merit Points (25 to 150), or even bonus Successes in a situation for adhering to a aspect or motivation.

IN THE GAME

While the use of aspects and motivations are meant to give you something to shoot for and obtain extra merit for roleplaying these, none truly hold sway over your actions, so long as it can be justified. However, it is within the power of the GM to ask you to make a Wits or Willpower check in order to go against your aspect or motivation.

While taking these for merit is a long term goal, it is completely within the power of the GM to give you bonuses (temporary or permanent) or penalties (temporary or permanent) based on how you adhere (or don't) to these. These bonuses and penalties may range from bonus points to skill usage, increased attributes, increased heroic luck, and so forth.

For example: you have the selfish aspect, in one encounter you abandon your party for the extra bit of gold that is left in the last room, the GM may decide that because you adhered to your aspect you gain an additional amount of treasure, then again he could decide that doing so means you must face the new monster that wandered into the area.

ASPECTS

Who your character is and what they are all about is based on your aspects. These are used to describe how other characters may act during certain situations and how other character's may interact with you. There are ten basic aspects; you and your GM

can come up with additional aspects as you see fit. There are times that you can emboldened by your Aspect which grants bonuses to your skill attempts once per day (See the Game Master's Guide for more information).

Ambitious Aspect: Your character desires power and ambition and is willing to do whatever it takes. This aspect tends to push you to take advantage of situations more often than others, going so far as causing a rival to be eliminated, or making them look bad in front of others. **Opposite:** Hardline, Kindness

Apprehensive Aspect: While you seek out a life as an adventurer, you are the nervous type and more cautious than most others around you. Where others boldly go, you are slow to tread with caution. You know that the world is not a safe place to be and running around it unrestrained will only lead to no end of trouble. **Opposite:** Hardline, Boldness, Unflinching;

Boldness Aspect: You character savors the need for being first into a situation and the one to speak up first. You tend to be a bit brash, boldly stepping up into many different types of situations, in a near reckless behavior. **Opposite:** Apprehensive, Selfish;

Charming Aspect: You have a winning personality and your smooth words and slick demeanor easily take people in. You tend to manipulate others through the use of social skills, and gain pride in the way you can sometimes influence those of some great importance. **Opposite:** Apprehensive, Hardline;

Hardline Aspect: You are quiet, intense and show little, if any, mercy to your enemies, felling them as quickly as you can despite their pleas. Your actions are not derived from any form of anger, rather they come from the coldness of death and calculated killing. You often prefer being outnumbered by enemies or being the sole survivor of a doomed battle. **Opposite:** Lighthearted, Kindness;

Kindness Aspect: To you kindness is not a sign of weakness. Rather it is a cherished strength that you wield like a weapon. While kind you are neither naive nor foolhardy. You find being kind to those less fortunate than you is a tremendous boost to your good nature. In serious situations you are more likely to aid your allies than to attack your foes. Gain 1 point of redemption any time that you gain merit from this motivation. **Opposite:** Hardline, Selfish;

Lighthearted Aspect: To you the world is nothing more than a giant playground and being an adventurer allows you to see what is around the next bend in the road. You have a terrible time of taking things seriously, even when they are downright deadly and your life is on the line. You have been known to crack jokes in deadly situations or make lite of the situation. **Opposite:** Hardline, Selfish;

Loyalty Aspect: You see your connection with friends and allies as the most paramount of all concerns in your life. **Opposite:** Selfish;

Selfish Aspect: You tend to put yourself first over others, but this does not mean you are unkind or uncaring. You look out for yourself when there is overwhelming need, but you are not beyond helping others, particularly when there is reward that will improve your status. **Opposite:** Loyalty, Kindness;

Unflinching Aspect: You are often referred to as having ice in your veins as very little gets you to react. You tend not to be surprised, angered or taunted. **Opposite:** Apprehensive, Lighthearted;

MOTIVATIONS

While aspects help define how your character may act in specific scenarios, motivations are what drives a character to make decisions or not to make decisions. It is the drive to pursue a goal while at the same time making decisions that lead to appropriate action. There are times that you can attempt to call upon your Motivation to grant bonuses to your skill attempts once per day

(See the Game Master's Guide for more information).

Faith Motivation: You have a strong religious belief of your deity or other source of faith that drives you onward. You are a true believer in the faith. You will defend your beliefs and faith against those that attack, slander or some way oppose or oppress your faith. **Opposite:** Hatred, Masochistic; Gain +5 Reputation

Hatred Motivation: You have developed a deep seeded hatred against either the world, a person, a country, an organization or even a deity(ies). You live only to be the bane of those that wronged you. **Opposite:** Faith, Love; Suffer -10 Reputation

Love Motivation: Your character has a deep love for someone or something (ancestral home, great grandfather's beloved clockwork raccoon) within their life. You tend to make decisions that are influenced by them and will risk your life to protect or help them. **Opposite:** Hatred, Masochistic; Gain +5 Reputation

Masochistic Motivation: You have a deep seated issue when it comes to pain, you like it too much. You tend to prefer to take hits that would normally render others ineffective. You have been known to through yourself into a fight with no regard to your own safety. **Opposite:** Pacifist, Redemption;

Mission Motivation: You have a great love for completing small, useful missions for yourself, others or even the party. You enjoy finding missions, completing missions (either party related or personal ones) and hope to take on a personal mission that must be completed in secret or may lead your death. **Opposite:** Love, Masochistic; Gain +5 Reputation

Obscure Knowledge Motivation: You have a wanting desire to learn and know all kinds of things. You find joy in learning a new Knowledge or Lore skill subcategory as much as seeking out and finding an obscure bits of information within your Knowledge or Lore skills. **Opposite:** None; Gain +5 Reputation

Pacifist Motivation: You prefer to live a life characterized by a lack of continual strife or violence. This is not to say that you are unwilling to jump into the fray with weapons flying, but you are more willing to look to other non-violent means. You tend to prefer to not commit a violent act during a combat or in a situation where you will be harmed, but want to find a peaceful solution to the situation. **Opposite:** Masochistic, Mission; Gain +10 Reputation

Possession Motivation: You have a bit of possessiveness and are always looking for ways to increase your position or attain the finer things in life. Mundane items do not impress you, you are always looking for the big, flashy items that were hard won that you jealously guard. **Opposite:** None; Gain -10 Reputation

Redemption Motivation: You are seeking redemption from one thing or another. This maybe atoning for past sins against a church, an organization, serving evil at some point, criminal activity, or some other actions that you now regret. Helping others in need maybe a way to regain you self worth. **Opposite:** Reputation, Hatred; Gain +10 Reputation

Reputation Motivation: You have a deep need for others to hear of your actions whether they are bad or good. You like to brag about your deeds to someone "new" or that someone other than your party members see you do it. To increase the "value" of your stories you tend to put yourself in harms way. **Opposite:** Pacifist, Hatred; Gain +5 Reputation

Your character has a reputation. For good or ill. As you gain power and rank this reputation grows. Reputation has three uses in the game. It lets you determine whether a character is known, whether the character has honor and how influential they are in a region. It is also used to modify certain skill scores.

Reputation, like other attributes, begins at a base score

of 10. It increases or decreases by your Motivation, and it gains 1 point per rank plus any *event reputation point* modifiers that a character might experience.

It is also possible for a character to gain or lose points as a GM thinks suitable, reflecting the fact that fame and reputation can stem from not just raw experience and Merit ranks, but from distinct actions. Depending on the situation you may be granted the chance to check against any one of the three in order to gain bonuses to the use of most Social Skills, influence attitudes and more. The *Legends of Kralis Game Master Guide* as further information on Reputation.

BACKGROUNDS

Every character has a background of some sort. They did not just pop up right out of the ground ready to go. Your background gives you and those around you an idea of where you came from, how you became an adventurer and ultimately, where you stand in the world.

Backgrounds provide you with your prologue before the life you have now as an adventurer. It gives your important cues about your character's identity. Additionally, there are three hooks that you can choose from that can come up in play as well as the adventure.

These hooks can provide a great source of adventure for your character; you could also ignore the hooks and just have decided to be an adventurer. If the given hooks do not suit your concept, then work with the GM to develop one that is better suited for you, such as Socialite, Nomad, Traveling Monk, Aradgaphile, Investigator, etc. Once chosen, your background cannot be altered.

BACKGROUND SKILLS

All backgrounds have a few associated skills and bonuses. Choose three of the listed six skills, of these three chosen skills you may "super" focus in one of them (see *Focus Bonuses* pg 55) gaining the +10 focus bonus. You gain these background skills for free.

BACKGROUND BONUSES

Each background also has a list of associated bonuses. You gain one of these bonus when you choose your background. Once taken you cannot take another background bonus.

ACOLYTE

As an acolyte, you have devoted a good portion of your life in service to a temple or church of deity. You have learned the customs, rites and offerings in order to bring worshipers into the light of the divine, for good or ill. You have risen through the stages and have chosen to dedicate your life to channeling the power of the gods.

Hook: You have been sent forth by the church to locate foes of the church, heretics, rogue priests and be brought before the church for trial and punishment.

Hook: You have been linked to heretical sayings and been labeled a rogue priest that must be brought to justice in the eyes of the church. You are determined to prove yourself wrongly convicted in the eyes of the church by fleeing and looking for a way to prove your innocence.

Hook: You have chosen to be a divine freedom fighter, bound to find and free all followers who have been imprisoned by foes, blasphemers and evil forces, and to overthrow tyranny wherever it stains the earth.

Associated Skill Bonuses: +10 to either Acupuncture, Chanting, Fabrication (Brewing), Healing, Herbalism, or Lore (Divine, Monster, Arcane, or Nature)

Associated Bonuses: +10 Fatigue Points; +/- 3 Bonus Philosophy per rank; or +10 Divine Defense

BOUNTY HUNTER

Exploring and traveling from one location to another location, fighting monsters, delving into the darkness of dungeons to unearth valuable items, traveling between Void Stations and more has been a great cover for your more lucrative business: bounty hunting.

Hook: Currently, you are attempting to avoid being captured by a powerful individual, whose family has suffered at your hand. The bounty hunter has become the hunted.

Hook: During the course of one of your jobs, you suffered a deep personal betrayal by another bounty hunter and you are now seeking revenge.

Hook: A powerful contractor has dirt on you and is using it against you to blackmail you into doing work for them as needed.

Associated Skill Bonuses: +10 to either Convince, Information Gathering, Open Locks, Pilot (1 Type), Stealth, Tracking,

Associated Bonuses: +5 Heroic Luck; +10 Fatigue Points; +10 Poison Resistance; or +10 Magical Defense;

CLAN ENCLAVE

Living in hidden locations in mountainous valleys, deep within dark forests, and secluded in holds and remote cities, you have seen life on the wild frontier fighting against giants, goblinoids and oku. This seclusion has granted you a life steeped in various traditions: magic, art, martial prowess or technology which has served your kin for several ages. From a young age you have trained to defend yourself, increased your crafting skills and have learned a great deal of lore.

Hook: You have left your clan and homeland in search of adventure and out of boredom. You hope to encounter unknown civilizations and defeat mighty beasts in honor of your clan.

Hook: You have been selected as an envoy and have been requested to venture into the world beyond your enclave to locate new civilizations and attempt to make

Hook: During a tour with a clan caravan you were ambushed by monsters and left for dead. You later found your wounds bandaged but left out in the wilderness with nothing but your equipment.

Associated Skill Bonuses: +10 to either Animal Handling, Alertness, Fabrication, Lore (Magic or Jinhu), Riding, or Survival (1 Type)

Associated Bonuses: Gain +3 Heroic Luck; +10 Attack Bonus against 1 specific monster type; +10 Bonus vs. Fear

CHTHONOLOGIST

You've delved deep into the lore, habits, and weaknesses of demons, undead, the macabre, and other things that go bump in the night. This has given you greater insight in how to deal with these them, but as has left you ostracized. You've now set out to put this esoteric knowledge to use.

Hook: Most of your family was slaughtered in an attack. You've spent your life in gaining the skills to try prevent the same thing happening to others.

Hook: Your studies have led you to form and make pacts with demons. You're now trying to either spread its influence over the world, or prove that these demons "aren't all bad," or both.

Hook: In your researches, your mind was fractured by contact with these "old ones." You've managed to put yourself back together temporarily, but seek a more permanent solution.

Associated Skill Bonus: +10 to either Lore(Demon), Lore(Undead), Lore(Monster), Lore(Ritual Magic), Language(Magic Script), Language(Qui Roc Batak)

Associated Bonus: +1 Success to Fear and Horror Checks; or -1 Insanity Point when gaining Insanity Points (minimum 0); or You may adjust your roll by +/- 5 when rolling for the effects of Insanity, Horror, or Phobia.

CRIMINAL

With a long history of breaking the law, and dealing with the criminal underworld you have come closer to theft, violence and murder than most others in the world. But you have gained a certain number of skills and contacts both in justice system and the underworld.

Hook: You have found yourself on the right side of the law and are now being hunted by a number of your previous employers who view you as both a traitor and a threat to their organizations.

Hook: You are on the run from some previous associates after you stole a particularly valuable jewel from them after a heist. Unfortunately, you were robbed by another and the only way to get your former partners from putting a dagger in your back is getting the jewel back before they do.

Hook: Like others of your ilk you are looking for the big score and you know that its out there and likely in the hands of a more powerful organization and you just need to find it and will do whatever it takes to get your hands on it.

Associated Skill Bonuses: +10 to either Alertness, Convince, Disguise, Lore (Criminal Networks), Sleight of Hand, or Stealth

Associated Bonuses: Gain +5 Heroic Luck; +5 Health Points; or +2 Success Bonus vs. Poison Checks

EX-LEGIONNAIRE

You once served in foreign military force consisting of volunteers, former slaves, and reformed criminals. You have fought in many battles in many foreign lands and have learned a great deal about survival, war campaigning and more.

Hook: You have decided to resign your commission, which means you went absent without approval and now are wandering the world to explore it, enjoy it and try not to get captured by legionnaire "recruiters".

Hook: Left for dead on a recent battlefield, you found some local healers to help you and have spent the last few years remaining below the radar of the legion. Once Legion Always Legion.

Hook: You have honorably served your enlistment time and now are free to live your life. However, all you have known for the past years is the Legion Way of Life and now feel lost, bereft of how to live in the normal world.

Associated Skill Bonuses: +10 to either Languages (1 other player species), Leadership, Open Locks, Riding, Smithing (WeaponSmith), Survival

Associated Bonuses: All encumbrance levels are lowered by 1 Category (None = 3x Str; Light = 4x Str, etc.); Gain +3 Successes vs checks against Starvation, Dehydration, and Exhaustion; or Gain +10 Bonus to Magical, Divine or Jinhu Defenses

GUILDING

You are a proud member of one of any number of guilds. You have spent a great deal of times establishing contacts, both above board and under-the-table types, within the mercantile world. During your time you have developed a great number of skills during your apprenticeship.

Hook: Your have been tasked with finding the remaining pieces of a powerful item that your guild desires to have and return them to guild as you locate them.

Hook: Like many other guildlings you have a "generational" connection with the guild. During your apprenticeship your family was targeted and betrayed and killed by one of the other guilds or organizations in the region. But without proper proof of this betrayal you cannot move against them. You have made it your personal mission to destroy this organization if possible.

Hook: The guildmasters have tasked you to explore the world, locate new resources, new recruits and increase their reach through out the region, and possibly the realm.

Associated Skill Bonuses: +10 to either Animal Handling, Convince, Etiquette, Fabrication (1 Type), Information Gathering, or Smithing (1 Type)

Associated Bonuses: +150 Silver Pieces; Improved Attitude: Gain +2 improvement in Attitude; or +2 Successes vs. Charm Based Spells

HERMIT

The quiet seclusion of being alone is gratifying for you. Having been enclosed within a monastery, temple or alone, away from the world for a greater part of your life you find quiet and seclusion a necessary part of your life, like breathing. **Hook:** You have reached a point in your seclusion that you believe that those that were hunting you have given up. You have decided that it was time for you to begin to look for them and exact revenge.

Hook: Through long hours of meditation you have received a vision, or have gained insight from the Omniverse. You have decided to seek out those that were in this vision to solve the disappearance of a loved one that caused you to become a hermit.

Hook: The head of your order has decreed that you should go look for the chosen one that was prophesied so long ago that would lead your order to greater heights and deeper understanding of the celestial.

Associated Skill Bonuses: +10 to either Alchemy, Animal Handling, Herbalism, Lore (1 Type), Meditation, or Survival (1 Type)

Associated Bonuses: +10 Fatigue Points; Reduced Focus Merit Cost:-150; +1 Success vs. Poison; or +1 Success vs. Insanity Checks

KNIGHT-ERRANT

Dissatisfied with the knightly order you were born into, you have broken away from that world in order to go off on your own to right wrongs or to test your own ideals of honor and chivalry. You have found yourself motivated by idealism and goals that your previous organization were not able to adhere to or attain.

Hook: You have found your previous organization of knights or chivalric order to be corrupted by misguided leaders and have decided that you would be better on your own in order to pursue the ideals of the ancient organization before recent times.

Hook: You feel that the world around you is cruel, uncaring and oppressive, and you have decided that you need to travel the world protecting the common folk from such dangers.

Hook: You were dishonored and excommunicated from your organization, since then you have been wandering the lands looking to regain your honor and glory of your former position.

Associated Skill Bonuses: +10 to either Animal Handling, Healing, Leadership, Lore (History), Pilot, Riding,

Associated Bonuses: +5 Health Points; +5 Fatigue Points; +5 Physical Defense; or +5 WeaponForte

LOCAL HERO

Often referred to in local songs by many people in your village, town or city borough, you are often the champion of the people against local tyrant's agents, monsters, brute squads, corrupt merchants and any others that threaten to disrupt the way of life that you hold so dear. You feel the pull of destiny to do more and be more with your life.

Hook: Having defeated a local criminal, you have decided to pursue those that he or she worked for a put them out of commission on a permanent basis.

Hook: Tragically, you are one of the few that survived the horrific destructive force of creatures of darkness, chaos and undeath that raged through your region. You have vowed that you are going to hunt down these types of creatures to prevent this tragedy from ever occurring again.

Hook: You rallied others to rise up against the agents of a

local tyrant, powerful guild or cult leader that was oppressing them. Now the leader has placed a very high bounty on you and has threatened to eliminate those that you care about. You have decided to flee the area in order to grow in power and return to put down this threat.

Associated Skill Bonuses: +10 to either Alertness, Brawling, Convince, Fabrication, Leadership, Riding

Associated Bonuses: +5 Health Points; +5 Fatigue Points; +5 Physical Defense; or +10 Bonus vs. Fear

METROPOLITAN

You are a part of the unique culture of many worlds, kingdoms and nations, the bustling cities where the crossroads of the world meet. As a metropolitan you are experienced in the ways of city life, and in some ways, the world. You are often seen as being jaded, perhaps even a bit uncaring, you are the city through and through and have picked up a life times worth of experiences in a very short amount of time.

Hook: A trusted friend has betrayed you to one of the local thieves guilds in an effort to get the guild of their back and now the guild is hunting you.

Hook: You have been raised in the highest social circles, but recently your family had finally been fed up with your scandals and the crowd you associate with but you have been disowned by your clan or family and now you must make your own way, one way or another.

Hook: You have spent many years learning how to negotiate your way through many deals and social situations, you have risen in stature and have become a well known envoy for home city or town and are now often requested to help with negotiations between foreign lands, trade cartels and other cities.

Associated Skill Bonuses: +10 to either Appraising, Convince, Etiquette, Gaming, Languages (1 other player species) or Skepticism

Associated Bonuses: +5 Heroic Luck; +10 Fatigue Points; +10 Bonus vs. Fear; or +10 Bonus vs Charm Based Spells

MONK

As a monk, you have spent the entirety of your life within a monastery training your body and mind to near perfection. You have learned the customs, rites and traditions of hand to hand fighting and specific martial arts weapons, mindful meditation techniques and numerous acrobatic-style physical skills. You have dedicated your life to that of purity and atonement, and working towards improving the quality of other being's lives.

Hook: You have been sent forth by the monastery to seek out and assist out others in times of trouble and need.

Hook: You are exiled from the monastery for a crime that you did not commit. You now are seeking to prove your innocence by locating the and bring the true offender to justice before the monastery elders.

Hook: You have decided that you are being suppressed and your abilities being wasted, and have taken to the road in order to make a name for yourself and establish your own order

Associated Skill Bonuses: +10 to either Acrobatics, Alertness, Healing, Herbalism, or Lore (History, Nature or Religion)

Associated Bonuses: +10 Fatigue Points; +10 Health Points; or +10 Physical Defense

ORGANIZATION AGENT

The world runs on the activities of organizations, both upright and those that are secretive and often active across the nation, the world or even the Omniverse. They tend to pursue their agendas at all costs with agents operating anywhere the organization places them. These groups can range from Churches, to Intelligence Organizations, to Thieves Guilds to Assassin Cults. They tend to deal with rumormongers, smugglers, fences, informants, etc.

Hook: You have decided to setup your own faction or organization, which will require you to establish new contacts as well as re-affirming old contacts so that you do not loose the "words on the wind."

Hook: Your organization has found that you are no longer a needed asset. You have been ex-communicated from the organization and a bounty has been placed on you. Have to clean up lose ends, you know.

Hook: You have been ordered to assist the organization or faction to thwart other organizations plans, spy on other known organizations and aid others when and where necessary.

Associated Skill Bonuses: +10 to Convince, Disguise, Information Gathering, Interrogate, Leadership, or Stealth

Associated Bonuses: +10 Poison Resistance; +3 Heroic Luck; or Gain +5 Bonus to Magical, Divine or Jinhu Defenses

RUSTIC VILLAGER

Through out the omniverse, let alone the various worlds, every town and city owes its existence to the network of farms, mills, fisheries, herders, spicers, exotic herbs and the local markets for miles around these small rustic villages. They are all run by the hardy folk of the various regions. These villagers are used to hard work, and are often stubborn, hard-head and untrusting of non-villagers.

Hook: Your family or clan has a long distance relation with a number of nobles in the larger cities and recently you have found yourself requested to come visit these distant relations.

Hook: Your quite village has grown stale and boring to you. While you have had your run ins with local tribes of goblins, oku and other monsters, you want to experience more beyond the horizon.

Hook: You are the eldest child within your family, and it has come time for you to decide if you wish to continue in the family business or make your way out in the big world.

Associated Skill Bonuses: +10 to either Animal Handling, Climb, Lore (Animal or Agriculture), Navigation (1 Type), Riding, or Smithing

Associated Bonuses: All encumbrance levels are lowered by 1 Category (None = 3x Str; Light = 4x Str, etc.); Gain +3 Successes vs checks against Starvation, Dehydration, and Exhaustion; or Gain +10 Bonus to Magical, Divine or Jinhu Defenses

SAGE

There is something intoxicating about knowledge and you have spent many years scouring through your masters manuals, ancient scrolls and have listened into conversations between your master and other experts, conversations that you were not meant to hear. There are many secrets that you have learned.

Hook: Your master has sent you out into the world to look for evidence of a new type of magic-like power, it was only referenced once in an obscure scroll that you looked through years ago: *dra'pakhun*.

Hook: In a terrifying discovery, you now know the true name of a powerful fiend; and it knows yours. Since then dark creatures have begun stalk you, terrified you have fled your master in an attempt to escape these creatures and put an end to this fiend.

Hook: Your master was slain during a recent visit from a group of if individuals, and you were nearly killed as you escaped into the night. You have fled and chosen to attempt to learn who they are and infiltrate the group or organization that killed your master.

Associated Skill Bonuses: +10 to either Alchemy, Engineering, Language (Ancient Version of 1 Language) Lore (Cataloging), Research, or Smithing (1 Type)

Associated Bonuses: +10 Poison Resistance; +2 Heroic Luck; or +5 Magical Defense;

SOLDIER

You have trained for the better part of your live for war. Since you were a youth you have trained in the use of weapons, the function of armor and have learned the basic concepts of surviving battles and tactics to stay alive. You have served in a military organization: city guard, local militia, mercenary company or a member of one of various other military groups in the region. You may have now found yourself discharged and free from service or you might still be a part of that organization.

Hook: You were the last surviving member of your patrol when you where ambushed by monsters of darkness and chaos. You are now dedicated to spending every day of your life hunting these creatures and their demonic masters down and anyone or thing connected to them.

Hook: Your honor is your life. You will do whatever needs to be done to uphold your beliefs and your honor.

Hook: Despite being a soldier, you have discovered that you are the seventh son of a seventh son of a seventh son and the heir apparent to a noble title. However, while you have just discovered this, there are many others that have known for sometime and many plot against you to take your title or keep you from inheriting it.

Associated Skill Bonuses: +10 to either Alertness, Etiquette, Leadership, Lore (Tactics), Search, or Smithing (Armorsmith)

Associated Bonuses: +1 Success Bonus vs. Fear; +1 Success Bonus vs. Horror; or +10 Fatigue Points;

TRIBAL STATE

You belong to any one of a number of people or tribes that live on the frontier where survival is a struggle, warfare harsh and martial prowess is greatly favored. There is a strong sense of honor about you, one that is often hidden beneath the sheer brutality you convey to the rest of the world.

Hook: You, like some many before, have decided to venture into the world and see what sights you might see and to achieve great glory, fame and reputation for your tribe or clan.

Hook: You are the last of your tribe which was destroyed by slavers or a horde of monstrous beasts. You have wandered the lands drawn by your insatiable urge for adventure, riches and your desire for revenge against those that destroyed your tribe.

Hook: As part of your coming of age you have be commanded by your leaders to prove yourself worthy by locating and hunting down a unique and powerful creature.

Associated Skill Bonuses: +10 to either Alertness, Navigation (1 Type), Search, or Survival (1 Type), Tracking, or TrapCraft

Associated Bonuses: +5 Heroic Luck; +10 Health Points; +10 Bonus vs. Horror; or +3 Success Bonus vs Poisons

URCHIN

The streets have always been your home, that and the local orphanage. You have grown up poor and have had no one to have your back, protect you or watch over you. Rooftops, alleyways, old wooden crates have been your home for countless years and you have survived it all. As you have grown up you have gained cunning, strength of will and the ability to move quickly with stealth.

Hook: During one of your little heists, you lifted a small, black book written in some strange language that you have never seen, but your name is clearly written into it.

Hook: One person that you have classified as a friend was taken from the streets and was sold into slavery in a distant realm. You have vowed to free them and in doing so have declared an all out war against slavers where ever you find them.

Hook: Your past is dark, grimy and filled with few relationships, however, those few are near and dear to your heart. Many; however, have been turning up dead, including several that you

only knew briefly. Rumor has it that all some sort of creature or organization is targeting people related to your past. You have decided to find them and stop them from hurting anyone else.

Associated Skill Bonuses: +10 to either Alertness, Evade, Information Gathering, Sleight of Hand, Stealth, or Survival (City Streets)

Associated Bonuses: +10 vs Poison Checks; Gain +2 Heroic Luck; or +10 Fatigue Points & +5' Movement

WANDERER

Exactly how you became a wanderer is lost to your past. Most likely your parents were wanderers and roamers themselves and your lifestyle has just mimicked theirs, or you are an outcast from an outlying colony or village; in either case you have lived most of your life on the fringes of civilization as a rover, nomad, explorer, wanderer, vagabond. Yet even in these remote places you have acquired a great skill set and have gained unique abilities.

Hook: One of the various Orders in the realm has reached out to you and recruited you to help it bring retribution against another organization. They have trained you in locating members of this other organization in order to take care of the "sinners" of the organization.

Hook: As an orphan you only know that your survival and abilities were not of a natural source. Many times circumstances seem to point to something fiendish or demonic working in your life. Is it coincidence or is something else going on in the Omniverse?

Hook: You have been on the run for several years from an organization that you have never been involved with, but ever since you fought of some thugs or mercenaries and discovered a wanted poster for you with a strange symbol in the signature line, you have been trying to get more lost than you are now.

Associated Skill Bonuses: +10 to either Alertness, Healing, Navigation (1 Type), Skepticism, Stealth or Survival (1 Type)

Associated Bonuses: +2 Success Bonus vs. Fear Checks; +3 Success Bonus vs. Poison; +5 Health Points; or +5 Heroic Luck

WATCHMAN

For sometime you have served as part of the local city watch, town patrol, or village guard, ensuring the safety and protection of your community. Unlike, the soldier, or the local hero, you have worked as member of the law enforcement working to keep the citizenry safe from law breakers, unfortunate events, policing the streets and back alleys.

Hook: As a watchman you have spent a lot of time trying to stop law breakers, hunt down monsters preying on your town and now have decided to try making a living as an explorer.

Hook: Having been setup by criminals you now find yourself on the outs and trying to clear your good name. This may require you hunting down and bringing in the leader of that organization, where she or he is at.

Hook: You have never been accused of having a gentle hand when apprehending criminals or other unsavory types. You have slowly become obsessed with vengeance and see the world in very black and white terms. You have been discharged due to this and now have taken on the role of punishing those that deserve your vengeance.

Associated Skill Bonuses: +10 to either Gaming, Forgery, Information Gathering, Search, Skepticism, or Lore (Any 1 Type)

Associated Bonuses: +5 Heroic Luck Points; +10 Bonus vs. Fear and Horror, or +10 Fatigue Points.

STEP 6: SKILLS AND ABILITIES

Once you have determined your core statistics and secondary attributes, you need to choose your skills and abilities. When selecting skills, some skills from your Focus will gain a bonus, but general skills and skills from other focuses do not.

SKILLS

Characters choose six skills plus their Intelligence Modifier to be proficient with. When selecting skills you may choose any skill without restrictions. Each of these skills start with 40 plus the corresponding controlling attribute modifier and any modifiers from skill focus bonuses.

Skills that are not chosen (untrained) have a base score of 25 plus the corresponding controlling attribute modifier.

Focus skills that are trained have a base score of 50 (Base of 40 and Focus Modifier +10) plus the corresponding controlling attribute modifier.

Skills can also gain bonuses from Species, Abilities, synergy with other skills, as well as other sources.

Additionally, every character gains the basic skills: *Jump, Leap, Lifting, Swim* and *Throw*. You may choose to note these on your character sheet.

ABILITIES

An Ability is an extraordinary capability that can provide a character with passive bonuses, affect the world around them or the outcomes of combat and social interactions. Abilities cost merit points to gain and may have prerequisites to learn. Unlike Skills, they may also cost fatigue points to use. Additionally, some abilities can be learned multiple times to gain new affects, increase level or improve bonuses.

All abilities are divided into five sections; the four focus categories (Combat, Knowledge, Social, and Stealth) and a General category.

Choosing your ability should be based on your focus, and there a great number of abilities each associated with a focus. You may choose an ability from any category but choosing an ability outside of your focus will cost a little extra Merit to do so. The **General Abilities** are available to everyone.

You gain a total of 5 abilities as a 1st rank character: two from your species, two from your focus (which is free) and your chosen one (which can be from any category).

There are over 300 abilities from which a player can choose from to create their perfect archetype character. We have limited the number of abilities to be chosen to just a handful to not make it feel overwhelming if you are not using a pre-generated character.

SKILLS, ABILITIES AND SUCCESSSES

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 then 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 number 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

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.

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 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

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
WeaponForte	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.

WHAT SKILLS SHOULD I CHOOSE?

There are numerous skills. Many have subcategories that fit within the skill, such as Lore (Ancient), Lore (Magical Script), and other such skills.

While it is fun and useful to have a lot of these skills, you will want to make sure that you get some skills that will be effective with your character over all, other than fighting with weapons, spells, divine magics or jinhu.

Important skills are: Search, Healing, Herbalism, Shield Proficiency, Skepticism, Convince, and Alertness. These skills have as great an impact on your characters life as do WeaponForte, Spellcraft, Divine Knowledge or Jinhu Discipline.

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 *WeaponForte*, *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.

BASIC SKILLS

Your character is assumed to be able to perform a number of Basic Skills. Unlike other skills, these are often based directly on your character's Attribute scores and cannot be improved with skill points. However, abilities and other skills may either improve or take their place.

JUMP - Characters may jump up a number of feet equal to 1/2 the character's height in vertical distance plus 1' per 25 points of Strength.

LEAP - Characters can leap forward a number of feet equal to 1/2 their base move in a horizontal distance. By moving two times normal movement you may make a Running Leap that doubles this distance plus 1' per 10 points of Strength.

LIFTING (Strength) - All characters can attempt to lift any object so long as that object does not weigh more than the characters maximum weight allowance. For every 75 lbs., of weight that a character is attempting to lift he or she must make a Strength check at a TS of 1. Those that fail simply fail to lift the object.

SWIM (Stamina) - All characters can "doggie" paddle in calm waters only. They can swim a total distance equal to 1' per 10 of their Stamina in these calm waters per turn spent while swimming. Characters can only keep their heads above water for number of turns equal to the character's Stamina modifier.

THROW (Perception) - All beings are able to throw objects such as rocks, sticks, etc. In order to do so a character must make a Throw check. Items thrown in this way do only Fatigue Damage. The number of feet that a character can throw the item is reduced by 5' for every 20 lbs. of weight that the character throws. Distances (in feet) are set by the range: Point Blank: 0' -10' + Strength Modifier; Short: 11' - 20' plus Strength Modifier; Medium: 21'-40' + Strength Modifier; Long: 41'-80' + Strength Modifier. If the character is attempting to hit a specific target they must make an Untrained WeaponForte (Perception) check instead

SKILL ENTRIES:

The description of each skill is presented in a standard format. Each category of information is explained.

NAME

The first line of every skill gives the name by which the skill is generally known. Those with (Trained Only) next to the name can only be learned either at 1st rank or must be trained in at later ranks in order to obtain the skill.

SKILL TYPE:

This is the type of focus that a skill is associated with and determines what bonus a skill obtains from character focusing.

SKILL PREREQUISITES:

This describes what other prerequisites may be needed in order to gain the skill.

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.

CONTROLLING ATTRIBUTE:

This indicates the minimum Attribute requirement that is required by the skill to obtain it.

ACTION TYPE:

This indicates the type of action: Full, Move, Simple or Basic

When your GM decides in the Quick Start Rules you may gain a new rank and are granted a number of advancements.

- Gain 1 new Ability or increase a current Ability to a new Level
- Gain +1 in Heroic Luck
- Gain Rank Bonuses
- Begin at 3rd rank and every 2 ranks afterwards gain 40 + Intelligence Modifier in Skill Pool Points to increase skills
- Begin at 3rd rank and every 2 ranks afterwards can increase all defenses by +5

New Skills - Gain two new skills as trained skills, these begin with a rating of 40 +attribute modifier

Toughness - You have toughened up a bit; gain +5 Health Points

Tenacious - You have increased your ability to go on for longer periods than others; Gain +10 Fatigue Points

Increased Attribute - You may increase any one attribute by 4 points.

Increased Luck - The deities of luck and odds have favored you and grant you +3 heroic luck.

CHARACTER SKILLS

ACROBATICS (TRAINED ONLY)

Skill Type: Stealth

Controlling Attribute: Strength or Agi

Action Type: Move

This is the talent for tightrope walking, flips, catching items with your feet, acrobatic leaps, and other such feats. While this skill is entertaining for many to watch, it is also good for style bonuses in combat.

ACUPUNCTURE (TRAINED ONLY)

Skill Type: Knowledge

Controlling Attribute: Intelligence

Action Type: Full

With this skill, you can use specific points of power on a body's surface to influence the body's functioning. This can cause severe damage, pain, or even death. However, it can also be used to relieve pain. It can be used with needles or pressure points by pressing fingers into the right area.

ALCHEMY (TRAINED ONLY)

Skill Type: Knowledge

Controlling Attribute: Intelligence

Alchemy is the art of studying materials in the world and mixing them to make useful items. Everything from chemicals, acids, compounds and explosives. Identifying a unknown substances (such as blood analysis, all types of fluids, etc.) often requires a laboratory and a TS of 3 plus any additional modifiers, with one check being allowed per day; this is increased to TS of 6 without a lab. An additional day is wasted if you lack the proper equipment or fail a check.

Creating a substance is a lengthy process that can takes several hours or even days. The costs, times, quantities, damage and base creation TS are listed below. In addition to making the base amounts, you can also try to increase either the quantity or intensity of your creation. For every full +2 successes above the base TS you can increase the quantity by 1 unit. For every full +4 successes either the base damage or the duration can be increased by 1.

ALERTNESS

Skill Type: General

Controlling Attribute: Perception

Action Type: Basic

You have a heightened sense that allows you to notice details, as well as detecting danger more readily. Alertness treats all three Perception based attributes (Sight, Hearing, Smell) as one. Alertness is a highly used skill that is often used in opposition of Stealth, Avoiding Surprise, and other checks that require perception based checks to notice things.

ANIMAL HANDLING

Skill Type: Knowledge

Controlling Attribute: Wits of 60

You are trained in the handling and caring of domestic animals, pack animals and beasts of burden.

As an animal handler you are able to cause animals in your care to perform better or more reliably than in the hands of others.

APPRAISING

Skill Type: General

This is the art of recognizing an object's value (or lack thereof). You must specialize in one type of appraising:

Trade Goods (which includes animals, beasts, fabrics)

Valuables (gems, jewels, precious metals)

Crafted Goods (which include weapons, machinery)

A successful appraising check will identify an object and give a close approximation of its fair market value within 15% of actual value, worth, or quality. Naturally, very obscure items or masterfully-done forgeries may require several Successes.

ARTISTRY

Skill Type: General

Controlling Attribute: Wits

You can create drawings, paintings, sculptures, and other works of art, provided you have the proper tools. Alternately, if you also have the Forgery skill, you can combine it with Artistry to make replicas of existing art pieces for forgery or replacement. High Successes with this skill produce more expensive and/or beautiful art:

BRAWLING

Skill Type: General

Controlling Attribute: Str or Agi

Action Type: Simple

With brawling you are skilled in the highly inexact but fine art of pummeling someone with your fists, feet, teeth, elbows, bottles, chairs, backpack, logs, or anything else handy at the moment. This form of fighting is inferior to martial arts in most settings, but in the real world, its unpredictably and "dirty attacks" often down overconfident victims. Gain 1 attack per 30 points of brawling and is treated as a light weapon.

Fist and Kick Attacks: You cause 1 point of base damage as fatigue damage plus your Strength modifier as bonus damage. Creatures with natural weapons such as claws, or hooves replace the base damage of the attack with their natural weapon base damage. You do no damage to those wearing medium or heavy armor, or has natural armor, unless you have special abilities to ignore armor.

Make Shift Weapons: Attacking with makeshift weapons is a Full Action: these objects are often unwieldy, as they were not meant to be used as weapons, and are thus slightly harder to hit with. Damage bonuses from makeshift weapons are at the Game Master's discretion, but we suggest the following guidelines:

Weapon	Damage Base
Bottle/Torch/Rock (tiny)	1
Average Size Chair (Small)	2
Small Table	3
Barrel (medium)	4
Large Table (large)	5
Throne (huge)	7

CHANTING

Skill Type: Social

Controlling Attribute: Stamina, Charisma

Action Type: Full

Chanting is the art of using musical rhythm to help people



focus – the most common uses of chanting are in mining, forced slave marches, religious functions, and military marches. Through chanting, you can increase any checks vs fear, horror or other mind effect abilities or spells by others by +5 bonus per 3 Chanting Successes; only those within 20' can benefit from this.

Success	Wpn	Phys.	Will
Skill	Def.	Bonus	
1-4	+5 bns	0	+4 bns
5-8	+5 bns	+5 bns	+8 bns
9-12	+10 bns	+5 bns	+16 bns
13-16	+15 bns	+10 bns	+24 bns
17-20	+20 bns	+15 bns	+32 bns
21+	+30 bns	+20 bns	+35 bns

You are unable to attack or use powers while chanting, but can defend or move normally. Effects from chanting last as long as you continue to chant. Every turn of chanting costs 5 Fatigue Points.

CLIMB

Skill Type: General
Controlling Attribute: Str or Agi
Action Type: Move

You are trained to climb walls, cliffs, and other obstructions, better than others.

You may attempt to climb surfaces without equipment, but penalties can be imposed by the GM due to the conditions terrain that you are climbing.

In addition, you are able to climb

rough mountainous terrain, including very steep and sheer cliffs, and have mastered the equipment needed to do so.

Finally, any missed attempts or slips may be re-rolled, and you need very little to hang onto when climbing surfaces.

CONCENTRATION

Skill Type: Knowledge
Controlling Attribute: Will
Action Type: Move

By means of this skill you are better trained than others to focus and keep your concentration while under duress or during conflict while you are attempting to complete a complex or involved task.

CONVINCE

Skill Type: Social
Controlling Attribute: Charisma, Strength, Intelligence

This is the skill of getting people to do something they normally wouldn't either by persuasion (Charisma) or by intimidation (Strength) as well as deceiving them (lying to their faces). You cannot attempt to convince, intimidate or lie to a creature that does not understand you or has an Intelligence less than 25.

CRYPTOGRAPHY (TRAINED ONLY)

Skill Type: Knowledge
Skill Prerequisites: Read Language
Controlling Attribute: Intelligence

You are able to create and break codes, ciphers, and other encryptions in any language you are literate in.

Deciphering encryptions requires a Cryptography check with more Successes than the original Cryptographer made. Code-breaking is time-consuming, and generally prevents you from adventuring or working for the duration.

DISGUISE

Skill Type: Stealth
Controlling Attribute: Wits

You are trained in the art of disguise, hiding your shape and camouflage. You must take this skill once for each type of disguise (Costumes or Camouflage) that you wish to have. You are able to put on costumes and use makeup to alter yourself to appear as another (Disguise: Costumes). In order to act or appear like a specific person you must have the skill Entertainment: Acting. You may even disguise other people. The effectiveness of your disguise depends greatly on how drastically you are altering your appearance:

DIVINE KNOWLEDGE (TRAINED ONLY)

Skill Type: Social

Controlling Attribute: Charisma of 75

Action Type: Full/Simple for Turning

With Divine Knowledge you are able to, and indeed must fulfill the *Holy Responsibilities*. You also gain a +5 skill bonus to the *Lore* (Religion or Deity).

You may take this skill without needing to take *Divine Presence*. In either case you become intimately familiar with the various religious customs, practices, and rituals of the fellowship of your specific deity and its major and minor faith communities, cults and sects, as well as knowing who are the leaders of these.

If you have the ability *Divine Presence* you can call forth Divine Powers in the form of spells and other manifestations from your deities.

Once you decide to play a character that uses Divine Knowledge, that character is committed to any one of the many deities that rule the Celestial Realms, and must adhere to that deity's commandments and ideals. You also must have a philosophical outlook (which, of course, depends on your deity).

Note: Characters are able to take this skill with no desire to access the powers of the divine. In doing so, the character begins to understand and know the major and minor religions and sects.

ENGINEERING (TRAINED ONLY)

Skill Type: Knowledge

Controlling Attribute: Intelligence

You are trained as a builder, knowledgeable in advanced mathematics, complex construction and other advanced subjects.

Each type of Engineering is a separate skill, and the player and Game Master both are encouraged to make their own Engineering categories to fit their world. Per GM discretion you may gain bonuses successes (+2 to +10) to skills that you are using in tandem with this skill.

ENTERTAINMENT

Skill Type: Social

Controlling Attribute: Intelligence, Charisma or Wits

Action Type: See Below

With this skill you have become an entertainer of various arts. Each time that you take this skill you gain a new Entertainment (Type). You may choose to focus on playing specific instruments (Entertainment: Instrument Type), using your voice to sing to the crowds (Entertainment: Song), or you may choose to

weave tales of grandeur (Entertainment: Storytelling) or you may choose to entertain the crowds by means of plays, shows (Entertainment: Acting) or you may thrill audiences with your trained skill of assuming the voices of others that you have heard from the very simple (TS 1) to perfect vocalization (TS 12+) or finally you may charm and hypnotize audience members with your rhythmic motion through many different styles and varieties of dance from the formal to the wild (Entertainment: Dancing).

ETIQUETTE

Skill Type: Social

Controlling Attribute: Wits

You understand the proper behavior and address in different social and cultural settings, especially formal ones. Etiquette checks will prevent you from messing up in delicate situations. Common Target Successes range from 2 (current company is of same type as character) to 12+ (current company is completely alien to the character.)

EVADE

Skill Type: Stealth

Controlling Attribute: Intelligence or Agility of 75

You are adept at escaping from pursuers via speed and stealth, leaving false trails, and other tactics. Those that you are trying to evade gain an opposed Tracking or Perception check. Your Evade check may be penalized or disallowed if you are moving across open ground, sand, snow, or other environments where it is difficult to stay out of sight or move without trace. Evading is also harder with multiple pursuers as they make cooperative skill attempts.

FABRICATION

Skill Type: Knowledge

Controlling Attribute: Intelligence

Through the use of this skill you are able to fabricate items with odd materials, in odd concepts. These may include gem cutting, glass creating, leather working, stone masonry, carving and more. This skill can be used to fabricate all other items that do not fall into the creation with smithing, such as spyglasses, kits, tents, firesticks, magnifying glasses, etc.

FEINT

Skill Type: Combat

Controlling Attribute: Charisma

Action Type: Move

You can feign weaknesses or attacks to trick an opponent into leaving themselves open to melee. If successful the

opponent must make an opposed Skepticism, or Wits check. If your opponent fails, they will lose 5 points per your successes on their next Physical Defense check against you.

FORGERY (TRAINED ONLY)

Skill Type: Stealth

Controlling Attribute: Wits

You can duplicate documents and the handwriting of others, and spot the forgery of others. You do not actually need to be literate in the language you're duplicating, unless you are attempting to write a new message in someone's handwriting, rather than merely copy a signature. In any case, someone attempting to identify your forgery must beat your Forgery check with their own.

GAMING

Skill Type: Social

Controlling Attribute: Charisma

You are adept at various games of chance. This covers playing and bluffing as well as cheating. If you are able to communicate with willing creature(s) you choose who are playing a game, you may also use your expertise to grant them a +10 bonus to their own check. Of course, such "coaching" may not be allowed, which may force you to find some undetectable way to do it.

HAGGLE

Skill Type: Social

Controlling Attribute: Charisma

You know how to drive a hard bargain and can change the buying and selling prices of items. Make an Opposed Haggle check, every 2 Successes alters the price by 10%. The maximum price bonus provided by haggle is 80%.

HEALING

Skill Type: General

Controlling Attribute: Intelligence

Action Type: Full

You are able to clean, treat, and stabilize injuries, and are familiar with curative herbs and antidotes. Without a healing or medical kit, you can attempt to staunch any bleeding wounds; this requires a TS of 1 per negative 10 health points.

HERBALISM

Skill Type: General

Controlling Attribute: Intelligence

You can identify plants and prepare non-magical potions, poultices, powders, balms, salves, drugs, poisons and infusions for medical or recreational purposes. You are also adept in the use

and preparation of poisons.

INFORMATION GATHERING

Skill Type: General

Controlling Attribute: Charisma, Wits or Intelligence

Through the use of this skill you are able to gather information about and from numerous sources including contacts "Knowing the Right Person", local gossip, rumormonger as well as be able to study a sentient being by talking with the target.

This also includes searching through files, paperwork, ledgers, etc. You may attempt to find specific information about a topic or person.

INTERROGATE

Skill Type: Social

Controlling Attribute: Charisma, Wits or Intelligence

You can extract information from others through questioning, browbeating, intimidation, torture, and other forms of coercion.

Interrogation checks are typically opposed by your subject's Acting, or Convince (for normal questioning) or Willpower (for coercion or torture), but if you have them captive, you can keep interrogating them for hours, causing penalties to their checks from exhaustion and worn nerves. Your failure on Interrogate checks means the subject has either told you nothing of interest, or you're unable to tell if they're lying. Success means they're talking, and you are able to determine if they are telling the truth. Critical success means the subject has let something slip without realizing it.

Interrogation via torture works a little differently – the Interrogate check is made to keep the subject from losing consciousness or dying prematurely. The subject must make a Willpower check at a TS of 2 to 10 to keep from saying something, anything.

JINHU DISCIPLINE (TRAINED ONLY)

Skill Type: Stealth

Controlling Attribute: Will of 75

Fatigue Point Cost: Varies

Action Type: Varies

Through the use of this skill you are able to sense and identify jinhua force (jia) within powers, items or creatures. In addition, you learn the theories, concepts and knowledge of the jinhua "world". Many of these include the understanding of hand gestures, and energy pathways. Many times the use of these pathways requires the user to touch or physically interact with the subject of a pathway,

this may mean during combat. When you take this skill for the first time you gain knowledge of three hand symbols.

Characters that take this skill along with the ability Enlightened (Pathway) gain access to learning Jinhua through the use of hand symbols.

LANGUAGES (TRAINED ONLY)

Skill Type: Knowledge

Controlling Attribute: Intelligence 70

Action Type: Basic

Through the use of this skill you are able to read, write and speak a language of your choosing. Each language is a separate skill.

LEADERSHIP

Skill Type: Social

Controlling Attribute: Charisma of 70

Action Type: Full

You have a natural ability to lead others with a strong charismatic force. Through the use of this skill you are able to gain a loyalist as well as being able to inspire those around you.

As a full action you can attempt a Leadership check to spur non-animal companions and willing creature(s) you choose within 15' radius to greater capabilities. On a successful check you grant a bonus of +5 to all skills. The bonus lasts 1 turn per 25 points of your *Leadership* skill score.

LORE

Skill Type: Knowledge

Controlling Attribute: Intelligence

Action Type: Varies

You know things, pure and simple. You're an expert on some part of the universe you live in, be it a species, a religion, an area, the gods, ancient history, law, or other worlds. Each type of Lore is a separate skill, and the player and Game Master both are encouraged to make their own Lore categories to fit their campaign. Per GM discretion you may gain bonuses successes (+2 to +10) to skills that you are using in tandem with this skill.

MARTIAL ARTS (TRAINED ONLY)

Skill Type: Combat

Controlling Attribute: Agility or Strength

Action Type: See Below

Armor Restriction: Armor and shields interfere with the movement required for martial arts. If the creature is wearing armor or a shield they may not use martial arts.

Damage Versatility: When using martial arts the attacker chooses to either

do health damage or fatigue damage. Chosen before the attack is made.

Martial Arts Strikes: When using martial arts the attack uses different parts of the body: hands, feet, elbows, head, etc. This means no weapon or item held modifies the damage dealt by a martial arts strike. Martial Arts Strikes can be performed even if the hands are full or even restrained.

When using martial art strike choose one style of striking for their Full Action. Martial artists can make a secondary attack that uses Quick Strike stats.

Quick Strikes: 1 attack per 30 points of Martial Arts Skill with a base damage 2.

Normal Strikes: 1 attack per 50 points of Martial Arts Skill with a base damage of 4.

Power Strikes: 1 attack per 75 points of Martial Arts Skill with a base damage of 6.

Blocks and Defense: You may use your Martial Arts Skill instead of your Physical Defense so long as you are not wearing physical armor. You can attempt to block melee weapon attacks if you are wearing metal bracers.

Practice: You must practice undisturbed daily for one hour to keep your Martial Arts skill primed. Should you fail in this, you will suffer a loss of half your skill score to all Martial Arts checks for the day or until you spend the time practicing.

MEDITATE

Skill Type: Knowledge

Controlling Attribute: Willpower

You have learned how to focus your will, allowing you to ignore pain and other distractions, and boost abilities. While meditating you are considered helpless.

Recover Fatigue: You may attempt to regain fatigue faster than normal. Instead of resting for one hour you go into a deep meditative state. You recover your *Stamina Modifier* times the number of successes plus 10 in one hour. You can choose to come out of meditative state at 30 minutes recovering only half.

If you get no successes you regain 5 fatigue for the hour.

The following requires 30 minutes of uninterrupted meditation.

Resist Horror or Fear: You gain +25 to Horror or Fear checks, and may re-roll each check once. TS: +1; This lasts for 1 hour.

Ignore Wounds: You reduce your beaten and battered levels by -5 per 2 ranks to a maximum of -20. TS: +5; This lasts for 1 hour.

Heat or Cold Resistance: For the



next day, you may ignore penalties or increased water requirements caused by extreme heat. This does not protect you from fire/cold-based damage or spells, but you are better able to survive in hot or cold adverse conditions for longer. TS: +1

NAVIGATION

Skill Type: General
Controlling Attribute: Intelligence

You are able to navigate over Navigation (Sea), Navigation (Air) or Navigation (Land), Navigation (Void). Each of the three requires a separate skill to learn. Navigation checks are usually made to determine which way is north, keep from getting lost over the course of a journey, or remain on the best path between two points.

OPEN LOCKS (TRAINED ONLY)

Skill Type: Stealth
Controlling Attribute: Perception
Action Type: See Below

With the right tools, you know how to disable, bypass, or spring open padlocks, locked chests, puzzle locks, and other such devices. Note that the "right tools" can be improvised, but this can increase the base target success from +1 to +10 Successes, depending on what you can improvise.

Lock Type **Base Target Success** **Opening Time**

Very Easy	1-2	Simple Action
Easy	3-4	Simple Action
Average	5-10	Full Action
Hard	11-16	20 Minutes
Very Hard	16+	1 Hour+

PILOT

Skill Type: General
Controlling Attribute: Int. or Wits
Action Type: Varies

By means of this skill you can pilot airships, gliders, hot air balloons, and other flying vehicles (Pilot: Airships or

Void Ships, or you may captain sailing ships, submarines, and other waterborne craft (Pilot: Watercraft) allowing you to dock, maneuver, outrun, etc.; or you may handle wagons, chariots, and other land based vehicles (Pilot: LandCraft).

Finally, you may handle constructs and "mechs" with (Pilot: Mech).

You may use this skill in order to maneuver defensively (defense maneuver) to avoid attacks in similar fashion to a physical defense.

If you are directly piloting a vehicle such as a mecha this is considered a **Move Action**, otherwise it is a **Full Action**.

READ LIPS

Skill Type: General
Controlling Attribute: Perception
Action Type: Basic

You can understand what people are saying when you see their lips, even if you cannot hear their words. This skill is particularly useful for spies or the deaf. When this skill is obtained, you can read lips in your native language only; additional languages must be trained separately. After learning a new language you may expand Read Lips with a trained skill check to include the new language. A successful roll indicates that you understand what is being said; a failed check indicates that you do not understand it at all. A critically failed check indicates a completely wrong meaning is obtained.

RESEARCH (TRAINED ONLY)

Skill Type: Knowledge
Controlling Attribute: Intelligence

You can find answers or information about a specific subject. This skill also can be used to Investigate to discover clues and analyze them. Research falls into three categories: general, specific and exacting, each requiring a set amount of time to uncover information.

General 2 hours
Specific 3 days
Exacting d10+2 days

Success with research grants +5 to any appropriate checks that the GM deems necessary.

RIDING

Skill Type: General
Controlling Attribute: Agility
Action Type: Move

You can ride different beasts, although each category of beast is a separate skill: Airborne, Land-based, or Sea-based. Typically riding an animal does not require a riding check. Actions such as mounting, dismounting, ride, and saddling, are considered basic actions.

SEARCH

Skill Type: General
Controlling Attribute: Perception
Action Type: 1 to 30 minutes

You are adept at searching areas and locating hidden places, objects, and things that are hidden, capable noticing hidden things or to detect someone that is invisible or using stealth skill.

SHIELD PROFICIENCY (TRAINED ONLY)

Skill Type: Combat
Controlling Attribute: Agility (Sm/Bklr); Strength (Med/Lg)
Action Type: Full if used as an attack; None if used in defense

You are proficient in the use of a various shields (Buckler, Small, Medium or Large). At no time may you use two weapons, or two handed weapons while shield. You may use your **Shield Proficiency** skill instead of your Physical Defense if you have a shield.

SIGN LANGUAGE

Skill Type: General
Controlling Attribute: Agility or Int.



Action Type: Simple to Full

You can communicate silently through hand signals. There are many sign languages, such as Ta'Jahu Sign; Chovah Sign; Common Sign, TavAeduhn Sign; each is a separate skill. Sign Language checks are required for communication in difficult situations.

SKEPTICISM

Skill Type: Social

Controlling Attribute: Wits or Intelligence

Action Type: Basic

You are better able to see past lies, misleading information, sense the motives of others or having your beliefs challenged through charisma, intimidation, or blustering. Whenever you are attempting to resist social influences or other types of deception attempts this is the skill you would use. These checks may include situational modifiers.

SLEIGHT OF HAND

Skill Type: Stealth

Skill Prerequisites: Agi. 75

Controlling Attribute: Agility

Action Type: Varies

You are able to perform simple tricks with your hands, like making objects disappear when you put your hands together, pulling coins out of someone's

ear, and hiding items about your person. You can also conceal (*Basic Action*) the somatic gestures needed for many spells or jinhu, although this may impose a penalty on the Spellcraft or Jinhu Discipline check, as well as conceal hand gestures or signals.

You may attempt to steal items (*Simple Action*) from others without them noticing. This is always an opposed check against the target's Perception check or Alertness check, with possible modifiers depending on how deep the item is in the pocket, how heavy the item is and who you are attempting to steal from.

SMITHING

Skill Type: General

Controlling Attribute: Strength or Int.

Through the use of this skill you can master a number of skills that require an anvil, firing, and hammering. Each Smithing (skill) requires that you purchase each skill separately.

There are: *Armor smithing, Blacksmithing, Weaponsmithing and Whitesmithing.*

SPELLCRAFT (TRAINED ONLY)

Skill Type: Knowledge

Controlling Attribute: Intelligence of 75

Action Type: Varies

Through the use of this skill you are

able to perform a number of actions. You may identify what spell is being used by a spellcaster, you may read magical text and gain knowledge of magical theories, histories, and items.

This skill and *Arcane Touch* ability allow the casting of magic spells.

STEALTH

Skill Type: Stealth

Controlling Attribute: Agility

Action Type: Move

You are adept at concealing and hiding yourself from detection and are able to move silently through an area and slip past targets. You are able to use nearby shadows to your benefit hiding from being seen while moving in such a fashion as to reduce the amount of noise being made while moving.

How well you succeed is also determined by which way those you are trying to hide from are facing. Get to the side of someone and hiding is much easier than just hiding in front of them (unless of course you have cover!)

SURVIVAL

Skill Type: General

Controlling Attribute: Wits

You can hunt, fish, find shelter, and

locate useful materials in uncivilized areas.

SWIMMING

Skill Type: General

Controlling Attribute: Stamina

Action Type: Move

You can swim better and avoid drowning. A character without this skill can only keep their head above water in the calmest conditions, doing a "dog paddle". While swimming, you may move at three-fourths your normal movement rate (half that against currents), but are subject to suffocation if you are not at the surface (or able to breathe underwater). Those with swimming can attack using this skill with medium or smaller bladed weapons while completely submerged. This takes 5 Fatigue per turn to perform underwater.

TRACKING

Skill Type: General

Controlling Attribute: Intelligence

You are adept at tracking other creatures and beings, following their tracks and other signs of their passage. Finding tracks requires a Tracking check, and properly identifying them usually requires another check. Note that Tracking only involves finding and following tracks – remaining out of sight will require the Stealth skill. All modifiers are cumulative with each other. Those that you are trying to track gain an opposed Evade check.

TRAPCRAFT (TRAINED ONLY)

Skill Type: Stealth

Ability Prerequisite: Intelligence 60

Controlling Attribute: Intelligence

You can design, detect, or disarm traps. Each of these requires a check.

Trap Design: You are able to design traps out of available materials, from small snares to complex designs (which must be adjudicated by the GM and may require more materials than you have on hand). In addition, you can reset any non-magical trap, such as door traps, pits, sliding walls, etc. All traps require a Trap Craft check to work. Refer to Building a Trap in Legends of Kralis Game Master's Guide for information on modifiers for designing traps. Designing a trap takes 1 hour per Trap Rank that you are designing.

Trap Detection: You are better able to find small traps and alarms. You must spend 1 minute per 30 ft. searching the area. You gain a +5 bonus to this skill for every 50 points of *Search* skill you have. Typically, a failed roll indicates you have found no trap, even if one is actually there (this is why this check is rolled by the GM).

Disarm Traps: Once a trap has been found, disarming it becomes your next major tasking. A failed roll indicates that you have triggered the trap.

WEAPONFORTE

Skill Type: Combat

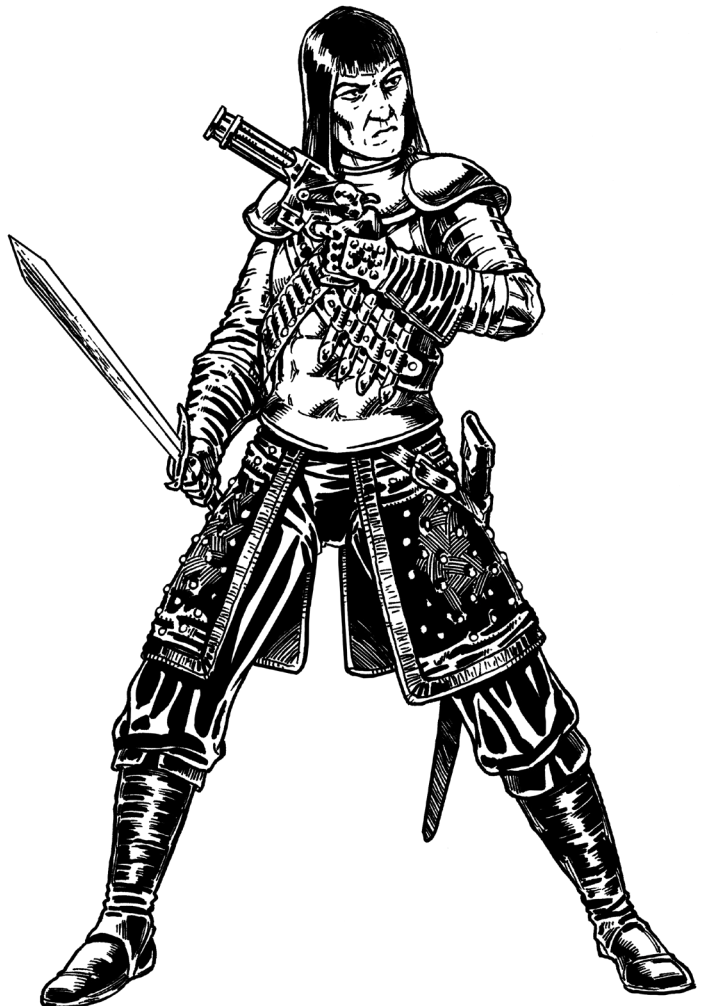
Controlling Attribute: Any, Str, Agi or Per of 75

Action Type: Full Action;

You are adept with the use of weapons. All weapons fall into one of sixteen (16) categories that are often related, such as swords and daggers, or axes, clubs and mauls. Categories have a weapon type that gain bonuses and starting skill score based on the weapon type: Strength, Agility or Perception. When you choose a category you are experienced in using that category of

weapons.

- *Airfoils (Perception Based)*,
- *Axes (Strength Based)*
- *Bows (Perception Based)*
- *Chains (Agility Based)*
- *Crossbows (Perception Based)*
- *Clubs (Strength Based)*
- *Daggers (Strength or Agility Based)*
- *Flails (Strength or Agility Based)*
- *Firearms (Perception Based)*
- *Grenade/Explosive Weapons (Perception Based)*
- *Lances (Perception Based)*
- *Mauls (Strength Based)*
- *PoleArms (Strength or Agility Based)*
- *Slings (Agility or Perception Based)*
- *Spears (Perception or Strength Based)*
- *Staves (Strength or Agility Based)*
- *Swords (Strength or Agility Based)*
- *Heavy Weapons (Siege Weapons)*
- *Heavy Weapons (Gunnery)*
- *Specialty Weapons*



CHARACTER ABILITIES

All characters have a number of abilities that enhance and further and develop their characters. Abilities are pseudo-magical capabilities that allow a character to do things that normal beings cannot. Abilities are either always active or have an affect on other skills or attribute rolls.

There are three sources that grant characters their abilities: Species, Focus and the player's choice when increasing Rank. Each species has two abilities that they can take when they are being created, they gain an additional ability from their Focus choice and finally a third ability from a large list of abilities that are divided into Focus Abilities. Because of the limited scope of this quickstart, all the characters are rank 1 characters and will have their specific abilities listed for their character.

USING ABILITIES

The use of abilities is similar to using skills, most of the time you are able to just use them, other times you must use a specific **Action Type** to use them. There are three types:

1) **No Action Type:** These are considered "Always On" and can be used at anytime. There are many abilities that indicate how often they may be used or how long it takes to use an ability listed within the text of the ability this amount of time overrides no listed Action. Thus, an ability that has no listed Initiative Modifier but states it takes 12 hours to use must take 12 hours to use.

2) **Full Action Type:** These abilities are generally used by themselves or combined with a Full Action they are listed: **Action Type:** Full, -X; the -X indicates the Initiative Modifier that the character must use, when using it with a Full Action

3) **Other Action Type:** This indicates what type of Action can be used to activate the ability: Basic, Simple, Move

Any ability that either requires an activation, or can be used as a Basic, Simple or Move Action lasts for 1 turn unless otherwise noted. A GM has final fiat determination if an ability should or should not have an action type based on the situation your character is in.

Ability Levels: Many abilities have two or more levels within them; and can be purchased more than once. Each of these levels have Ability Prerequisites that you must meet in order to gain access to that specific ability.

Each of these levels can be taken once you have attained the appropriate rank. At first rank and above you may take any **Heroic Level** ability. When you have reached 5th rank and above you may take any **Legendary Level** ability so long as you have the Heroic Level and meet the appropriate prerequisites. When you have reached 10th rank and above you may take any **Epic Level** ability so long as you have the lower Ability Levels and meet the appropriate prerequisites. When you have reached 15th rank and above you may take any **Paragon Level** ability so long as you have the lower Ability Levels and meet the appropriate prerequisites.

For example, if you take **Archery** at 1st rank you gain the **Heroic Level** status. When you have reach 5th rank you may then take the **Legendary Level** of the ability, you gain **Epic Level** at 10th rank, and finally **Paragon Level** at 15th rank.

However, if you were to take **Archery** at 3rd rank you would gain the **Heroic Level** status. When you have reach 5th rank you may then take the **Legendary Level** of the ability, you could then gain **Epic Level** at 10th rank, and finally **Paragon Level** at 15th rank.

ABILITY ENTRIES:

The description of each skill is presented in a standard format. Each category of information is explained.

Ability Prerequisite: This lists the ability prerequisites of the ability.

Merit Point Cost: This entry lists the base merit point cost of the ability.

Action Type: This lists the type of Action that the ability can be used as.

COMBAT ABILITIES

ACROBAT FIGHTER

Requirements

Ability Prerequisite: Agility 65

Merit Point Cost: 500

You have expanded your use of acrobatics to include them in your fighting style. You are a whirling, spinning target that is difficult to hit and hard to defend against. When you choose to fight using this ability you increase your Physical Defense score by +5 for every two successes you gain in your Acrobatics skill check. If you fail your Acrobatics check you do not gain

any bonuses. You lose use of this ability if you are in medium or heavy armor.

ARCHERY

Requirements

Ability Prerequisite: Perception 70

Merit Point Cost: 500

You can use bows, with greater efficiency and skill, thanks to the enormous time you've spent in training.

Heroic: You gain +5 bonus damage and +5 bonus to your attack skill score. Additionally, so long as you have an arrow notched in your bow and are at point-blank to short range of an opponent you may fire *before initiative*

is called for and cause an additional d10 points of bonus damage if you hit with 3 or more successes. Beings that are immune to critical hits are not effected by this bonus damage.

Legendary (Per 75): Heavy Shot: You gain +10 bonus to your Attack Skill if you make only one shot in a turn 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.

ATTACK QUICKNESS

Requirements

Ability Prerequisite: Agility 65

Merit Point Cost: 100

You may draw or sheath your weapon as a *Basic Action* and gain +10 to your initiative.

BATTLECRY

Requirements

Ability Prerequisite: Stamina 70

Fatigue Point Cost: 10 per turn

Merit Point Cost: 450

Action Type: Simple

You can push yourself to greater power with powerful war-cries. This ability lasts for 1 turn per 2 ranks.

Heroic: With a primal yell you build up your physical abilities. This grants +5 bonus to all melee attack checks, +5 temporary Health per 20 Stamina, and gain your Stamina Modifier as bonus damage.

Legendary (Sta 75;): You can roar like a bear, giving yourself over to absolute wildness. Bonuses now increase to +10 to all melee attack checks, +10 Strength and gaining +10 temporary Health per 20 Stamina and gain double your Stamina Modifier as bonus damage to attacks.

BANE

Requirements

Merit Point Cost: 400

The character inflicts 1d10 plus 5 per 3 ranks (+50 maximum bonus) bonus damage on all attacks against any one specific focus or bane of your choice (such as Skeletons, Shire Kin Aelwyn, or Good Philosophy followers). You may take *Bane* only once per target type.

BATTLE SENSE

Requirements

Ability Prerequisite: Perception 70

Merit Point Cost: 200

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.



BORN FIGHTER

Requirements

Ability Prerequisite: Str, Agi or Per 70;

Must be Taken before 3rd Rank

Merit Point Cost: 900

When you take this ability you gain +10 modifier to your Physical Defense Score or Shield Skill and +10 modifier to WeaponForte or Martial Arts skill.

COMBATIVE LEAP

Requirements

Ability Prerequisite: Strength 70

Merit Point Cost: 250

By means of this ability you are able make a charging leap into combat, as per the *Charging Rule*. You are able to leap triple your base move towards opponents, so long as you have at least twice your height in space above you. This leap allows you to hurdle over most opponents (so long as they are the same size or smaller than you) and hindering terrain, gaining the bonuses and penalties in a normal charge. This

is exhaustive movement each time that you use this ability you must spend 25 fatigue.

DISCOVER FLAW

Requirements

Ability Prerequisite: Per 70

Merit Point Cost: 500

You are particularly alert for finding and spotting weak points in an opponent's defense or armor. As a move action you can ignore some of the armor of a single creature you can see.

Heroic: You have spotted a hole in your opponent's defense. With a successful Discover Flaw (Perception) check your damaging attacks ignore 5 points of physical heavy armor.

Legendary (Str, Agi or Per 80; +25 Recurring) : You now have learned how to spot chinks in your opponents armor. With a successful Discover Flaw (Perception) check your damaging attacks also ignore 10 points of physical Heavy armor absorption.

DON'T THINK, ACT

Requirements

Ability Prerequisite: Intelligence 65

Fatigue Point Cost: 25 per use

Merit Point Cost: 400

Through the use of this ability you are able to increase your Attack Skill by temporarily sacrificing Intelligence. For 5 turns, you gain a +2 bonus to your Attack Skill per Intelligence modifier. During this time you cannot use any intelligence based skills.

EXPERT BRAWLER

Requirements

Ability Prerequisite: Str 25

Merit Point Cost: 100

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.

Legendary (Str 70;): Your kicks are now becoming great weapons in your arsenal of brawling and you are able to kick with some great strength. Your kicks cause an additional +3d10 points of bonus *fatigue damage*.

IMPROVED MULTIPLE STRIKE

Requirements

Ability Prerequisite: Str, Agi or Per 65

Merit Point Cost: 450

You are able to better attack with *Multiple Strikes*. The following modifiers are the total and are not added together.

Heroic: The first two *Multiple Strike* attacks penalties are reduced by 10 to a minimum of 0.

Legendary: The first three *Multiple Strike* attacks penalties are reduced by 20 to a minimum of 0.

MARTIAL ARTS TECHNIQUES

Requirements

Ability Prerequisite: Agi 70 and Int 65

Merit Point Cost: 500

You have learned ancient techniques that enhance your Martial Arts skill. You may take a new techniques each time you take this ability (one from offensive and one from defensive), however, similar

techniques are not cumulative (offensive or defensive) and you may not take the same technique twice. Techniques cannot be used by those in medium or heavy armor and cannot be used with any weapons.

You may change which technique you will use each time that you attack.

Defensive Techniques:

Monkey Paints the Sun

Technique: For every 25 points you have in Martial Arts your Physical Defense gains a +5 bonus on your next Physical Defense check.

Old Man Over the River

Technique: You gain half your successes from your last Martial Arts attack as a bonus to your Physical Defense on your next Physical Defense check.

Cunning Tiger Technique: You gain +10 as a bonus to your Initiative.

Offensive Techniques:

Rabbit Dodges the Fox Technique:

You may use double your Stamina Modifier as a bonus to your move.

Grace Betrays Innocence

Technique: The base damage your martial arts strikes is increased by +1

Antelope Stalks the Tiger

Technique: All your damage this turn is converted to double *Fatigue damage*.

MELEE SPECIALIZATION

Requirements

Ability Prerequisite: WeaponForte (Any) 60

Merit Point Cost: 1200

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.

Legendary: You have attained a even greater mastery with the use of your weapon. Because of this you gain an additional +5 modifier to your weapon skill score. Additionally, your attacks are more efficient against armor. Your attacks now ignore an additional 10 points of armor absorption or damage reduction per attack. This stacks with other attacks that ignore armor absorption or damage reduction. You also gain additional +1 Base Damage bonus with this weapon type.

PARRY

Requirements

Ability Prerequisite: Agility 65

Merit Point Cost: 500

Once per turn you may use your *WeaponForte* as your defense skill instead of your Physical Defense. If you are using a *Secondary Melee Weapon* in your off hand, you may also attempt to parry with that weapon but this suffers a -20 to the attempt. This does grant you two parries to begin with.

You may only parry weapons that are within two size categories of your own weapon.

If you parry an unarmed attack, you inflict an automatic hit on the attacker, dealing your weapons base damage plus your modifier; this ignores any armor absorption.

You must meet or beat the attackers successes for a Parry to be considered successful. Those that do not beat the attack still have defended against the remaining success as a normal defense check.

SHIELD MASTERY

Requirements

Ability Prerequisite: Shield

Proficiency Skill

Merit Point Cost: 600

You have learned how to use your shield for more than just punching, tripping.

Heroic: Your use of a shield is superior to the average trained fighter. When using a shield increase its armor absorption by +5.

You have elevated your shield use to fully block an attack.

Shield Block: You may choose to shield block instead of rolling a shield skill or physical defense. When you shield block all damage is absorbed by the shield and it takes 1 point of armor absorption damage per 10 points of damage.

Legendary (Str: Base +5;): You have learned how to now deflect attacks with your shield. This deflection causes an opening in the attacker's defense. Anytime you use the *Shield Proficiency* Skill and you completely block the attack you can a gain +20 bonus on your next attack versus the attacker. If you deflect multiple attacks this bonus stacks with itself.

At this level you are able to throw your shield (*Shield Throw*), as long as it is round and medium or smaller, at targets that are within 5' per Strength Modifier. This is considered a missile attack and requires you to make a Shield Proficiency check as

an attack skill check. Those that you are targeting gain an Agility check to defend against this. It deals *Slam* damage. So long as you do not exceed more than half of 5' per Strength Modifier in the throw the shield will ricochet off the target and return to you.

ALKIMIYA

Requirements

Ability Prerequisite: Alchemy; Int 80
Merit Point Cost: 1000

Alkimiya is the study of transmuting the physical world without the need for magic. You have a deep intellectual connection to the exploration of the world from a non-magical point of view. You have develop a sense on how to create potent chemicals and infusing the physical world with great power to improve on the use of poisons, explosives and all manner of transformative science.

Every 2 ranks beginning after you take this ability you may attempt to make a *discovery*, refer to *Alkimiya Discoveries*. Each discovery has a cost to develop each time that you wish to create a single application or use of the discovery and has a Alchemy check in order to obtain the discovery.

Heroic: You gain a chance to combine two potions and get a mystery potion. This is done with an Alchemy check with a TS equal to the highest grade (Successes) of potion being mixed (see spell *Identity* for TS scores). The two potions used as the base are completely used in the mixing process. If the alchemy check was successful you have created a new magic potion. The new potion is randomly determined.

If the Alchemy skill check failed, the two base potions are destroyed. If you fumbled the alchemy check there is an explosion in a 5' radius equal to 5 points of base damage per TS of the check.

ARCANE APPRAISAL

Requirements

Ability Prerequisite: Arcane Touch;
Intelligence 75

Merit Point Cost: 1000

By means of this ability you are able to determine the value and properties of magical items (excluding artifacts). The use of this ability requires 4 hours of uninterrupted work and the loss of various materials for testing the item



KNOWLEDGE ABILITIES

(200 sp) per ability of the item. Example: A magic item that has 3 abilities would require 12 hours and cost 600 sp.

ARCANE TOUCH

Requirements

Ability Prerequisite: Intelligence 85
Merit Point Cost: 500

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.

However, those with Arcane Touch and Spellcraft are able to cast spells.

Heroic: When you first take this ability you gain access to two chosen Arcane elements. You are able to learn and cast spells from those two elements. Each additional time you take *Arcane Touch* (**Heroic**) you gain access to 1 additional Arcane element.

Additionally, you gain the use of a minor magical tricks that you can use at a whim. You can create one of the following effects within 10' radius:

- A harmless sensory effect (shower of sparks, unusual smell, musical notes)

- Small burst of air
- Light or snuff out a candle or torch
- Mark a small item or 3"x3" area with a symbol or a specific color for up to 1 full day

- Create a simple nonmagical item or trinket that can fit in hand which lasts for up to 1 hour.

At this tier you are limited to spells up to, and including, Power Rank 2 for your selected elements. Purchasing this tier multiple times doesn't increase the maximum Power Rank of your spells, only the number of elements you have access.

Legendary (Int 90;): You are able to cast spells through Power Rank 4 for any elements that you have access to. In addition, as a full action you are able to sense magical energies, such as those in items, traps, Spellcasters, etc. The character can only determine that magic lies in a direction or a specific item is magical and not what that magic does. This ability has a range equal to 5' per 2 ranks (maximum of +50').

ALCHEMIA DISCOVERIES

Discovery	Effect of Discovery
Animate Dead	By means of this discovery you are able to cause the body of a dead thing to become animated through alchemical mixes as per the spell <i>animate dead/body</i> . This lasts for 1 turn per 3 successes and can only effect 1 dead creature. Cost: 100 s.p. Alchemy TS check 5 Successes.
Chameleon	The discover allows you to cause your or another willing targets skin to blend in with its surroundings granting you or the target a +5 per Alchemy success to all Stealth or Move Silently skill. Cost: 200 s.p. Alchemy TS check 3 Successes.
Concussive Bomb	With this discovery you create a bomb that can causing sonic damage to all those in a 10' diameter. It deals 3d10 Sonic Fatigue Damage and deafens all those in the area for 3 d10 turns. Those in the area are allowed a <i>Willpower</i> check at a TS of 4 to avoid the effect. Cost: 250 s.p. Alchemy TS check 3 Successes.
Energy Infusion	By means of this discovery you create a bomb that when it explodes irradiates a 10' radius area for 3d10 turns. This radiation causes all creatures or beings that are incorporeal, invisible or in the prima etheras to glow a bright blue. Cost: 175 s.p. Alchemy TS check 4 Successes.
Explosive Gel	This discovery allows you to create a green gel that can be stuck to walls or floors and detonated dealing 3d10 points of damage over a maximum of 5' diameter. Cost: 250 s.p. Alchemy TS check 4 Successes.
Flash Bang	This discovery allows you to create a bomb that can cause a target to become stunned and blinded for 1d10 turns. Targets are granted a <i>Willpower</i> check at a TS of 3 to avoid the effects. Cost: 250 s.p. Alchemy TS check 2 Successes.
Healing Infusion	With this discovery you are able to create a healing infusion from powerful herbs (<i>Amaranthus</i>) that can be used to heal a target of damage if ingested. This infusion heals a base of 10 points of damage plus 4 per Alchemy skill check success. Cost: 500 s.p. Alchemy TS check 3 Successes.
Magnetic Bomb	By means of this discovery, you have developed a bomb, that upon explosion causes a 15' radius area to be infused with a fine, black magnetic dust that attaches itself to all metallic things in the area. Which causes all metal objects covered by this dust to be strongly attracted together. Anytime that any metal that comes within 5' of each other, holds or users must make a <i>Strength</i> check at a TS of 4 to avoid being slammed together as the metal becomes attached together through the magnetic attraction. The dust loses its magnetic quality in 3d10 turns. Cost: 250 s.p. Alchemy TS check 4 Successes.
Mutagens	With this discovery you are able to create a mutagen that can either be ingested or injected. When created you must select one of the following to enhance: All Physical Attributes, All Mental Attributes, Health Points, Fatigue Points, Natural Armor or create 1 new Minor Ability (work with the GM: go with "Super Power" concept). Mutagens that affect Attributes, Health or Fatigue grant a +50 to these. If the bonus is to Physical Attributes, then Mental Attributes suffer -50, and vice versa for Physical Attributes if the mutagen affects Mental Attributes. A Natural Armor mutagen grants +25 Natural Armor Points. Mixing mutagens causes the user to make a Stamina check at TS of 5. Those that fail have poisoned themselves with a Type I poison. The mutagen wears off in 6d10 minutes. Cost: 750 s.p. Alchemy TS check 4 Successes.
Smoke Pellet	This basic discovery allows you to create small pellets that when tossed onto the ground with force they explode creating a cloud of smoke that engulfs a 10' radius area for up to 3d10 turns or hit with wind greater than moderate. The smoke reduces all vision into or in the area to 0' feet. Cost: 25 s.p. Alchemy TS check 1 Successes.
Sticky Bomb	With this discovery you create a bomb that when it explodes it acts as the spell <i>web</i> . All defenses are physical defense instead of magical. Cost: 150 s.p. Alchemy TS check 3 Successes.
Toxic Bomb	Through this discovery you create a bomb that releases a toxic purple gas that causes all those within a 10' radius to make a <i>Stamina</i> check at a TS of 3 or become <i>Sickened</i> for 2d10 turns. Cost: 250 s.p. Alchemy TS check 4 Successes.
Sleep Injection	By means of this discovery you create a dart filled with a liquid that when it hits a target injects it with a sleeping formula that the target must make a <i>Willpower</i> check at a TS of 3 or be knocked out for 2d10 turns. Cost: 500 s.p. Alchemy TS check 5 Successes.
Wasting Infusion	By means of this discovery you create a bomb that when it explodes covers a 5' diameter area in a gray solution that dissolves living material. Targets are granted a <i>Willpower</i> check at a TS of 2 to avoid having their organic material dissolved into a gray mass. Those that fail suffer 2d10 of acid damage per turn as they begin to dissolve. Cost: 1,000 s.p. Alchemy TS check 6 Successes.

BIOMECHANICS

Requirements

Ability Prerequisite: Engineering; Lore (Biomechanics); Fabrication or Smithing, Intelligence 80

Merit Point Cost: 500

With this ability you have learned and mastered the ability to fuse biology and technology. Those with Biomechanics can do the following: Replace missing limbs with mechanical versions; Craft and create hardware enhancements. Both

require the use of Engineering and Lore (Biomechanics) in order to forge and create these mechanical items.

BLINK

Requirements

Ability Prerequisite: Arcane Touch; Will 75

Fatigue Point Cost: 1 per foot moved

Merit Point Cost: 500

Action Type: Simple

The character can "blink", instantly teleporting to a spot up to 15 feet

away per Willpower Modifier. The character must be able to see where it is going for this ability to work and may not pass through solid objects (gates, peepholes, portcullis, etc. are considered solid objects for purpose of this ability).

CALL FAMILIAR

Requirements

Ability Prerequisite: Will 70

Fatigue Point Cost: 25 Permanent

Merit Point Cost: 600

animal companion, chosen by the GM. The calling takes place over 24 hours, as you gain the trust of the familiar, after which you must make a Willpower check at a TS of 4. If successful, you gain the familiar as a life long companion who is spiritually linked to you.

DRAIN

Requirements

Ability Prerequisite: Will 70

Merit Point Cost: 1700 (425 Recurring)

Action Type: Simple

Once per day per 2 Stamina Modifier you may attempt to drain another's Health to gain Fatigue. You must make a Touch Attack (*Simple Action*). If successful you and the target must make opposed Willpower checks. If successful you may drain your rank in Health from the target as Fatigue to you. The loss of Health cannot be cured by magical means.

DREAMING

Requirements

Ability Prerequisite: Will 70

Merit Point Cost: 275

You can control the basic functions of your dream-self within the DreamWorld,

like basic movement, simple skills, and entrance and exit of the DreamWorld, you do not suffer the base -25 penalty modifier to control yourself as others might.

Heroic: While you sleep, you can move through the Dream World and observe the dreams of others that you know the name of, you simply cannot choose to enter a random persons Dream World. This allows you to do the following:

1) Attempt an Interrogate check against a target. The target gains a Willpower check at a TS of 4 to avoid. You may only do this once per target per day.

2) Induce a nightmare, causing the target to suffer -5 penalty per 10 Willpower to all their skill checks for the next 8 waking hours. The target gains a Willpower check at a TS of 4 to avoid this.

If a victim is awoken at any time during this manipulation, they do not suffer any effects.

Legendary (Will 75): You can cause any willing individual you touch to physically enter the DreamWorld. You may also physically enter and exit the DreamWorld, your body disappears from the Terra Prima when you do so, you or the target can remain there for up to 1 hour per Willpower or Stamina modifier.

You may also, upon touching another person, summon a pleasant dream for them. This causes them to fall into a restful 8 hour sleep, regenerating fatigue and health at 4 times the normal rate, and gaining +5 bonus to all Skill checks for the next day after they wake.

DUAL CASTING

Requirements

Ability Prerequisite: Arcane Touch; Int 75

Fatigue Point Cost: Double the Fatigue Cost of the spell

Merit Point Cost: 1000

By means of Dual Casting a character can, as a move action, harness the residual magic from a spell they had just successfully cast. The Dual Casting spell must be the exact same spell they already cast this round. The dual casting spell must have the same target or area of effect.

The spellcaster applies a -20 to their Spellcraft skill check for the Dual Casting spell. You may only dual cast only once

per day per 2 Willpower Modifier.

Greater (Will 85, Will 80): You can now target a different target or area of effect instead of targeting one target or area of effect.

FOCUS

Requirements

Ability Prerequisite: Willpower 65

Merit Point Cost: 500

You are able to better focus on performing skills or while you are attempting to complete a complex or involved task. This allows a character to either gain a bonus when performing a skill, or reduce the penalties for performing skills while flying, running, swimming, climbing or to avoid interruptions while casting a spell (such as when taking damage.)

As a gain a +5 bonus per 20 Willpower or Intelligence to a single specified skill for 1 turn per Willpower or Intelligence Modifier. This can only be used twice per day. You gain an additional use every 5 ranks.

INHERENT KNOWLEDGE

Requirements

Ability Prerequisite: Int 65

Merit Point Cost: 300

You were born with an inherent understanding of things from the mundane to the magical. Because of this, you have a knack for knowing something about everything.

You have a 50% chance of knowing something about any type of lore, understanding of most engineering principles, and a good knowledge of herbalism. If you make the 50% check you can use your highest lore skill at a -30 penalty on any other lore. Example: if you need to do lore tech but have lore divine of 80 you can do the check at a lore of 50.

INHERENT LANGUAGES

Requirements

Ability Prerequisite: Int 65

Merit Point Cost: 250

You have a knack for picking up and learning different languages very quickly. Pick a number of additional Language categories (other than Planar Languages or Magical Script), equal to your Intelligence Modifier; or choose any two Language categories that you have to gain an additional +5 skill points each rank.

NECROMANTIC STUDIES

Requirements

Ability Prerequisite: Int 75 or Will 75



TOTEM ANIMALS

Image Type Power/Modifier

Alligator	+5 FP; +10 to Swimming, Survival, and Tracking
Ant	+5 FP; +10 to Engineering, Fabricate
Antelope	+5 to Base Movement, +5 Initiative
Badger	+2 Bonus Success on Hold Zero Checks
Brown Bear	3x/day, for 1 turn: Gain +10 bonus vs. Sneak Attacks and Illusions
Butterfly	+5 FP; +5 Movement when Flying
Cat	3x per day for 1 turn gain 1 level of Improved Nightvision
Cougar	3x/day for 1 turn gain WS/AS equal to 1/2 of opponents WS
Coyote	2x/day Gains one reroll of any check
Crow	3x/day for 1 turn gain +10 to Perception or Sneak Attack checks
Dolphin	+10 to Swimming checks; +10' to Swimming Movement Rate
Dog	+5 FP; +10 to Leadership, Tracking and Alertness
Eagle	+5 FP; 3x/day gain +10 bonus to Attack Skill
Elephant	+5 bonus to Stamina, -5 to Perception
Falcon	2x/day; Can see through illusions and Invisibility for 1 turn per Willpower Modifier
Fox	+5 bonus to Wits, -5 to Willpower
Goat	+10 modifier to Magic and Divine Defense
Grizzly Bear	+5 bonus to Strength, -5 to Agility
Hawk	3x/day; for 1 turn gain +10 bonus to Perception

Heron	+5 Bonus to damage; +5 bonus to one AS
Horse	+5 FP; Penalties to Fatigue for Running or Sprinting are halved;
Hummingbird	3x/day for 1 turn suffer only 1/4 Damage from Spells
Lion	3x/day Can switch DS and AS
Lynx	3/day, for 1 turn; gain +10 bonus to Climbing or Balance checks
Moose	Can detect hidden or secret doors 50% of the time
Mouse	+5 modifier vs. Jinhu and Magical Defenses
Mule	+5 bonus to Willpower; -5 Wits
Owl	+5 bonus to Perception; -5 Stamina
Pigeon	+5 FP; +10 bonus to Navigation, Pilot, and Cartography
Raven	3x/day for 1 turn can Switch Spellcraft Score and Magical Defense Scores
Red Hawk	+5 Physical Defense; +5 to one AS
Road Runner	+5 modifier Jinhu and Divine Defense
Salmon	Cost to use Heroic Luck is reduced by 1
Snake	+5 bonus to Charisma; -5 Intelligence
Spider	+5 FP; +10 Stealth, Climb and Herbalism
Thunderbird	+5 bonus to Intelligence; -5 Charisma
Tiger	+5 Fatigue modifier, +5 Bonus Damage
Trout	Character gains +15 Health Points
Turtle	+5 bonus to Agility; -5 Strength
Walrus	3/ day can ignore a critical hit
Weasel	+5 modifier to Social Skills
Whale	+10 FP (can only be gained once per totem)
Wolf	3x/day, for 1 turn gain +10 bonus vs. Fear, Undead and Horror Checks



Fatigue Point Cost: Varies

Merit Point Cost: 450 (85 Recurring)

Death, dying and the undead have become a strong fascination to you and you have learned to adapt this knowledge into your spell casting or divine powers.

Heroic: (+5 fatigue to spell cast):

Having dabbled into the dark arts of Necromancy, your spell become tainted by your practices. Bonus damage from controlling attribute cannot be healed magically. This damage can only be healed over time.

Legendary (Will 80;): (+10 fatigue to spell cast) The spell causes and additional 3d10 points of damage that ignores Damage or Armor Absorption.

Additionally, you can reap the life of others that you have dealt damage too. You gain 2 Health per 10 damage that you have dealt to a target in the current turn. If this would take you above your total Health, then you gain this health as temporary health.

SPELL AFFINITY

Requirements

Ability Prerequisite: Arcane Touch (any), Spellcraft, Must be taken by 3rd rank.
Fatigue Point Cost: 5 per use

Merit Point Cost: 250

Action Type: Simple Action

During every Arcane mages training, they learn simple small spells from each element to gauge their affinity with a given element. Most have let this training be forgotten, but you've not only kept these spells but have also made them innate.

You can activate any of the affects with a successful Spellcraft check. You can use any affect even if you don't know the corresponding Arcane(element). Having the corresponding Arcane Touch(element) increases the intensity. The effect this has is noted in the Affinity section below the element.

Air - Zap - Charged with static electricity, when you touch objects or people, it discharges giving them a small shock. This is normally not able to cause damage, but is jolting enough to wake a sleeping person.

Affinity: Causes 2 points of base damage per success within a 5' radius, targets are granted an opposed Magical Defense

Earth - Soften Ground - You are able to cause a 5' radius area within 10' of you to become soft causing it to become hampered

Affinity: You attract your rank in peb-

bles.

Essence - Detect Corpse - Undead creatures within a 5' radius glow with a greenish-purple glow.

Affinity: The radius is increased to 10' and the glow provides enough light to see without penalty. Undead will also randomly twitch.

Fire - Glowhand - A single hand is outlined in a glowing aura equal in brightness to a candle. This does no damage to the user.

Affinity: Causes 2 points of base damage per success with a successful touch attack. Defense: Magical

Spirit - Summon Moth - You summon a single common moth and can control its actions, within a 5' radius.

Affinity: You summon 10 moths per rank and the radius increases to 10'. This horde of moths can be used to distract opponents. Opponents make a Wits at TS of 2 or become *confused* 1 turn per 3 character ranks.

Water - Rosewater - Up to 1 cubic foot of 1 water, or any other drinkable liquid, within 5ft, is lightly scented with roses. This does not affect the taste or safety of the liquid.

Affinity: Up to 1 cubic foot per rank

is affected. The user can choose what the liquid smells like. The liquid now tastes the same as it smells. This does not affect the safety of the liquid, but the smell/taste will conceal any impurities. For example, the foulest of sewage would taste and smell of roses, but still have the affect of drinking sewage.

TOTEM MAGIC

Requirements

Ability Prerequisite: Wits 70

Fatigue Point Cost: 10 Permanent/totem

Merit Point Cost: 500

Within the world you live there are those that are able to command the power of the weave or speak to the gods. You have learned to commune with otherworldly energies, magic that exist in living things, spirits and the energy that they influence. You are not a true spellcaster nor a priest, but you are able to command the spirits of the world. You must be able to build a totem, such as

with the skill Fabricate.

Heroic: You can create one animal totem (see Totem Animals) that costs 10 Fatigue Points per totem (up to a maximum of six animals), this loss is permanent while the totem is active. You may take this once every two ranks to gain a new animal totem. You must also spend time building and crafting a physical totem or have the totem tattooed on to you. Losing or having the physical or symbolic totem destroyed causes you to lose the effects of the totem until you rebuild the totem. The *modifiers* are permanent unless the totem is lost or is destroyed. You must be able to build a totem, such as with the skill Fabricate. You may only have one totem of six animals at a time.

Legendary (Wits 75): Animal Guardian - you are able to evoke a partially-tangible positive energy force known as a spirit guardian. It is a fully formed corporeal creature taking the shape of a bright-white, and translucent

animal that resembles your totem animal. This animal spirit guardian will remain on this plane for 1 turn per Wits Modifier and will do as you will it. This a Full Action to summon the totem spirit and costs 15 Fatigue Points to do so. You may only summon 1 spirit animal at a time.

Spirit Animal: HP 50
AS 88; Maul (6);
PD 61; MD 50; DD 49; JD 51;
Mv 15'; Armor: Spiritual Armor (10)
Str: 71(3), Sta: 57(0), Agi: 70 (3),
Per: 73 (4); Int: 48 (-3) Wits: 60 (0) Will:
81(6), Chr: 64(1)

AMBITIOUS LEADER

Requirements

Ability Prerequisite: Leadership 65;
Charisma 85

Merit Point Cost: 450

You are an awe-inspiring individual, able to inspire others to great levels of heroism and effort. This ability is used with a leadership skill check.

Heroic: Increase the bonus you grant from the Leadership skill by +5 bonus for every 25 points you have in Leadership. This is cumulative with any bonuses from the character's Leadership skill check. This has a 15' radius of effect.

In addition, you may grant 1 willing creature(s) you choose per turn an additional *Move Action*. You may not choose the same target within the same combat encounter to receive this bonus.

Legendary (Cha 75): You are able to cause all non-allies within a 15' radius around you to suffer -5 modifier (maximum -50) per *Leadership* success check to their attack skills for 1 turn. Those in the area gain a Willpower vs. TS 4 to ignore this Penalty. This ability may only be used three times per day.

ANIMAL EMPATHY

Requirements

Ability Prerequisite: Wits 65

Merit Point Cost: 250

You can empathize with animals, understanding their behavior, feelings, and motivations. You may also attempt to influence the animal to perform tasks for you with a Willpower check.

The animal is allowed an opposing Willpower check to ignore the influence. Your empathic link will last for 1 hour per Wits modifier before you must re-establish your link. Animals may attempt to resist "bad" orders with their Willpower at the Game Master's discretion. You gain your Wits Modifier as successes to checks to train or handle animals. This empathy takes a

SOCIAL ABILITIES



minimum of 1 minute to "activate".

ANIMAL LANGUAGES

Requirements

Ability Prerequisite: Animal Empathy;
Wits 75

Merit Point Cost: 250

You can converse with different animals. There are eight primary languages for animals and 1 for ancient beasts. A character may initially choose to be fluent in any one of the nine languages, learning one additional language every 3 ranks. These languages are:

Ursious: Language of bears and bear-like creatures.

Vermian: Language of rodents.

Simian: Language of apes and apelike creatures.

Feline: Language of all species of cats.

Canine: Language of dogs, wolves, etc.

Equine: Language of horses, and herd animals.

Avian: Language of birds.

Piscine: Language of all fish and aquatic animals.

Saurian: Language of all reptiles and amphibians.

Ancient: The first known language and is the language of dragons and mystical beasts. It is not possible to learn this language until at least four other primary languages have been learned.

AURA OF COURAGE

Requirements

Ability Prerequisite: Cha 65

Merit Point Cost: 200

Fatigue Cost: 25 per use

Action Type: Basic

You can surround yourself with an aura of courage and fortitude. All willing creature(s) you choose within 15 foot radius around you including yourself are immune to fear and horror and gain +5 bonus per every 4 ranks you are to their attack and defense checks. Once created the aura lasts for 1 turn per 4 ranks.

BLESS/CURSE

Requirements

Ability Prerequisite: Charisma 65

Fatigue Point Cost: 10 per use

Merit Point Cost: 500

Action Type: Simple

You may bestow on others a holy blessing, granting them +5 bonus per every 25 points of Divine Knowledge on one of the following: Attack Skill, 1 Defense Type or 1 Attribute check. Each blessing lasts for 1 turn per 25 Charisma.

You must be able to touch the individual you are blessing. This ability can be purchased to inflict a Curse instead (reverse above effects). You may use this ability multiple times on any number of individuals but no more than once per individual twice per day.

DIVINE POWER

Requirements

Ability Prerequisite: Divine Presence;
Cha 75

Merit Point Cost: 1100 (325 Recurring)

Divine power allows you to call upon the holy power of your deity, giving you increased strength and skill in combat. You gain +1 Success per 25 Divine Knowledge to your total number of successes, these are bonuses and are added on to the net number of successes you gain with an attack. Second, your Strength increases by +10 per 3 ranks. Finally, you gain +5 Health Points per rank. This can be used three times per day and lasts for 1 turn per 25 Charisma score.

DIVINE PRESENCE

Ability Prerequisite: Cha 85

Merit Point Cost: 1000

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 2. 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.

As a **Move Action** make a Divine Knowledge check. If you are successful you are able to effect all targets of the turning within a 15' radius. Those that you target must make a Divine Defense at TS of 2. Those that fail will flee for 1 turn per success of your Divine Knowledge check. Targets with a Wits or Intelligence score of 65 may attempt to break the Turning at the end of each game turn gaining a +1 cumulative success to their Divine Defense until they beat the total successes of the turning.

If a target is successful with its first check, it becomes immune to any further Turning attempts by the original Turner

for 24 hours.

Legendary (Cha 90): You are able to cast spells through Power Rank 4. You may call upon the aid of your deity to grant you **holy protection** from harm of any sort. This requires your full concentration, preventing you from performing any other action beyond normal movement. You also must spend half your current Fatigue and make a Willpower at a TS of 4. If all requirements are met, you are surrounded by a shimmering aura that blocks harm from all sources for 1 turn per Willpower Success. You must then spend 25 Fatigue per turn to maintain this aura.

Your **Turning Ability** increases causing opponents to make their Divine Defense at a TS of 4.

ENTHRALL

Requirements

Ability Prerequisite: Cha 65

Fatigue Point Cost: 10 per turn

Merit Point Cost: 200

Action Type: Full

With this ability anyone listening to you within a 15' radius must make a Wits check vs. your Charisma check. Those that fail become enthralled with you and loses their move action each turn, and -5 penalty per 20 points in Charisma to all skills for the next turn.

INSPIRE/DISCOURAGE

Requirements

Ability Prerequisite: Cha 80

Merit Point Cost: 600

Fatigue Point Cost: 10 per use

Action Type: Move

Through the power of words, song poems and other verbiage, you can inspire yourself and willing creature(s) you choose or discourage his foes, granting them +/-5 (Maximum +25) per 2 Charisma successes as a bonus or penalty to all skill checks for 1 turn per 3 Charisma Modifier and that are within 30 feet of you. Foes gain an opposed Willpower check to avoid negative effects. Targets can benefit or be harmed by only one character at a time.

RALLY

Requirements

Ability Prerequisite: Leadership 75;
Charisma 85

Merit Point Cost: 450

You have the knack to rally your friends and allies when they are facing defeat. As a **Simple Action** you can rally your allies that are within 15' radius

and can see you a +5 morale bonus per Leadership success to a maximum of +25 to all their defenses and a +1 bonus to their Base Damage of their weapons. This morale bonus lasts for 1 turn per 25 Leadership skill.

SHARP WIT

Requirements

Ability Prerequisite: Taunt; Cha or Wits 75

Merit Point Cost: 700

Fatigue Point Cost: 15 per use

Action Type: Simple

Through the use of this ability you can use your sharp tongue of wit and caustic remarks to anger and enrage your foes. You can only target one individual, within 20' to hurl insults at. That target gains a Willpower check at a TS of 4. Should he fail he suffers half of your Wits score as a score penalty to all his skills until you stop berating him. You may continue to berate the opponent from turn to turn, but each turn the opponent gains a new unmodified Willpower check to ignore the retorts. You may not use Sharp Wit at the same time you are using *Taunt*.

SILVER TONGUED DEVIL

Requirements

Ability Prerequisite: Charisma or Wits 70

Merit Point Cost: 500

Fatigue Point Cost: 10 per use

Action Type: Full

You are one of the more deceptive, conniving, insidious and convincing individuals around. You are able to target 1 individual per 20 points. Convince that can see and hear you per turn. As you speak those targeted strain to hear and sort through your web of lies and trickery.

You are able to make a *Convince* check in, or out of combat, as a full action. Those targeted make an opposed check with either Skepticism, or if allowed by the GM, with Wits. Those that fail are *Fascinated* (see page 343), should they critically fail this check they are considered both *Fascinated* and *Surprised* for the next 5 turns.

SMITE FOES

Requirements

Ability Prerequisite: Faith; Will 75

Fatigue Point Cost: 25 per use

Merit Point Cost: 800

Action Type: Simple

The character can draw upon the power of their faith, blasting all non-allies within 20' radius with a positive or negative energy blast. With a Willpower check you can cause a base of 3 points

of base fatigue damage per success. Those hit with this blast are allowed an opposing Willpower check at a TS of 4 to ignore the damage.

TAUNT

Requirements

Ability Prerequisite: Cha 65 or Wits 65

Merit Point Cost: 400

Fatigue Point Cost: 10 per use

Action Type: Simple

With this ability the user is able to direct insults, mocking laughter or other degrading social commentary at opponents that are within 10' radius. The taunter must make a Wits check. Targets must make an opposed Wits check. Those that fail are (01-50) angered and frustrated and suffer -5 per Wits Success to all skill checks for 1 turn; or (51-00) suffer humiliation and flee (move at least double their normal movement) from you for 1 turn.

UNDERTIME

Requirements

Ability Prerequisite: Charisma 65

Fatigue Point Cost: 20 per use

Merit Point Cost: 500

Action Type: Full

The 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.

YIELD

Requirements

Ability Prerequisite: Convince 75;

Charisma 85

Merit Point Cost: 750

As a *Full Action* you can attempt to cause 1 target within 30' radius that can see and hear you that has been reduced below *Beaten Health Status* to yield to you, surrendering to you and your allies, stopping any attack and dropping any weapons. You must make a *Convince* check which is opposed by the target.

This is increased by +1 per rank for every 5 ranks the target has above yours. If your check result equals or exceeds the target's opposed roll, it surrenders to

you and your allies, drops any weapons it is holding, and takes no hostile actions. It is not enthralled or charmed in any way, it simply surrenders. However, if you or any of your allies attack it, it no longer submits and can act normally.

AHNTAKI MOVEMENT

Requirements

Ability Prerequisite: Shadowcraft; Will 70

Fatigue Point Cost: 20 per use

Merit Point Cost: 1200

Action Type: Varies

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.

Legendary (Will 75): The character can "teleport", instantly to a spot up to 15 feet away per Willpower Modifier. The character must be able to see where it is going for this ability to work and may not pass through solid objects (gates, peepholes, portcullis, etc. are considered solid objects for purpose of this ability). This is a *Simple Action* and can be used once per day per Willpower Modifier.

ARBOREAL MOVEMENT

Requirements

Ability Prerequisite: Agility 65

Merit Point Cost: 300

Through the use of this ability you are able to move through the boughs and branches of trees, leaping between branches with a space no more than double your normal leaping, or small ledges as small as 4". This ability is only

available to medium or smaller creatures and you may not wear any armor heavier than Light.

CORNER OF YOUR EYE

Requirements

Ability Prerequisite: Perception 65

Merit Point Cost: 1500

With this ability you are able to spot concealed or hidden things. For every 10 points you have in Alertness you may reduce the TS by 1 (to a minimum of 1 TS) to spot hidden things. This ability is considered always on, but you must declare that you are using it to locate hidden or concealed things during a search. You may not locate concealed or hidden things that are not within 10' of you or that you cannot actually see, such as behind hidden curtains, etc.

DEFT WALK

Requirements

Ability Prerequisite: Agi 65

Fatigue Point Cost: 10 per use

Merit Point Cost: 400

During your Move Action you can quickly walk up the sides of walls and cling to ceilings as though you are walking in a normal position. You can maintain this for 1 turn per 10 Willpower.

ENLIGHTENED

Requirements

Ability Prerequisite: Will 75

Merit Point Cost: 1000

Through the use of this ability you are able to use Jinhu through your Jinhu Discipline Skill. When you take this ability you gain +5 to your Jinhu Defense Score. You may only take this ability once to gain the defense bonus. You also gain a one time bonus of +10 bonus Fatigue Points when you first take this ability.

You gain access to one of the four Jinhu Pathways: *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) each time that you take Enlightened. You also gain two new hand Hand Symbols each time that you take Enlightened.

Heroic: By focusing for a moment (as a *Simple Action*) you are able to communicate with any being that is within 30' of you via telepathy. Unwilling targets gain a Willpower check at a TS of 3 to ignore you. You do not need to speak the same language as the target.

You are able to summon forth jinhu



STEALTH ABILITIES

through Power Rank 2.

Legendary (Will 75): You are able to focus your jinhu energy into any type of attack (melee, missile, non-weapon). By focusing this energy (as a *Simple Action*) you are able to cause an additional 1d10 points of jinhu energy per 10 fatigue points spent.

You may regenerate your Stamina Modifier in Fatigue every 15 minutes.

You are able to summon forth jinhu through Power Rank 4.

EXPERT LEAPER

Requirements

Ability Prerequisite: Str 65

Merit Point Cost: 250

Heroic: You increase your natural leaping and jumping distances by +10'.

Legendary (Str 70): So long as you are within your natural leaping or jumping distances you may "springboard" your way through an area, leaping and jumping from one

location to another location, even if the locations are vertical. You may maintain this jumping-leaping for up to 1 turn per Stamina modifier before you must stop. This can only be used by those in Light Armor or no armor.

FEATHERFOOT

Requirements

Ability Prerequisite: Agi 65

Merit Point Cost: 500

Heroic: You may walk without causing vibrations. Creatures or beings that can detect movement through seismic senses (for example, spiders using their webs) cannot detect you. In addition, you gain +10 to your Stealth, and Surprise Checks.

In addition, you gain +10 to your jump and leap; and +5 to your base move. Finally any *Acrobatic* skill checks gain +10 bonus. The character can only use this ability if they are moving.

Legendary (Agi 70; Cost): You are

now able to move through the boughs and branches of trees, leaping between branches with a space no more than triple your normal leaping, or running along ropes or small ledges less than 2" without any penalties. You may not wear any armor greater than light.

KUJI RA JIA FOCUSES

Requirements

Ability Prerequisite: Willpower 75

Merit Point Cost: 500

You have mastered *Kuji ra Jia Focuses* to channel your energy for greater power, accuracy, or other feats. This ability may be purchased for each of the different focuses. You may only have 1 Kuji Ra Jia active at one time.

Kuji ra Jia Power Attack

Choose a specific WeaponForte skill. This skill gains a +5 bonus per 35 Willpower.

Kuji ra Jia Armor

You gain +5 Jia Armor Absorption per 25 points of Willpower. This does not stack with normal armor absorptions.

Kuji ra Jia Reach Attack

You can increase your strike reach

by +5' per 40 Willpower.

Kuji ra Jia Finesse

You can decrease your opponent's Physical Defense by -5 per 25 points of your Agility. This can be used once per day per 2 Willpower Modifier.

Kuji ra Jia Healing

You can heal your own damage. You regain 5 Health instantly per 25 points of Willpower. This may be used 1 time per day per 3 ranks.

Kuji ra Jia Strike

You do two times your Willpower Modifier as bonus Damage to a single target while knocking them back 5' per Willpower Modifier.

MISDIRECTION

Requirements

Ability Prerequisite: Charisma 70

Merit Point Cost: 1000

Action Type: Simple

You to cause one opponent that is within your melee strike range to have his attention diverted so that he or she is considered surprised for the turn against you only, having their Physical Defense reduced by half for the full turn. The opponent gains an opposed

Wits or skepticism check at a TS of 1 per 25 points of your feint skill in order to avoid this misdirection.

OPEN SAYS THE

Requirements

Ability Prerequisite: Will 65

Merit Point Cost: 500

Action Type: Basic

By means of this ability you may attempt to open any lock with a sharp, quick tap to the lock mechanism. This reduces the TS to open a lock by 5 and can only be used only once on a specific lock per day. If you are successful in your Open Locks check the lock instantly opens. Anytime that you use this ability there is a 15% (85-00) chance that you have somehow broken the lock making it unable to

be opened by a key or other Open Locks skill attempts.

SHADOWCRAFT

Requirements

Ability Prerequisite: Int 65

Merit Point Cost: 500

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.

Legendary (Int 70): As a *Full Action* you can use a thrown weapon, an arrow or a bolt to pin someone's shadow. While pinned the victim may only move 1/2 their normal movement rate. Those affected may use a move action to unpin themselves by making a Willpower check at a TS of 4.

SYHADO DHATA

Requirements

Ability Prerequisite: Willpower 75; Rank 5

Fatigue Point Cost: 10 per use

Merit Point Cost: 500

Action Type: Simple

Known as the *Shadow Touched*, you have tapped into the essence of the Prima Ethers and have obtained an unique ability to command the shadow realm.

Heroic: The character can engulf himself in an aura of shadow equal to three times his or her size, engulfed in darkness and granting him a bonus to *evade*, *stealth* skills, as well as their Physical Defense. This is equal to +5 per 25 points of Willpower. They also gain 100% *Concealment*. This aura lasts for 1 turn per Willpower Modifier or until the hero attacks from the shadow.

Legendary (Per 70): Through the use of this ability you are able to move from shadow to shadow as you "teleport" from one dark shadow to another dark shadow that is within 10' per Agility modifier. You cannot use this ability if you are wearing medium or heavy armors, or if you are carrying light or greater encumbrance. You may use this ability as a Move Action.

ARTIOR OF TATHIN

Requirements

Ability Prerequisite: Faith; Cha 70; Rank 5

Fatigue Point Cost: 10 per turn of use



Merit Point Cost: 850

Action Type: Basic

You can generate an aura of protection that protects you from either *Arcane* or *Divine* damaging attacks. This Armor is considered a Magical Type.

Heroic: This armor absorbs 1 point per Charisma Modifier of damage per attack. This protection lasts for 1 turn per Charisma modifier.

Legendary (Cha 75): This armor absorbs 2 points per Charisma modifier and lasts for 2 turns per Charisma modifier.

CHAMPION

Requirements

Ability Prerequisite: Willpower 75

Merit Point Cost: 500

You have decided to become a champion for either your species, your deity or a very specific set of personal honor. In doing so you have raised your own bar by which you judge yourself and have others judge you.

Because of this you gain +10 bonus to all social skills when dealing with those of your species, faith or philosophy but suffer -25 penalty to all social skills when dealing with those opposed to your faith, not of your species or philosophy. In addition, you gain +5 bonus per 5 ranks (maximum +50) to attacks or defenses against those that are opposed to your faith, species or philosophy or in defense of your honor code.

You must work with your GM in order to determine your 'honor-standards'.

Sample Honor Codes:

Be Without Fear in the face of Death
Face your Enemies with Courage
Stand Bravely and Upright
Speak the Truth Always
Protect the Helpless
Guide the Lost
Give refuge to the Wounded
Do no wrong

Be always Vigilant
Defend the Weak
Be of No Offense
Be always Loyal
Be always Honorable
Be always Humble

Defend the Weak
Defend Freedom
Make a sacrifices for others
Defend your loyalty to the death
Take Care of Peace

Be of Noble Service
Death before Dishonor



GENERAL ABILITIES

Respect all worthy Beings
Honor your Seniors
Be Respectful
Protect the Innocent
Punish the Guilty
Battle is the Test of Worthiness

COMMUNE WITH ANIMAL

Requirements

Ability Prerequisite: Animal Companion or Cha 85

Merit Point Cost: 750

By means of this ability you may commune with an animal, either your companion or a wild animal nearby. If you are communing with your animal companion there is no resistance check. If you choose to commune with a "wild" or unknown animal, that animal gains a Willpower check to ignore your request.

Once you have established a communion with an animal, you establish mental and spiritual link with the animal, in a sense possessing its mind and body for 1 minute per rank. You essentially become the animal. During this time your body goes into a comatose state unable to

defend itself.

While communing with the animal you have absolute control of what you do such as spying on a target, tracking, or scouting.

DEFT STRIKE

Requirements

Ability Prerequisite: Agility 65

Merit Point Cost: 200

You may use your Agility modifier instead of your Strength modifier for determining a Damage Bonus with Agility-based weapons or attacks.

ENEMY TYPE

Requirements

Ability Prerequisite: Bane, Lore (per Monster Type)

Merit Point Cost: 1000

When you take this ability you gain an intimate knowledge about a specific type of enemy. You may take this ability multiple times to gain a new enemy category. You gain a +10 bonus to any checks that you make about a specific type of enemy. This includes tracking,

hunting, attacking and defending against this chosen enemy. You may take this ability for each type of enemy you wish to have. You may choose from: Aberrations, Arabeitz/Clockwork/Construct, Beasts, Celestials or Planar, Demi-gods, Dragons, Elemental, Fae, Plants, Oozes, Slimes, Supernatural, or Undead. You may also choose a specific humanoid species or a specific monstrous humanoid species.

When you take this ability again, instead of taking this ability to choose another enemy type, you may instead specialize on a specific type of creature such as fire dragons, or zombies, or yaqu, or another type of "sub" category of a specific type. If you do you gain +20 bonus to any checks that you make about this specialized enemy focus. You may also choose a specific individual.

ESCAPE

Requirements

Ability Prerequisite: Agility 80

Merit Point Cost: 500 (Recurring 100)

By means of this ability you can easily escape from bonds. Whenever you are bound you may attempt an Agility check to escape those bonds with a specific TS based upon the type of binding.

Binding	TS	Time Taken
Bolas	2	1 Turns
Rope	3	2 Turns
Manacles	5	3 Turns
Tight Space	8	Varies on Size
Net	5	3 Turns
Terrain	2	2 Turns
Entanglement	6	2d10 Turns
Control Plant	6	3d10 Turns
Animate Object	6	3d10 Turns
Ang's Force Net	6	4d10 Turns
Magical Rope	8	4d10 Turns
Entangler	8	4d10 Turns

Tight spaces are defined (unlike cramped spaces) as being enough space to most likely get a head through but is too tight for shoulders. Getting through these spaces takes time based upon character size:

Small: 2 Turns

Medium: 4 Turns

Large: 6 Turns

This length of time is increased by 1 turn per 5 feet that must be moved through.

Heroic: By increasing the TS by +1 the time required to escape is reduced by 1 turn per rank to a minimum of 1 turn.

Legendary: You are known to escape the most impossible situations. All escape TS' are now permanently reduced by 1 TS.

EXPERT GRAPPLER

Requirements

Ability Prerequisite: Str 70

Merit Point Cost: 100

You have become something of great wrestler able to do more than just hold onto someone and maybe trip them.

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. **Shoulder Spear:** If you move at least 1/2 your movement (a minimum of 5') in a straight line, you may attempt to knock an opponent prone as part of your grapple. If you are successful you knock your opponent to the ground and back at least 5'. You are also considered prone.

Legendary (Per 75): **Choke Hold:** You are able to apply pressure to a target's throat and blood vessels, incapacitating them far more quickly than the clumsy strangling of the uninitiated. Your target is granted a Stamina check at a cumulative TS of 1 every turn that you have this hold or lose consciousness. They may attempt to break out by making an opposed Strength check against your Strength check.

FAITH

Requirements

Controlling Attribute: Cha 65

Merit Point Cost: 500

Action Type: Basic

Through the use of this ability you have gained a sense that there is something greater in the Omniverse than just merely living. This faith in life has benefited you in extraordinary ways. 1) May make a single opponent within a 20' radius of you to make a Willpower check or suffer -20 penalty on actions taken against you for 1 turn per 2 ranks three times per day; 2) you gain +10 bonus to Magical or Divine Defense for 1 turn per 2 ranks twice per day; 3) you become Immune to Fear effects for 3d10 turns three times per day.

INCREASED SPEED

Requirements

Ability Prerequisite: Stamina 65

Merit Point Cost: 100

You gain +5 feet to your total movement. This ability can be purchased three times.

You may also reduce the total Fatigue Cost from running or sprinting by 1 per every 3 ranks to a minimum of 1 Fatigue Cost.

MASTER HAGGLER

Requirements

Ability Prerequisite: Charisma 80

Skill Prerequisites: Haggle 70

Merit Point Cost: 200

You have mastered the art of the deal. As long as you succeed in your Haggle check, you start at the below minimum

price bonus. However, the maximum price change from the haggle check is still 80%. Each ability level you purchase increases the bonus, and expands what type of items the bonus applies too. The bonus applies to both selling and buying of items.

Heroic :- 10% bonus on Adventuring Gear

Legendary (Chr 80): - 15% Adventuring Gear. -10% Armor, Weapons, and Art

RESIST ENERGY DRAIN

Requirements

Ability Prerequisite: Resist Turning

Merit Point Cost: 250

You gain +2 bonus success to any check versus energy drains and undead draining attacks.

SURGICAL STRIKE

Requirements

Ability Prerequisite: Perception 65

Merit Point Cost: 200

You can use your Perception modifier as a Damage Bonus with Perception-based weapons or attacks.

CHARACTER WEALTH, EQUIPMENT AND WEAPONS



With the right equipment your character can take on nearly any challenge that they come across. In this chapter you will find all manner of equipment to outfit your character with: from mundane gear, to typical trade goods, and even exotic and rare treasures.

The equipment presented in this chapter should be easy to obtain in most cities, although some items may be more difficult to acquire, as noted or if the GM wants to restrict specific items.

CHARACTER WEALTH

As presented in Chapter 1 every character begins play with a number of silver pieces, based on their background, the "Blessings of the Gods" and a slight bonus based on their species, that they can spend on armor, weapons, clothing, transportation, and other items.

STARTING MONEY

(Background, + Blessing of the Gods)

While player characters are an impressive breed, they really can't get going until they're outfitted with the equipment necessary for survival. Careful selection of equipment and supplies is very important. Often, however, there will not be enough silver in your character's silver bag to purchase everything you'll want them to have.

You begin with the base silver pieces for your background and you gain an additional bonus amount from the *Blessing of the Gods* and an GM optional bonus from your species.

Clan Enclave, Hermit, Monk, Tribal State, Urchin	450 s.p.
Acolyte, Local Hero, Rustic Villager, Wanderer	500 s.p.
Bounty Hunter, Criminal, Ex-Legionaire,	525 s.p.
Knight-Errant, Sage, Soldier, Watchman	550 s.p.
Chonthonologist, Guilding, Organization Agent, Metropolitan	575 s.p.

Blessings of the Gods

01	02-10	11-24	25-75	76-99	00
950 s.p.	750 s.p.	600 s.p.	550 s.p.	350 s.p.	200 s.p.

GM Optional Species Bonus

Aelwyn, Ba-liyan	= 20 s.p.
Acires, Kanus	= 25 s.p.
Bhahuul	= 25 s.p.
Chovah	= 50 s.p.
Firbog	= 75 s.p.
Ha'vatu	= 100 s.p.
Human, Rhakas	= 25 s.p.
Jakara, Manax	= 50 s.p.
Syliph, Ta'Jahu	= 75 s.p.
Troll	= 20 s.p.

ARMOR

ARMOR USE

There are three types of armor: *Light, Medium* and *Heavy*. Light armors include everything from heavy furs to ring armor. Medium armors include everything from brigandine to banded mail. Heavy armors include everything from splint armor to full plate. If creatures are strong enough, they can wear, and use, almost any type of armor.

ARMOR DESCRIPTIONS

Typically suits of armor are just that, they cover nearly every inch of a person wearing such armor. There are the occasional cases when characters need a single piece of armor or only have "patchwork" armor. Thus they create their own "suit" of armor. Below are listed the various types of armor and their descriptions. The armor weights are for medium creatures, the weights are 1/2 for small creatures and double for large creatures.

SHIELDS

Like armor, shields are used to protect characters from attacks and other nasty things. Shields offer limited cover from incoming attacks. They can be used by anyone that is able to pick one up. The most common type of shield is the medium wooden shield.

Shields come in two forms: metal and wood, with a variety of styles. The shield weights are for medium creatures, the weights are 1/2 for small creatures and double for large creatures. Costs for shields are based on medium creatures, this cost is 3/4 for small or smaller and double for large creatures.

SHIELD ATTRIBUTES

Each shield has shield attributes: *required strength, shield armor absorption, and physical defense bonus*.

Required Strength: The minimum amount of strength required to heft and use the shield.

Shield Armor Absorption: Shield bonus that is applied to a skilled users **Armor Bonus**

Physical Defense Bonus: Physical Defense bonus applied to users of shields.

USING A SHIELD

Characters that are not trained in Shield Proficiency may only use a shield for the *Physical Defense Bonus*.

Characters trained in Shield Proficiency gain both the *Armor Absorption* and *Physical Defense Bonus*. They also gain other uses of shields as per the Shield Proficiency skill.

Characters can only benefit from one shield at a time.

SHIELD TYPES

Buckler – The smallest of all shields, the buckler is used primarily by archers or crossbowmen, as well as common citizens. **Weight - 5 lbs**

Small – A small shield is usually round and is carried on the forearm, gripped with the shield hand. **Weight - 15 lbs**

Medium – The most common of shields, the medium shield is carried in the same manner as a small shield. But because of size

LEGENDS OF KRALIS

it covers the vital areas of the body in the front.

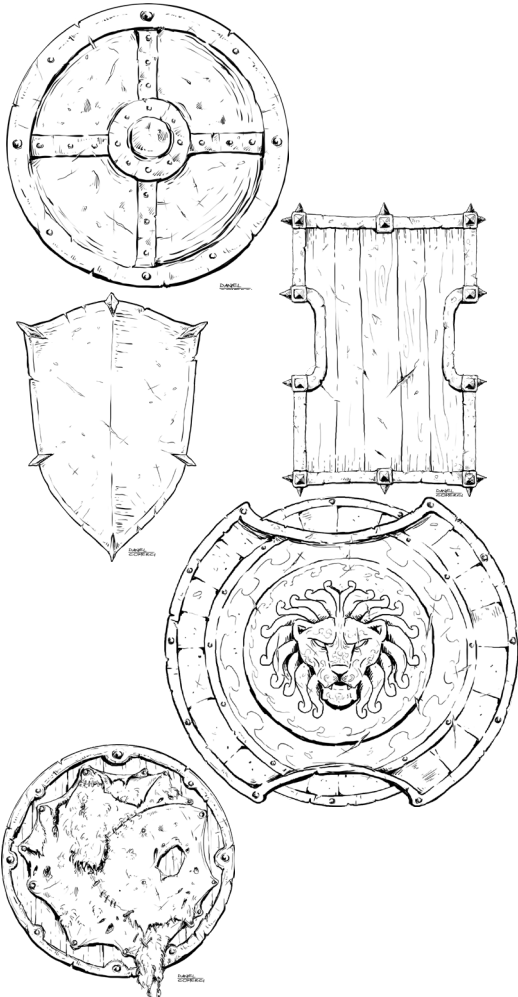
Weight - 20lbs

Large – Heavier and longer than the medium shield the large shield allows for protection down to the thighs, but without much movement.

Weight - 25 lbs

Tower – This monstrosity of metal or wood is used primarily by fighters that are moving slowly upon stable ground and a stationary enemy.

Standing the height of the user the tower shield is an excellent protection against hurled rocks, from a catapult or the like. Only those with a Strength of 90 or better can effectively carry one. Those that employ the use of a tower shield are at a -10' to their movement. **Weight - 80+ lbs**



ARMOR ATTRIBUTES

Armor	Avail. Amount	Armor Absorption	Cost	Strength Minimum	Phys. Def. Mod.*
Light Armors					
Padded Armor	High (90%)	2	25 sp	25	-0
Heavy Furs	High (90%)	3	50 sp	35	-0
Hides	High (85%)	4	75 sp	35	-0
Soft Leather Armor	High (85%)	6	125 sp	40	-0
Hardened Leather	High (75%)	9	150 sp	40	-0
Ring Armor	Common (60%)	11	300 sp	50	-0
Larkev Armor*	Extremely Rare (15%)	11	2000 sp	25	-0
Medium Armors					
Brigandine	Common (60%)	12	900 sp	60	-10
Scale Armor	Uncommon (50%)	14	1800 sp	60	-10
Mail Armor	Uncommon (40%)	16	2700 sp	65	-10
Banded Armor	Rare (30%)	18	3500 sp	75	-10
Larkev Armor*	Extremely Rare (10%)	18	5000 sp	50	-0
Heavy Armors					
Splint Armor	Rare (20%)	20	4500 sp	75	-10
Plate-Mail	Very Rare (10%)	22	5000 sp	75	-10
Full Plate	Extremely Rare (5%)	24	8000 sp	80	-20
Larkev Armor*	Extremely Rare (5%)	24	10000 sp	70	-10

Armor Notes:

Availability indicates how available a suit of armor is. This may fluctuate with regions and it is suggested that the GM adjust these numbers to better represent the region of origin. The percentage is a representation of how likely a character may find any specific type of armor. When a character goes to purchase these they must determine if the armor in question is available by rolling beneath the percentage score.

Armor Absorption Base Amount indicates the amount of damage that a suit of armor can absorb from each physical attack (i.e. swords, fists, and spells with a physical element that is successful in hitting. Magical energies ignore absorption of armor, but not natural armor (such as thick skins, etc.) This damage is subtracted from the attack and is absorbed by the armor. Any damage beyond this is taken by the character in Health Damage. This stacks with any natural armor that a character may have.

Strength Minimum indicates the minimum strength that a medium creature needs in order to be able to wear and use the armor. Small creatures reduce this by -20 while large creature increase this by +20. Characters can wear any type of armor if they do not have the minimum strength. However, doing so causes the character to suffer a -20 penalty on all Strength, Agility, Stamina skill checks for every 5 points of Strength that the user is lacking in order to use the armor.

Physical Defense Modifier indicates the modifier that Physical Defense is reduced by wearing a specific armor if the character does not have the required Strength to wear the armor.

Larkev Armor – This specialty armor is built with layers and plates (often a combination of dragon-hide and red steel). Unlike other armors the armor absorption of these armors against missile weapons cannot be ignored. **Weight - 25 lbs**

SHIELD ATTRIBUTES

Type of Shield	Armor Type	Cost	Req. Strength	Shield Armor Absorption	Physical Def. Bns	Availability
Buckler/Wood 12" Dia	Light	50 sp	35	2	+10	High (90%)
Buckler/Metal 12" Dia	Light	100 sp	55	4	+10	Uncommon (50%)
Small/Wood 24" Dia	Light	75 sp	40	4	+15	High (80%)
Small/Metal 24" Dia	Medium	150 sp	60	6	+15	Uncommon (40%)
Medium/Wood 30" Dia	Medium	100 sp	45	6	+20	Common (50%)
Medium/Metal 30" Dia	Heavy	250 sp	75	10	+20	Rare (30%)
Large/Wood 36" Dia	Medium	150 sp	60	10	+25	Uncommon (40%)
Large/Metal 36" Dia	Heavy	500 sp	85	15	+25	Very Rare (15%)
Tower/Wood 5'x2'	Heavy	400 sp	90	15	+40	Rare (30%)
Tower/Metal 5'x2'	Heavy	1000 sp	100	20	+40	Extremely Rare (5%)

WEAPON TABLE

Weapon Name	Size ¹	Weapon Type	Attack Type	Base Damage	Strike Range	Critical Range	Special	Cost	Weight
Airfoils							C		
Blow Gun	M(2)	Perception	P	1	See pg 89	0	2H	15sp	1 lbs
Bolas	S(2)	Perception	B	2	See pg 89	0	F5,K	10sp	1 lb
Boomerang	S(1)	Perception	B	2	See pg 89	0	F5	8sp	1 lb
Ammunition									
Arrow	S(1)	Perception	P	-	See pg 89	0	A5	2sp/20	1 oz
Bolt	S(2)	Perception	P	-	See pg 89	5	A10, B5	10sp/5	2 oz
Bullet	S(15)	Perception	P	-	See pg 89	5	-	50sp/6	5 oz
Sling Bullet	T(10)	AGI/PER	B	-	See pg 89	0	C1,F10	2sp	.5 oz
Sling Bullet Metal	T(10)	AGI/PER	B	+1 Base Dmg	See pg 89	0	A5,B5	10sp	.5 oz
Axes									
Battle Axe	M(8)	Strength	S	6	0'	0	A10, E10	250sp	15 lbs
Horse Man's	M(6)	Strength	S	4	0'	0	A10	200sp	10 lbs
Hand Axe	S(4)	Strength	S	3	0'	0	A5,D10	50sp	2 lbs
2-Handed	L(10)	Strength	S or B	7	5'	0	2H,A10,E10,O	350sp	15 lbs
Bows									
Short	M(1)	Perception	P	3	See pg 89	0	2H	150sp	3 lbs
Medium	M(2)	Perception	P	4	See pg 89	0	2H	200sp	5 lbs
Long	L(3)	Perception	P	5	See pg 89	5	2H	300sp	8 lbs
Chains							D10,F5,O		
Basic	L(25)	Agility	B	1	10'	0	-	50sp	5 lbs
Whip, .Leather	H(6)	Agility	B	2	10'	0	C,E10	10sp	1 lbs
Whip, Chain	H (12)	Strength	S or B	4	15'	+5	2H,A10,E15,O	250sp	25 lbs
Spiked	L(25)	Agility	P or B	3	10'	0	-	100sp	8 lbs
Weighted	L(25)	Agility	B	2	10'	0	-	75sp	8 lbs
Meteor Hammer	M(25)	Str/Ag	B	8	15'	5	2H,A10,K	650sp	7 lbs
Clubs							F10		
Cudgel	S (4)	Strength	B	2	0'	0	-	10sp	1 lb
Mace, Flanged	M(15)	Strength	B	5	0'	0	A10	100sp	2 lbs
Mace, Smooth	M(15)	Strength	B	4	0'	0	-	75sp	2 lbs
Great Club	L(10)	Strength	B	6	0'	0	2H,E10,F10,O,K	50sp	7 lbs
War Club	M(12)	Strength	B	4	0	0	2H,A10,E10,F5, O	50sp	6 lbs
Crossbows									
Hand	T(6)	Perception	P	3	See pg 89	0		350sp	1 lbs
Light	S(7)	Perception	P	5	See pg 89	0	2H	200sp	8 lbs
Heavy	S(8)	Perception	P	8	See pg 89	0	2H	400sp	12 lbs
Repeating	S(9)	Perception	P	3	See pg 89	0	2H	900sp	12 lbs
Daggers									
Dagger	S(10)	Agility	S	2	0'	5	A5,D10	20sp	9 oz
Knife	T(10)	Agility	S	1	0'	0		10sp	10 oz
Parrying	S(10)	Agility	S or P	2	0'	5	D10	50sp	1 lb
Fire Arms									
Pistols	S(15)	Perception	P	5	See pg 89	0	A15	500 sp	1 lbs
Large Rifle	M(20)	Perception	P	9	See pg 89	0	2H, A20,	1000 sp	6 lbs
Flails							F10		
Footman's	M(15)	Strength	B	3	0'	0		75sp	5 lbs
Darkstar	M(15)	Strength	B	5	5'	5	2H,A5,E10,O	150sp	7 lbs
Double Darkstar	M(15)	Strength	B	7	5'	5	2H,A10,E15,O	250sp	10 lbs
Mauls									
Single Handed	S(8)	Strength	B	3	0'	5	C1, F5	75sp	8 lbs
Sledge Hammer	M(8)	Strength	B	5	0'	5	C1,E10,F15	30sp	10 lbs
Warhammer	S(8)	Strength	B, P	4	0'	5	A5, F10,K	150sp	10 lbs

WEAPON TABLE

Weapon Name	Size ¹	Weapon Type	Attack Type	Base Damage	Strike Range	Critical Range	Special	Cost	Weight
Sling									
Sling	S (3)	Perception	B	2	See pg 89	0	-	10sp	
Staff Sling	M(4)	AGI/PER	B	4	Staff 30'/(See pg 89)	0	-	25sp	1 lbs

Staves

3-piece rod	L(8)	Agility	B	4	5'	0	2H, F10, O	125sp	4 lbs
Gaff/Hook	S(10)	Strength	S or P	4	0'	0	-	75sp	2 lbs
Fighting stick	S(5)	Agility	B	3	0'	0	F10	75sp	2 lbs
Quarterstaff	M(6)	Agility	B	4	5'	0	2H, D5, F15, K	50sp	3 lbs
Rod	S(8)	STR/AGI	B	4	0'	0	D10, F5	10sp	2lbs
Scythe	L(10)	Strength	S	7	5'	5	2H, A15, E15, O	75sp	15 lbs
Sickle	S(8)	Strength	S	4	0'	0	D10	65sp	2 lbs

and weight the shield hand can be used for nothing else. Typically it covers the vital areas of the body in the front. **Weight - 20lbs**

Large – Heavier and longer than the medium shield the large shield allows for protection down to the thighs, but without much movement. **Weight - 25 lbs**

Tower – This monstrosity of metal or wood is used primarily by fighters that are moving slowly upon stable ground and a stationary enemy. Standing the height of the user the tower shield is an excellent protection against hurled rocks, from a catapult or the like. Only those with a Strength of 90 or better can effectively carry one. Those that employ the use of a tower shield are at a -10' to their movement. **Weight - 80+ lbs**

WEAPONS & SIZE

Not every weapon can be used or wielded by every species. Size has a great deal of influence over who can wield what.

Tiny/Small: Tiny weapons cannot be used by creatures of Huge Size or bigger

Medium Medium weapons can be used by all small, medium, or large creatures.

Large: Large weapons cannot be used by creatures of Tiny Size or smaller.

Huge Huge weapons cannot be used by creatures of Small Size or smaller.

AIR FOILS

Blow Gun: The blow gun is a very ancient weapon. It is typically a five to seven foot long, hollowed out reed with a mouthpiece. Darts are inserted at the mouth piece and then are

blown at an opponent. A dart has a maximum range of 90 feet.

Bolas: The bolas consists of three weights, usually stones, with long cords attached to them. These cords are then tied together in a central knot. The bolas is twirled above the head and then thrown at a target. The maximum effective range of this weapon is 60 feet. This weapon is used by many plains nomads to capture or slow down their prey.

With a successful hit a bolas has a chance to **Entangle** Small or Medium sized targets. The target can make an opposed Strength or Agility check with a TS equal to number of successes remaining from the Physical Defense check. If the target fails they are entangled for 1 turn per 3 successes. Flying creatures that are entangled can no longer fly, and if they cannot escape before hitting the ground also take falling damage.

Boomerang: Boomerangs are made in an infinite variety of shapes and sizes. They range from the standard V-shaped to W- and even J-Shaped. Most are weighted and can be easily thrown. Aelwyn are experts with these weapons (gaining +15 to their attack skill with these) and are able to increase not only maximum range of the weapon by 10', but, also do double against fatigue points.

AXES

Battle Axe: The battle axe is the essential weapon among chovah, firebogs and rhaka. These weapons range in size from just under 30" to 4'. They have a single blade that is thick and heavy giving them a nasty slice as the weapon is designed to not only cleave but to shatter through muscle, sinew and bone.

Hand Axe: The hand axe is a variation of the axe which resembles a hatchet or similar woodsman's tool. Normally carried as a secondary weapon, the hand axe is a good, fast

WEAPON INFORMATION

WEAPON SIZE	INITIATIVE	STRENGTH REQUIREMENT
Tiny Weapon	2"-10"	30+
Small Weapon	11"-36" (up to 3')	30+
Medium	37"-48" (up to 4')	65+
Large	49"-96" (up to 8')	80+
Huge	97"-264" (up to 22')	90+

Missile weapons of any type do not have a Strength Requirement.

SPECIAL: WEAPON TABLE NOTES

*	See Weapon Description for specifics
a5,a10,a15,a20	These weapons reduce non-magical armor absorption by the value listed.
b3,b5,b10,b15	This weapon causes bleed damage equal to the value listed.
2h	Requires two hands to use
c	This weapon does no damage against a target in light, medium or heavy armor.
c1	These weapons do no damage against a target in medium or heavy armor.
d5,d10,d15	These weapons give you a bonus to your Defense when in use.
e10, e15,e20	This weapon is clumsy, large or unwieldy, its user suffers a penalty to their Physical Defense or Parry attempts
f5,f10,f15,f20	Deals Fatigue Bonus Damage that ignores Armor; Bladed weapons must use Merciful Damage. Number is amount of fatigue damage dealt per success if this is used instead of regular damage.
g	Refer to the alchemy skill and grenade descriptions for more information
i	When these weapons are used while mounted and properly set, they no longer need to be wielded with two-hands, and base damage increases by 3.
j	Cannot cause loss of limb
k	These weapons can cause knockdowns and/or knockbacks on a critical hit.
o	Cannot attack through a space occupied by either friend or foe.
1	The number in parentheses is the TS number in order to Sunder or Break the weapon in question

CROSSBOW INITIATIVE MODIFIER			
Crossbow Reloading - Action Cost			
Hand	Simple	Light	1 Move Action
Heavy	2 Full Actions	Repeating*	Simple
* see description of weapon			
Missile Weapon Ranges			
Crossbow & Sling	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	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	
Firearm	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	

fighting weapon which requires no great skill or strength to employ. Being light, it isn't as effective against an armored opponent as horseman's axe or battle axe are, but it is nonetheless a very versatile weapon.

Horseman's Axe: This is a variation on the battle axe, however, it is lighter and wielded by one hand, so riders of animals can attack while maintaining control of their mount.

Two-Handed Axe: With increased weight and blade size compared to the battle axe, the two-handed axe is made more effective for slashing, chopping, and crushing armor than the simple axe. However, greater skill and strength are required to use a two-handed axe effectively and thus it is not a common weapon.

BOWS

Bows have been used by hunters, warriors and soldiers the world over from time immemorial. Basic short and long bows consist of a single piece of flexible wood. Composite bows are made of one or more pieces of wood reinforced with layers of horn and sinew. Bows can be fired based on their size using the multiple strike rules.

Short: Short bows are used primarily by hunters that operate in short ranges and do not have a lot of room to use the larger long bow. A short bow is 3' to 4' in length. Short bows are considered size small for multiple strike rules.

Medium: The bow length is usually 4'-5' in length and are considered size medium for multiple strike rules.

Long: The long bow is normally between 6' to 7' and is the

most effective bow versus armored opponents. Long bows are considered large weapons for multiple strike rules.

Finely Crafted Bows

The Finely Crafted option must be taken before being able to take the other options.

Finely Crafted: +5 WeaponForte Skill Bonus x3 Cost

Composite Bow: Gives the bow the Overdraw (see below) x3 cost

Recurve: The size of the bow is reduced by 50% and is treated as 1 size smaller for multiple strike rules. Short bows, instead, reduce the penalties from Mounted Combat (pg 338) by 3 successes. x4 Cost.

Increased Damage: +1 Weapon base damage x5 cos

Overdraw: A bow with this ability allows the user to apply their strength modifier to the damage at the risk of snapping the string. If a 96-100 is rolled on an attack the bow string snaps, and heroic luck cannot stop the snapping of the string. When you Overdraw you can add up to the maximum overdraw damage based on the bow. Restraining a bow is a **Full Action**. Short: 0 to +4 str modifier

Medium: 0 to +8 str modifier

Long: 0 to +16 str modifier

Arrow: An arrow is typically a long (12-40") shafted

weapon that is affixed with a small-piece of metal that is used to puncture through most armor. There are hundreds of different types of arrows, from those that explode on impact to those that are used as "warning-whistles". If you are caught to close to an enemy to fire an arrow from your bow, you may use an arrow as a simple piercing weapon that has a base damage of 2 instead.

Flight: The flight arrow is used for long distance attacks. They gain +20' per range category.

Sheaf: Easily the most accessible arrow, the sheaf arrow is used as short-distance weapons that deliver an incredible punch.

Stone: Stone arrows are rudimentary weapons. They are simple chipped pieces of stone that are attached to shafts of wood. They can be made in a matter of a few minutes.

CHAINS

A simple weapon with incredible opportunities, the chain is one of the most versatile weapons that anyone may use. By simply twirling and then launching a chain a person can attempt to grab hold of another person, beat them or even tear flesh from them. Most chains are between ten and fifteen feet long and are made of thick, heavy links.

Spiked: Similar to normal chains, except that about three feet on either end of the chain is lined with sharp points coming off each link.

Weighted: Similar to normal chains, except each end of the chain is weighted down with a large heavy iron or steel ball of some sort.

Whip: The whip has been a versatile tool and weapon in cultures worldwide since the beginning of time. It has been used as an implement for punishment, for controlling animals, for war, and, in recent years, in the less talked about corners of society, as an accessory for intimacy. War whips are usually very sturdy and flail-like. Most involve metal or stone tips attached via a chain or linking metal bars to a metal, or wood, handle.

Whip, Chain: This whip is built from links of chain starting with large, heavy links at the handle and ending in small one-quarter inch loops. It has a maximum striking range of 15'. It deals bludgeoning damage at less than 5', but deals slashing damage at 5' or greater.

Meteor Hammer: The meteor, or flying, hammer consists of 2 heavy oblong weights attached by a very long rope, or a fine link chain. Although the rope is usually around 15 - 20 feet long, this weapon could still be easily concealed due to its flexibility. This flexibility is also the weapons primary strength.

The wielder swings the weight in a weaving pattern around their body, deflecting it from shoulders, elbows, knees, and even the feet. Varying the swing speed, length of rope played out, and how the swing is deflected, allows it to be used in a variety of ways. This can range from simple strikes and parries, to entangling or tripping attacks, to even acrobatic displays.

CLUBS

Clubs have been around as for as long as mankind has walked erect. Styles of clubs range from simple sticks to elaborately carved works of art. Bashing weapons used to inflict concussion blows, rather than piercing ones, clubs are effective against all opponents, armored or not.

Cudgel: The Cudgel is a heavy, hardwood club with a knotty head used for striking.

Great: This weapon is three times the size of a normal club.

War: Typically larger than a normal club, the war club is

usually fitted with spikes, nails, etc., to increase the amount of damage done.

Mace, Smooth or Flanged: The mace is a version of the simple club and is used in cultures through out the world. Simple maces consist of a handle, usually wooden, with a hard striking object socketed to the top of the handle. Most are all metal construction. Flanges, spikes, and similar pointed protrusions are added to combat plate and mail armor. The force of a blow, concentrated on the tip of a flange or spike, is very effective at denting and piercing armor.

CROSSBOWS

The main advantage crossbows have over bows, is that they can be loaded ahead of time and held effortlessly loaded while aiming. Their greatest detractors are their slow reload ability, and considerable weight. A crossbowman (also called an arbalester) is only expected to fire one bolt per six shots by an archer. They are also comparatively short ranged. Most crossbows have a stirrup on the front of the stock. To reload the crossbow, the archer places the stirrup on the ground, his foot through the stirrup, and pulls the bowstring back as hard as he could until he notches it in the nut (the mechanism which held the string in place, depressing the trigger bar released the bolt). Mechanical loading devices involving pulleys and gears have made this process considerably simpler, but by no means easy.

Hand: The smallest of the crossbow family, the hand crossbow can be quickly reloaded. Hand crossbow bolts are typically solid metal and have reverse hooks on the shaft.

Heavy: These massive weapons deal a great amount of damage, but take a considerable time to reload.

Light: The most common of all crossbows, and similar to the heavy crossbow but weapons have a -20 to each range category.

Repeating: Generally used in defense when it can be rested on walls, large rocks, or even a stand that allows the user to use one hand to aim it and one to operate it. A supply of short, featherless bolts are stacked in the vertical box-magazine on top. The weapon is used with the lever pulled back spanning the bow until the fixed trigger pushes the firing string out of a notch below the box-magazine and shoots the lowest bolt. Because of this clip of bolts it can fire up to 5 per Full Turn. Repeating crossbows are considered size medium for multiple strike rules. The standard clip size holds 5 bolts equivalent to light crossbow bolts. Changing out a clip is a **Simple Action**, while re-loading a clip takes 1 **Move Action**.

Bolts: There are many different bolts that can be used with crossbows. Some increase damage, while others are more utilitarian. A few of the more available types are listed below.

Stone Biter: These are used to bite into stone and often have ropes attached to them. If shot at stone they will bite into most stone. They cause +4 points of bonus damage. Cost 5 sp each.

Metal Shred: This bolt is designed to spin in a "corkscrew" fashion when it hits metal or any solid surface. These cause +10 points of bonus damage vs. metal, +15 vs. points of bonus damage to wood and causes +20 points of bonus damage to creatures. Cost 25 sp each.

Shredder: This vicious bolt has hundreds of little teeth that tear into flesh. This causes +5 points of bonus damage. If they are removed without magical means they cause +10 more damage. Cost 10 sp each.

Wounding: This is not a magical bolt, but rather a bolt that expands with three-heads as it hits a target causing +25 points of bonus damage, +10 bleeding per turn. Cost 85 sp each.

Pin: These sharp, thin bolts are used to pin things, objects and creatures to walls. In order to use these a character suffers a -30 to his AS with the weapon. However, if the attack is successful the target is "stapled" to a wall. This wall must

be within 10' of the hit creature. Pin bolts are not very useful against giant or larger creatures because they would not be long enough nor strong enough to pin the giant or larger creatures. These bolts ignore all armor absorption. To extract themselves from this bolt the target must make a Strength TS of 2 as Move Action. Cost 30 sp each.

Blunt: These are meant to do two things: 1) Cause 10 points of fatigue damage. 2) these bolts are most effective against undead creatures that can only be damaged by blunt weapons. Cannot ignore armor. Cost 2 sp each.

DAGGERS AND DIRKS

Daggers are short bladed, one handed, and relatively light. Daggers have been constructed of everything from stone to metal alloys. Most daggers are designed for thrusting but many are also capable of cutting like a kitchen knife. Daggers are a primary weapon among brigands and assassins, but are also used as a secondary weapon in combat.

Knife: A knife is a single edged, pointed blade with a handle mounted to the end. While it may seem that there is little difference between a knife and a dagger, there are several difference. Knives are typically lighter, and are not balanced for throwing. Knives are more of a tool than a weapon.

Parrying Dagger: The parrying dagger was developed to be used at the same time with one-handed melee weapons. It is a off handed dagger used as a defensive weapon to parry and block an opponent's weapon and cannot be used to make an attack with.

The parrying dagger is double edged with a sturdy crossbar to protect the hand. The knuckle guard in the most highly developed; parrying daggers are triangular in shape and often lavishly engraved. Parry attempts using a parrying dagger have a +5 bonus to your skill.

The *khuldan* parrying dagger costs 2x as much as a regular parrying dagger. Parry attempts using a khuldan parrying dagger have a +10 bonus to your skill. If you successfully parry a melee weapon, using a Simple action, you can attempt to Break or Sunder (pg 177) the parried weapon.

FLAILS

Developed from agricultural flails, these weapons originally consisted of a long handle with a spiked rod attached by a short chain. Over time the handle became shorter, the connecting chain longer, and the spiked rod was replaced with one, or more, metal weights.

Footman's Flail: The footman's flail, generally consists of a piece hardened wood, or metal, about half the length of the haft, attached to the haft by a short thick chain. This allowed the wielder to build up momentum increasing the striking force and making parrying the attack more difficult. A footman's flail cannot be parried with medium or smaller weapons.

Darkstar: It consists of a heavy metal ball, often spiked, attached to a wooden handle by means of a long heavy chain. Extremely effective at getting around an opponent's shield, yanking the shield away, pulling a rider off a mount, or simply smashing armor. The weapon uses the momentum of the swing to create greater force upon impact with the target. This weapon is very effective at creating crushing and stunning blows, even against an armored opponents. Additionally, if the ball is spiked, the force of the blow concentrated at the tip of the spike and is devastatingly effective at piercing through armor. These weapons do an additional +10 Fatigue Point Bonus Damage that ignores armor when using Merciful Damage.

Double Darkstar: This weapon is similar in appearance to a normal Darkstar, however, instead of having one ball and chain,

they have two separate chains and balls on the same end. These weapons do an additional +15 Fatigue Point Bonus Damage that ignores armor when using Merciful Damage.

LANCES

The lance is another weapon difficult to define as a single design. Generally, the lance is a horseman's spear which occasionally has a handguard built in. Some can be thrown as well as thrust. A lance usually consists of a wooden shaft with a socketed metal head attached. Broader, spear-like heads are used for war while narrower heads were used for tournaments and training. The jousting lance is used exclusively for thrusting rather than throwing. These lances are broader at the base than the tip in order to help the knight counter balance the long length of the lance. Jousting lances are constructed of wood with metal reinforcements at the striking points; a metal jousting lance would be far too heavy for anyone to pick up, let alone manage while riding.

MAULS

The maul is a heavy wooden hammer or mallet like tool used to pound stakes into the ground. The maul, like many other domestic tools doubles as a fighting weapon among the poorer classes pressed into military service. By virtue of its size and weight, the maul requires two hands to wield it. Many mauls are reinforced with metal bands around the head to prevent splintering; many are also fitted with spikes on the striking surface of the head for increasing the damage they inflict. The maul is so heavy that it smashes through any attempted parries, making parrying against this weapon futile. Characters that use this weapon are not allowed use any shield larger than a buckler.

bonus to those in medium armor.

Sledge Hammer: The sledge hammer, similar to the maul, is used in pounding stakes into the ground. Typical sledge hammers have a steel head and a wooden shaft. There are a few that are completely made from steel.

Warhammer: This weapon is a very specific adaptation for blunt and crushing damage. The war hammer is one of the few weapons with an edge that can both tear open armor plate as well as inflict devastating concussion blows. The war hammer usually has a beak-like blade opposite a faceted hammer, making it a combination of a mace and pick. The weight of the metal head concentrated on the sharp point of the beak after a full swing easily pierces all forms of armor. A spear-like tip on some versions allow for thrusting as well as swinging. While some war hammers are of all metal construction, most are socketed metal heads attached to wooden hafts; metal reinforcement bars along the side of the wood haft prevent the hammer head from breaking off during combat.

POLE ARMS

Pole arms are a popular group of weapons among guardsmen and peasants. Their length gives them a distinctive advantage in combat. They are easy to make and come in a number of sizes and shapes. All pole arms require the use of two-hands for medium sized creatures.

Awl Pike: The awl pike is a 12-20' long spear that ends in a tapered spear head. The butt-end of the weapon is armed with a 6" spike.

Fauchard: This weapon ranges in size from 8-10' and is is basically a large sickle mounted on a pole. The 12" long blade of the weapon is curved inward allowing it to be used as a slashing weapon.

Glaive: A rudimentary pole arm, the glaive is a 10-12 foot

long weapon, with a blade that resembles a large carving knife.

Halberd: The halberd is a seven foot long wooden pole that is affixed with a large axe blade. The top of the weapon is tapered into a long spear head. The backside of the axe-blade also has a long, sharpened hook.

Hook fauchard: These weapons are a later development of fauchards. The inward curving blade is less curved, and wider, resembling a tree pruner. The weapon gets its name from the pronged hook extending from the back of the blade.

Military Fork: This simple weapon resembles a two-pronged pitchfork on the end of a nine to ten foot long wooden pole.

SLINGS

Sling: The sling is typically made from toughened, but flexible leather straps that connect to a small pouch where either lead, steel or stone bullets were loaded into. Jakara and aelwyn are considered excellent with this weapon and are able to increase the damage dealt by the bullets by +5 bonus damage.

Staff Sling: The staff sling consists of a rod, generally wooden, three to five feet in length with a sling attached to one end. It is used for larger, heavier stones that will not fit in a normal sling.

SPEARS

Dart: Most darts are 12 to 18 inches in length, and are fitted with a small cord that is used to balance the weapon as it is flung at an opponent. The maximum normal range for these weapons is 40 feet.

Harpoon: The harpoon by tradition is a hunting weapon of seafaring people. Harpoons are the same length as javelins, but unlike javelins, the heads of these weapons are jagged, and have back hooks that keep the weapon lodged into its victim causing more damage. Because of these hooks, the weapon doubles the amount of Bleed damage caused to the target on a critical strike.

Javelin: The javelin is a short, light weight spear designed to be thrown. Some are constructed entirely of metal but most are metal spear tips mounted on a wooden shaft. Often a throwing device can also be used to increase the range and force of the javelin.

Spear: Spears are basically any weapon with a wooden shaft and pointed tip used exclusively for thrusting and throwing; the spear is more a category than a particular weapon design. Spear points have been made of every conceivable material which can be edged or pointed: wood, stone, bone, animal spines, and metal. Throwing spears are generally very long while thrusting spears tended to be shorter. The basic spear, when used for thrusting, was the ancestor of all weapons in the pole arm group (the idea being to fight your enemy at arm's length or greater).

Stone: Similar to the normal javelin but the spear-point is made from stone.

Trident: Tridents are pole arm weapons based on the agricultural tool, the pitchfork. Employed exclusively for thrusting, the trident provides a broader surface area upon which to skewer an opponent than a spear. Variations of the trident design existed in almost all cultures where pole arms are used in war.

STAVES

Fighting Stick: The fighting stick is a 30-36" long piece of hardwood that is typically polished to a sheen. Many times these sticks have small, metal studs fastened or built into them.

Gaff/hook: A gaff is a hand-held metal hook with a sharp tip used to latch onto an object, usually for the purposes of

moving it. Most commonly, a gaff is a meathook used in pairs by butchers to move large slabs of meat. Farmers also use gaffs in pairs to move bales of hay. Fishermen use a gaff attached to a long pole to help lift heavy catches from the water.

Sickle: The sickle is another example of an agricultural tool used as a weapon or as the basis for a weapon. Sickles, are used, in agriculture, for cutting grass, hay, and clearing foliage. Depending on the size it could be wielded with one or two hands.

Quarterstaff: The most common of all weapons the quarterstaff is about five to seven feet in length. It is typically made from very hard oak or other hardwood trees. Most quarterstaves also have metal caps on their ends to keep them from splintering. They can also be used to "pole vault" granting a +10' in jump or leap.

Scythe: The scythe is a heavy weapon made from wood with a large, curved blade. It is typically used to cut down wheat and other grains but can be slightly altered for balance and strength and used for war. The blade is deadly as a slashing weapon.

Three-piece-rod: The three piece rod is made from three medium rods connected in a row by short lengths of chain. In addition, to spinning the weapon rapidly around the body, you can also hold each of the end rods in opposite hands. Held this way you can also perform an *Off-Hand Strike* in addition to any Multiple Strikes during your turn.

SWORDS

Bhekart: The bhekart, also known as a hand & half sword, is a long, straight bladed weapon with a rather plain, undecorated grip. While the blade can be used for thrusting, most often the wielder swings it. Ordinarily the weapon could be wielded with one hand, but the grip was long enough to accommodate a two handed grip when necessary. The blade length is 40" to 48" and a handle that is 8-12 inches and that can be used with two hands.

Cutlass: Purely a cutting, or slashing, weapon. By definition, the cutlass is a curved blade with a plain, guarded hilt. The cutlass descended in design from the simtharra. Cutlasses are most popular among naval warriors.

Falchion: The falchion has a broad blade, thick along the spine and sharpened on the convex curve of the blade. Used primarily for slashing and chopping, some falchions also have a point which could be used for thrusting.

Gladius: The Gladius is a short sword with a double edged blade ideal for both thrusting and slashing.

Imperial Sword: This huge sword is 6 ft long and curved single edge blade with a 2 ft long handle and a 4 foot long blade. The user must have a minimum of 5 feet of space around them in order to use it properly.

Rapier: This blade is characterized by its relatively slender, sharply pointed blade, used mainly for thrusting attacks.

Rhovad: One of the more common types of swords, rhovads are a short sword with a range from 18" to 24" and can be handled by a single hand very effectively. In addition, many of these small blades have "bleeds" a portion of the center of the sword is indented to allow blood to flow from the wound if the sword remains stabbed into the victim. |

Uzunkhol: The uzunkhol is a single handed, long blade; that is double edged, and straight hilted sword with a blade roughly 35" to 43" in length. It was designed to be wielded by those with great agility and could be thrust or used to slash at opponents.

STANDARD FIREARMS

Firearms are divided into two categories, *Pistols* and

Rifles:

PISTOLS: These can be held in one hand. They have the shortest range and do the least damage, but are the quickest to reload.

Most pistols have from a 2 to 6 bullet capacity, most only a single bullet capacity (see Multiple Shot Pistol), others have been found to hold up to 15, and there are other more extraordinary types that are rumored to exist.

Range Restrictions: Damage from pistols drops off for each range above *Medium Range*. The base damage is reduced by 1 for each range above *Medium*.

RIFLES: Rifles come in two types: single and multiple bullet capacity. These include everything from muskets to hunting rifles. Single shot rifles take a *Full Action* to load.

Multiple shot rifles use magazines of lead bullets which can hold between 10 and fifteen shots. Loading a magazine takes 1 *Full Turn*. Rifles that have the ability to use a rifle magazine reduce their *loading time* to a *Move Action*.

Range Restrictions: Damage from rifles is less effective in point blank ranges. The base damage is reduced by 2.

FIREARM MALFUNCTION AND CRITICAL FAILURE

Every time that a Firearm is fired there is a chance of a malfunction. On a fumble there is a chance for a severe malfunction.

Depending on the quality of a firearm the chance for a malfunction or severe malfunction varies. If a malfunction is rolled it still fires and may still hit the target but the weapon becomes jammed. Unjamming a firearm takes a full action to clear.

Firearm Type	Malfunction Range	Severe Malfunction
Poor	75-95	96-00
Standard	80-96	97-00
Good	85-97	98-00
Great	90-98	99-00

When a severe malfunction is rolled the weapon is jammed and there is a 25% chance of the weapon explodes dealing d10*5 points of damage.

ADVENTURING GEAR

* 10' Pole (often used for searching)	5 sp	5 lbs
Acid, Metal-eating - 1 Vial - eats 1" dia in 3 turns	100 sp	3 oz
Air Bladder (holds 15 minutes of air)	10 sp	8 oz
Alchemy Kit (Various chemicals, componentry, etc.)		
(Bag, holds 5 lbs of needs)	30 sp	2 lbs
(Case 2'x 2'x 4", holds 20 lbs)	60 sp	10 lbs
(Satchel, holds 2 lbs)	45 sp	3 lbs
(Bandolier, holds 1 lb)	15 sp	12 oz
Alchemist's Lab		
Full Laboratory	10,000 + 1,000/month upkeep	
Small Laboratory	5,000 + 500/month upkeep	
Traveling Laboratory	1,500 + 250/month upkeep	
Artisan Kit	brushes, pens, parchment	25 sp 2 lbs
* Bed Roll		10 sp 2 lbs
Blinking Powder	Causes Temp. Blindness Has 3' diameter spread	20 sp 10 oz
Bow and Crossbow Strings (5)		10 sp 2 oz
Bracers		
Leather	8cp	1 lb
Metal	1-6sp	2 lb
Breathing Mask		50 sp 2 lbs
Caltrops (50)		15 sp 1 lb

Cestus		15 sp	5 oz
Chemical Kit	Portable Lab	150 sp	5 lbs
* Climber's Kit		40 sp	5 lbs
Cloth, per sq yard			
Canvas		5 sp	8 oz
Cotton		10 sp	8 oz
Flannel		1sp	1 lb
Homespun		3 sp	4 oz
Lace		20 sp	4 oz
Linen		3 sp	6 oz
Satin		4 sp	3 oz
Silk		7 sp	3 oz
Velvet		4 sp	4 oz
Wool		2 sp	6 oz
* Compass	Bronze case	10 sp	1 oz
Cooking Kit		25 sp	15 lbs
Crampons (Ice Walking)		4 sp	1 lb
Cylinder 8"			
Brass		30 sp	2 lb
Copper		15 sp	3 lb
Iron		60 sp	5 lb
Stone		20 sp	10 lb
Disguise kit		6 sp	1 lb
* Drinking Skin	Holds 32 oz.	5 sp	8 oz
Engineer's Repair Kit		150 sp	5 lbs
Evidence Kit	Portable Crime Lab	100 sp	3 lbs
Firesticks (5)	3" long striking sticks for fires	50 sp	2 oz
* Fishing Gear (rod, line, cork bobbers, 10 hooks)		5 sp	2 lbs
* Flint and Steel		3 sp	1 oz
Forgery Kit		100 sp	3 lbs
* Grappling Hook, Iron		5 sp	1 lb
Grappling Hook Gun		500 sp	18 oz
* Hammer		2 sp	16 oz
Handcuffs, Iron (Str TS 5 to break)		5 sp	1 lb
Handcuff, Steel (Str TS 10 to break)		10 sp	8 oz
Healing/Medical Kit Gear			
* Basic (10 Healing Attempts)		30 sp	2 lbs
Intermediate (20 Attempts)		60 sp	5 lbs
Greater (40 Attempts)		120 sp	8 lbs
Healing Patch		40 sp	4 ozs
Health Stick		200 sp	5 oz
Herbalist Kit		75 sp	2 lbs
Holy Oil, Flask		50 sp	12 oz
Holy Water, Vial (Lesser Rarity)		50 sp	8 oz
Hourglass		1gp per Hour	1 lb
Housebreaker Harness		10 sp	2 lbs
Incense		1 sp	10 oz
Lighter	iron or brass casing	8 gp	8 oz
Lens		8 sp	1 oz
Magnet, Small		10 sp	1 oz
Magnifying Glass		10 sp	3 oz
Makeup Kit		10 sp	1 lb
Manacles		10 sp	1 lb
* Map Making Kit		15 sp	8 oz
Mechanical Kit	Hand tools and parts	25 gp	10 lbs
* Net		15 sp	10 lbs
Oils (comes in flasks)			
Cooking Oils , Standard		5 sp	64 oz
Cooking Oils, Exotic		10 sp	32 oz
Mechanical Oil		5 sp	8 oz
Pavilion	Small, 15' x 15', holds 10	30 sp	30 lbs
	Large, 20' x 30', holds 25	100 sp	60 lbs
	Traveling, 8' circle, holds 3	20 sp	15 lbs
Piton, climbing			
	* Iron (25)	3 sp	5 lb

LEGENDS OF KRALIS

	Steel (10)	5 sp	8 oz
	Silver (1)	10 sp	8 oz
Pocketwatch	Steel casing	50 sp	5 oz
Rocket Signal	(Whistle)	1 sp	12 oz
	(Flash)	3 sp	12 oz
Smithy			
	Full Smithy (24' x 24')	10,000 + 500/month upkeep	
	Small Smithy (12' x 22')	5,000 + 250/month upkeep	
	Traveling Smithy (5' x 10' wagon)	1,000 + 100/month upkeep	
Spike	* Iron, 6" long (10)	5 sp	1 lb
	Silver, 8" long (1)	5 sp	8 oz
	Steel, 6" long (5)	15 sp	8 oz
	Wooden, 12" long	1 sp	4 oz
Spyglass			
	Sight of 300'; +10 Perception Bonus	50 sp	3 lb
	Sight of 600'; +20 Perception Bonus	100 sp	4 lb
	Sight of 1200'; +30 Perception Bonus	200 sp	4.5 lb
	Sight of 2400'; +40 Perception Bonus	400 sp	5 lb
	Sight of 4800'; +50 Perception Bonus	800 sp	10 lb
	Sight of 6000'; +60 Perception Bonus	1600 sp	16 lb
Straw Water Filter (charcoal filter, removes disease from water)			
		35 sp	8 oz
Steel Ball 3"			
		20 sp	1 lb
Survival Kit			
		35 sp	6 lbs
Technological Production Lab			
	Full Laboratory	20,000 + 3,000/month upkeep	
	Small Laboratory	10,000 + 3,500/month upkeep	
	Traveling Laboratory	2,500 + 500/month upkeep	
Tent	small, holds 2 men	25 sp	5 lbs
	large, holds 15 men	75 sp	12 lbs
* Thieves Picks			
		10 sp	4 oz
Tool Belt			
	numerous pockets and loops for holding tools	15 sp	1 lb
Welders Kit			
		950 sp	120 lb
Whistle			
	Bone	1 sp	2 oz
	Metal	3 sp	4 oz
	Reed	1 sp	1 oz
	Silver	5 sp	2 oz

ANIMALS

Camel	75 sp	700 lbs
Cow	30 sp	700 lbs
Chicken	1 sp	5 lbs
Dog		
Hunting	50 sp	30 - 150 lbs
Riding	40 sp	100 - 200 lbs
War	60 sp	75 - 200 lbs
Donkey	150 sp	500 lbs
Horse		
Pony	100 sp	250 lbs
Riding	200 sp	1200 lbs
War	500 sp	2500 lbs

Mule	100 sp	400 lbs
Pig	10 sp	60 lbs

ARADGAH

Clockwork Animal			
	Cat	850 sp	30 lbs
	Dog	1,500 sp	60 lbs
	Owl	700 sp	30 lbs
	Raccoon	850 sp	35 lbs
	Rat	650 sp	15 lbs
Clockwork Animal, Riding			
	Horse, Large	5,000 sp	4,500 lb
	Bull, Large	4,500 sp	4,000 lb
	Goat, Large	3,500 sp	1,500 lb

INVENTORY CAPACITY

How much your character can carry is done through your encumbrance capacity. Just because a character can carry great amounts of weight, what they can carry is different. There is a limit to the total number of items, that a character can actually wear. Most humanoids can wear upwards of 15 to 20 items. Most character can be decked out in gear consisting of the following:

Armor: Any 1 suit of armor;

Backpack: 1 backpack

Belts: Any 1 belt or girdle

Body: Any 1 robe, cloak, vest or vestment

Chest: Any 1 shirt or mantel;

Eyes: May wear or have 1 pair of fake eyes, or any 1 pair of goggles or glasses.

Feet: Any one pair of boots, shoes or slippers

Hands: Any one pair of gloves, wraps, or gauntlets

Head: Any one headband, circlet, crown, hat, helm or mask

Neck: 4 Amulets, brooches, medallions, or necklaces;

Ring: Up to 10 rings (1 per finger)

Shield: 1 shield in hand; on back: 1 Large Shield, or 2 Medium/Small Shields

Weapons: Three weapons on belt; 1 Quiver;

Wrist: Up to 4 bracelets or up to 1 pair of bracers

Tiny (3"x3"x3")	500 sp	1 lb
Small (9"x9"x9")	1500 sp	5 lb
Medium (12"x12"x12')	3000 sp	25 lbs
Large (2 cubic ft)	4500 sp	125 lbs
Huge (4 cubic ft)	6000 sp	300 lbs

Communication Devices

Armband	350 sp	8 oz
Badge	250 sp	1 oz
Wrist	200 sp	4 oz
Brooch	250 sp	3 oz
Crystal Information Storage Device	3500 sp	12ozs

Darkdust	5 sp	1 oz
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Detection Devices	250 sp	1 lbs
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Dolakh Crystals

Crystals used to store energy (Very Rare 10% Avail.)

Black (1" long/1" round) (15% avail., if avail.)	100 sp	2 oz
Red (1" long/1" round) (15% avail., if avail.)	350 sp	4 oz
Yellow (1" long/1" round) (10% avail., if avail.)	700 sp	6 oz
Blue (1" long/1" round) (10% avail., if avail.)	1500 sp	8 oz
Purple (1" long/1" round) (10% avail., if avail.)	3000 sp	8 oz
White (3" long/1.5" round) (5% avail., if avail.)	4500 sp	12 oz
Green (6" long/2" round) (5% avail., if avail.)	9000 sp	16 oz

DragonFire	20 sp	1 oz
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Grenade, Stun	350 sp	1 lbs
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Khologurafik (3" Dia. To 5' Dia)	1200 - 2500 sp	1lb to 100 lbs
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Ortlagni Spheres Small 6" spheres	500 sp	1 lb each
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Pherynja Construct

Personal Power Suit	5,000 - 20,000 sp	250 lbs to 2 tons
Dakhma	50,00 - 100,000 sp	50 to 250 tons

Scanners

Personal	750 sp	13 oz
Ship		

(2500 sp per 1,000 miles and weighs 20 lbs per 1,000)

Skoryri Insect Spy	500 sp	.25 lbs
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CLOTHING

Baldric, belt sash	3 sp	7 oz
Belt		
Broad	1 sp	3 oz
Plain	5 sp	4 oz
Fancy	2 sp	6 oz

Girdled	2 sp	8 oz
Sword and Dagger	5 sp	12oz
Boots		
High (hard)	2 sp	1.5 lbs
High (soft)	1 sp	12 oz
Low (hard)	1 sp	1 lb
Low (soft)	8 cp	8 oz
Toe-blade	3 sp	1.5 lbs
Hollow (can hold 4 sp)	3 sp	1.5 lbs
Foot pad	3 sp	10 oz
Breeches		
Sack cloth	5 cp	1.5 lbs
Linen	1 sp	1 lb
Woolen	2 sp	2 lbs
Silk	1 gp	.5 lb
Capes		
Half	4 sp	5 lbs
Full	7 sp	10 lbs
Cloak		
Plain	5 sp	10 lbs
Fancy w/Fur	2 gp	15 lbs
Specialized	4 gp	10 lbs
Cap		
Plain	1 sp	8 oz
Fancy	5 sp	8 oz
Cote	7 sp	5 lbs
Cowl		
Wool or linen	3 sp	8 oz
Fur	1 gp	8 oz
Darksuit	30 sp	2 lbs
Doublet	1 sp	10 oz
Dress, Linen	2 sp	4 lbs
Fullcloth, wool	8 sp	8 lbs
Gloves		
Archery	5 sp	4 oz
Leather	7 sp	8 oz
Linen	5 sp	4 oz
Cloth	1 sp	4 oz
Fur Lined	4 sp	5 oz
Silk	15 sp	2 oz
Snakeskin	16 sp	2 oz
Girdle		
Broad	2 sp	1 lb
Normal	10 sp	1 lb
Hat		
Cloth	7 sp	8 oz
Fur	2 sp	1 lb
Straw	2 cp	8 oz
Hoods		
Wool	2 sp	1 lb
Linen	2 sp	8 oz
Fur	1 sp	2 lbs
Jacket		
Linen	10 sp	1 lb
Wool	5 sp	1.5 lbs
Leather	20 sp	3 lbs
Jerkins		
Linen	8 sp	1 lb
Wool	1 sp	2 lbs
Leather	10 sp	2 lbs
Cotton	3 gp	1 lb
Knife Sheath	3 sp	8 oz
W/lock	2 gp	8 oz
Leggings		
Deerskin	1 gp	8 oz
Leather	8 sp	8 oz

ADVENTURERS STANDARD INVENTORY

There are a number of items that every adventurer, explorer, mercenary, or traveler carry in their standard inventory within backpacks, travel chests, or footlockers.

These items are the thought of as the standard items that most characters will generally pick up these items as a standard visit to any community larger than a small village. The items must have been purchased at least once by the player.

Any item with an * (asterisk) before its name is considered an item that a player character would be normally have in their inventory.

Linen	3 sp	4 oz
Mittens		
Common	3 gp	6 oz
Arctic	7 gp	8 oz
Money Belt	4 sp	3 oz
Nightshirt	6 sp	8 oz
Purses		
Linen	3 sp	4 oz
Leather	5 sp	6 oz
Robe		
Embroidered	2 gp	6 lbs
Silk	1 gp	4 lbs
Sandals	2 sp	1 lb
Sash		
Wool	1 sp	6 oz
Linen	2 sp	4 oz
Silk	1 gp	3 oz
Scarf		
Solid color	1 cp	8 oz
Pattern	2 cp	8 oz
Shirt/ Blouse	4 sp	8 oz
Shoes		
Climbing	3 sp/pair	10 oz
Moccasins	2 sp/pair	10 oz
Snow	2 gp	5 lbs
Tabi		
Wool	4 gp	10 oz
Silk	30 sp	8 oz
Standard Clothing Set (Includes Cloth Pants, Shirt, Low Leather Boots or Cloth Dress, Cloth Shirt and Tunic)		
	15 sp	1 lb
Surcoat		
Linen	6 sp	1 lb
Quilted	10 sp	3 lb
Leather	20 sp	5 lbs
Wingsuit	25 gp	3 lbs
Vest		
Cloth w/Pockets	5 sp	1 lb
Fur	10 sp	2 lbs
Leather	7 sp	3 lbs
Silk	10 sp	8 oz
Void Suit	600 sp	20 lbs
ILLUMINATIONS		
All illumination feet is in radius. Bright indicates that the light does not imply any penalties, dim indicates that low torch light level imposing a -20 penalty.		
Candle	Bright 2', Dim 3'	
* Beeswax, 6 hours	1 sp	2 oz
Tallow, 10 hours	3 sp	4 oz
Crystal Light - Projects light in a beam		
	30 sp	14 oz
Bright 90', Dim 120' directional beam		
Handlamp	1 hour	10 sp
		1 lb

LEGENDS OF KRALIS

Bright 5', Dim 10'			
* Lantern			
Hooded, w/3 flaps	5 sp	6 lbs	
Bulls-eye	1	10 sp	7 lbs
Shuttered, w/1 flap	15 sp	6 lbs	
*Oils, Lantern	(does 2 points of damage per oz per turn when lit until extinguished)	1 sp	8 oz
* Torch	2 hours	1 sp	1 lb
	Bright 15', Dim 25'		

MUSICAL EQUIPMENT

Bagpipes	75 sp	7 lbs
Chime family	15 sp	1 lb
Clarinet/Oboe	25 sp	1 lb
Drums	15 sp	3 lb
Dulcimers	45 sp	5 lbs
Fiddle/Violin	25 sp	1 lb
Flute Family	10 sp	1 lb
Guitar Family	45 sp	5 lb
Harp Family	50 sp	5-10 lbs
Horn/Trumpet Family	40 sp	5-15 lbs

PROVISIONS*

Iron Rations			
* Day	5 sp	8oz	
* Week	30 sp	4lb	
Month	115 sp	15lbs	
Cheese			
* Chunk	1 sp	8oz	
Wheel	5 sp	1lb	
Exotic	1-20 sp	8oz-1lb	
Hardtack			
* Jerky	1 sp	3oz	
Beef	3 sp	8oz	
Buffalo	5 sp	8oz	
Chicken	1 sp	8oz	
Turkey	1 sp	8oz	
Fish	1 sp	1lb	
Pork	1 sp	1lb	
Venison	3 sp	8oz	
Dried Fruit	Various	1-10 sp	8oz-5lbs
Brandied Fruits	Various	1-10 sp	3oz-1lb
Bread		1 sp	1lb
Nuts	Various	1-20 sp	8oz-5lbs

SCRIBING EQUIPMENT

Book, Blank (100 pages)			
* Papyrus	50 sp	6 lbs	
Parchment	100 sp	6 lbs	
Paper	150 sp	6 lbs	
Vellum	200 sp	6 lbs	
Brushes	Set of 12 fine horse hair brushes	25 sp	8 oz
* Chalk		1 sp	.5 oz
Ink			
* Writing (Black), 2oz	1 sp	2 oz	
Writing (assorted colors), 2oz	2 sp	2 oz	
Papyrus, per sheet	5 sp	1 oz	
* Parchment, per sheet	1 sp	1 oz	
Paper, per sheet	3 sp	1 oz	
Pen			
* Quill	2 sp	1 oz	
Writing (Metal- fine tip)	10 sp	1 oz	

Writing (Metal- Broad tip)	5 sp	1 oz
Writing (wooden- fine tip)	3 sp	1 oz
Writing (wooden- Broad tip)	1 sp	1 oz

STORAGE ITEMS

* Bag, Cloth, large, holds 10-50sp	3 sp	10 oz
* Bag, Cloth, small, holds 5-10 sp	2 sp	5 oz
* Backpack		
Leather, holds 2 Cubic Feet, 40 lbs	5 sp	5 lbs
Wicker, holds 3 Cubic Feet, 60 lbs	2 sp	8 lbs
Barrel		
Wooden, small, holds 5 gallons	1 sp	2 lbs
Bottle		
Ceramic, can hold up 32 oz	3 sp	8 oz
Box, ornamental		
Sandlewood	5 sp	10 oz
Bucket		
Leather, holds 3 gallons	2 sp	2 lbs
Wooden, holds 1 gallon	1 sp	3 lbs
Canvas, holds 3 gallons	1 sp	1 lb
Cask		
Wooden, small, holds 5 gallons	5 sp	1 lb
Metal, small, holds 15 gallons	10 sp	30 lb
* Chest		
Armor	15 sp	90 lb
Common, Wooden, large	13 sp	80 lb
Common, Wooden, small	10 sp	40 lb
Crates		
Small, 2'x2'x2'	15 sp	90 lb
Medium, 3'x3'x3'	30 sp	140 lb
Large, 4'x4'x4'	60 sp	200 lb
Extra Large, 5'x5'x5'	120 sp	250 lb
Drums		
100 gal	30 sp	200lb
200 gal	60 sp	400lb
Flask, Metal, holds 16 oz	8 sp	3 oz
Glass, holds 8 oz	10 sp	4 oz
Crystal, hold 8 oz	15 sp	4 oz
Grenade Containers		
Iron	15 sp per holding oz	1-5 oz
Clay	5 sp per holding oz	1-8 oz
Steel	20 sp per holding oz	2oz
Keg		
Wooden, small, hold 5 gallons	10 sp	15 lb
Wooden, large, holds 25 gallons	20 sp	30 lb
Mapcase, sealed	3 sp	8 oz
Pad Lock		
Simple, Key	1 gp	8 oz
Complex, Key	5 gp	8 oz
Common, Wooden, small	10 cp	3 oz
* Pouch		
Belt, Leather-small, holds 30sp	5 sp	4 oz
Belt, Leather-large, holds 50sp	1 gp	8 oz
Belt, cloth-small, holds 45sp	10 sp	4 oz
Belt, cloth-large, holds 75sp	15 sp	6 oz
* Quiver		
Small, holds 12 arrows	7 sp	10 oz
Large, holds 24 arrows	1 gp	1 lb
* Sack		
Cloth, small, hold 15 lbs	16 cp	8 oz
Cloth, large, holds 30 lbs	40 cp	16 oz
Leather, small, hold 30 lbs	10 sp	8 oz
Leather, large, holds 45 lbs	15 sp	1 lb
* Waterskin, Leather		
Holds up to 32 oz	1 sp	32oz
Holds up to 64 oz	5 sp	64 oz
Holds up to 128 oz	8 sp	128 oz

TOOLS

Anvil		
Light (75 pounds)	100 sp	75 lbs
Medium (250 pounds)	325 sp	250 lbs
Heavy (500 pounds)	650 sp	500 lbs
Armorsmithing Tools	150 sp	50 lbs
* Blade Knife	3 sp	2 oz
Block & Tackle, lifts 1000lbs	15 sp	1 lb
Chain		
Iron, fine, 1 ft	2 sp	1 lb
Iron, light, 1 ft	1 sp	8 oz
Iron, Medium, 1ft	3 sp	2 lb
Iron, Heavy, 1 ft	4 sp	3 lb
Silver, Fine, 1 ft	6 sp	4 oz
Silver, light, 1 ft	45 sp	6 oz
Silver, medium, 1 ft	54 sp	8 oz
Gold, Fine, 1 ft	100 sp	2 oz
Gold, light, 1 ft	200 sp	3 oz
* Crowbar, 3ft long	10 sp	5 lbs
Divers Safety Line, 150ft long	15 sp	3 lbs
Divers Belt w/6 Pouches	1 sp	2 lbs
Divers Bag (Flotation)	2 sp	1 lb
Divers Goggles	5 sp	8 oz
Divers Mask	30 sp	10 oz
Divers Net Sack	1 sp	3 oz
Divers Snorkel Tube	2 sp	3 oz
Divers Weights (Lead)	5 sp	Varies
Divers Weight Belt		
Light	3 sp	15 lbs
Medium	4 sp	30 lbs
Heavy	5 sp	60 lbs
Drillers	50 sp	4 lbs
Drivers	20 sp	5 oz
File, Metal	2 sp	2 oz
Forge		
Standard	1500 sp	3 tons
Portable	850 sp	900 lbs
Forge Goggles	25 sp	8 oz
Grindstone	5 sp	2 oz
* Hacksaw	2 sp	4 oz
Jewel Loupe	100 sp	2 oz
Jeweler Hammer and Chisel	10 sp	3 oz
Ladder		
Rope, 25ft long	30 sp	5 lbs
Wooden, 12 ft long	10 sp	15 lbs
* Pick Axe	6 sp	10 lbs
Pliers	1 sp	4 oz
Rope		
* Jute, per 50' coil (can hold up to 150 lbs)	10 sp	5 lbs
* Hemp, per 50' coil (can hold up to 300lbs)	20 sp	10 lbs
Silk, per 100' coil (can hold up 600lbs)	50 sp	5 lbs
Saw	3 sp	3 oz
* Scissors	5 sp	2 oz
Shovel, Iron	5 sp	5 lbs
* String / Twine, Hemp, 250 ft long	1 sp	3 oz
String / Twine, Silk, 250 ft long	5 sp	3 oz
* Whetstone	1 sp	4 oz

TRANSPORTATION

Airships		
Bhatoons	12,500 sp	21 tons
Fleyas	50,000 sp	117 tons
Khrusthars	190,000 sp	7230 tons
Lhogos	19,500 sp	6 tons
Shaekir	140,000 sp	160 tons
Dragoon	5,000 sp	2 tons

Glider	2,000 sp	900 lbs
Hazet Tira (Energy Levitation Pack)	1,500 sp	20 lbs
Hot Air Balloon	1,500 sp	1600 lbs

Land Vehicles

Carriage	150 sp	650 lbs
Cart	80 sp	300 lbs
Chariot		
Riding	200 sp	200 lbs
War	500 sp	300 lbs
Hovara (Levitation Board)	500 sp	50 lbs
Sleigh		
two-person	200 sp	250 lbs
four-person	300 sp	450 lbs
Rhezertok	60,500 sp	25 tons
Sevmahjewl	7,500 sp	250 lbs
Land Destroyer		
Hover Vehicle		
Wagon		
Closed	250 sp	1500 lbs
Open	150 sp	1250 lbs

Sea Vehicles

Barge	2,500 sp	9 tons
Bhulkwar	65,000 sp	80 tons
Boat collapsible	500 sp	30 lbs
Canoe	50 sp	125 lbs
Galleon	50,500 sp	150 tons
Galley	30,000 sp	144 tons
Kayak	250 sp	150 lbs
Keelboat	19,000 sp	25 tons
Lhark	10,000 sp	15 tons
Longship	9,000 sp	47 tons
Merchant Ship	35,000 sp	150 tons
Rowboat	25 sp	100 lbs
Sailing Ship	50,000 sp	225 tons
Skimmer	21,500 sp	5 tons
Submarine		
Delver 4 person	10,000 sp	10 tons
Skjala 25-30 person	25,000 sp	96 tons
Warship	185,000sp	1900 tons

Void Vehicles

Reikosjgharna		
Inter-Planetary Void Ships		
Alharquat	75,500 sp	1,134 tons
Jhirgin	250,000 sp	45,360 tons
Kijiro	300,000 sp	1.7 mil tons
Rhazarac	190,000 sp	32,000 tons
Shahoon	115,000 sp	250,000 tons
Tharalamir	400,000 sp	12.3 million tons
Rwikahra		
Void Ships		
Yhusol	57,500 sp	100 tons
Zhotagh	30,000 sp	105 tons
Wheelchair, Combat	300 sp	25 lbs

TACK & HARNESS

Barding		
Leather/ Padded (Horse)	150 sp	80 lbs
Scale (Horse)	175 sp	150 lbs
Brigandine (Horse)	500 sp	200 lbs
Mail armor (Horse)	1000 sp	300 lbs
Plate (Horse)	2000 sp	450 lbs
Bit & Bridle	15 sp	2 lbs
Grain, Horse Meal, 1 day	1 sp	10 lbs
Harness		
Single	3 sp	10 lbs
Double	5 sp	20 lbs
Four	9 sp	60 lbs
Six	15 sp	120 lbs
Eight	22 sp	160 lbs
Harness and Feeding Bag	5 sp	2 lbs
Hobbles, 1 set	20 sp	1 lbs

LEGENDS OF KRALIS

Horse Blanket / Hood	2 sp	3 lbs
Horseshoes, service	1sp	
Saddle		
Riding	10 sp	40 lbs
War Horse	20 sp	50 lb
Tarn	50 sp	10 lbs
Saddle Bags		
large	3 sp	10 lbs
small	4 sp	5 lbs
Saddle Blanket	3 sp	2 lbs
Saddle Pack	3 sp	15 lbs
Yoke		
Horse	5 sp	30 lbs
Oxen	3 sp	20 lbs

SERVICES AND WAGES

Alchemist, per month	360 sp
Ambassador or Official	
Per Week	525 sp
Per Month	2500 sp
Archer, per month	320 sp
Architect	
Per Week	490 sp
Per Month	1960 sp
Armorer, per month	700 sp
Artillerist, per month	750 sp
Blacksmith, per month	550 sp
Bowman, mounted, per month	220 sp
Calvary (20 riders), per month	
Heavy	9000 sp
Light	5500 sp
Medium	6000 sp
Carpenter	
Per Week	150 sp
Per Month	700 sp
Clerk	
per letter	3 sp
per Week	100 sp
per Month	310 sp
Crossbowman, per month	
Heavy	1800 sp
Light	900 sp
Mounted	650 sp
Engineer, per month	900 sp
Footman (per 5), per month	
Heavy	1750 sp
Irregular	1250 sp
Light	1200 sp
Militia	1100 sp
Guide, in city (per day)	5-12 sp
Handgunner , per month	1500 sp
Huntsman	
Per Week	330 sp
Per Month	920 sp
Laborer	
Per Week	75 sp
Per Month	150 sp
Lady of the Evening	
Lower Class	20sp
Middle Class	60 sp
Upper Class	35 gp
Lantern or torchbearer (per night)	5 sp
Laundry (by Load)	2 sp
Mercenary Soldier, per month	1200 sp
Messenger, in city (per message)	2 sp

Minstrel (per performance)	510 sp
Mourner (per funeral)	4 sp
Priestly Services	1,250 sp per spell PR
Sapper, per month	800 sp
Scribe, per month	900 sp
Shield bearer, per month	650 sp
Ship Captain (per day)	125 sp
Ship Navigator (per day)	50 sp
Spellcaster	1,500 sp per spell PR
Stabling, for mount	5 sp
Stonemason	
Per Week	950 sp
Per Month	1500 sp
Void Ship Pilot (per day)	210 sp
Void Ship Navigator (per day)	150 sp

ADVENTURING PACKS

These packs consist of basic items ready for purchase by adventurers:

Burglar's Pack (250 sp): Includes a backpack, map making kit, 50 feet of string, 50 feet of hempen rope, 10 iron pitons, grappling iron, 10 firesticks, thieves picks, 10 oz blinding powder, 2 - 8oz flasks of lantern oil, drinking skin, shuttered lantern, standard set of clothing.

Dungeoneer's Pack (350 sp): Includes a backpack, 10' pole, bed roll, basic healing kit, map making kit, climber's kit, 10 iron spikes, crowbar, 10 days iron rations, 50' hempen rope, 10 torches, 2 large bag, standard set of clothing.

Engineer's Pack (1000 sp): Includes a backpack, engineers repair kit, mechanical kit, 3 - 8oz flasks of oil, 2 - 16 oz metal flasks, 2 dolakh crystals, standard set of clothing.

Explorer's Pack (250 sp): Includes backpack, bedroll, basic healing kit, climbers kit, map making kit, 10 firesticks, pocketwatch, survival kit, 10 torches, small tent, 300' spyglass, standard set of clothing.

Priest's Pack (350 sp): Includes backpack, bedroll, greater healing kit, 10 candles, priestly vestments, 2-8 oz flasks of holy oil, 2 vials of holy water, 32 oz waterskin, prayer incense, standard set of clothing.

Scholar's Pack (350 sp): Includes a backpack, bedroll, artisan kit, lore book (grants +10 to Lore (any 5) skill checks), blank book 100 pages parchment, black writing ink, writing metal-fine tip pen, 5 days rations, 3 small pouches, standard set of clothing.

Standard Pack (150 sp): Includes a backpack, bedroll, vial metal eating acid, 32 oz waterskin, grappling hook, 50' hempen rope, survival kit, 10 days rations, hooded lantern, 2-8 oz flasks of lantern oil, small knife, standard set of clothing.

Survivalist's Pack (300 sp): Includes a backpack, bedroll, survival kit, 32 oz waterskin, breathing mask, water filter, pemmican, 3 Healing Patches, 10 fire sticks, fishing gear, 10' sq feet canvas, standard set of clothing.

ITEM DESCRIPTIONS

Not every item needs a description, but there are various others that require more in-depth description about them.

ADVENTURING GEAR

Air Bladder: Used by divers to help with longer dives, this bladder is very similar in shape and size of a large waterskin and is airtight. When inflated it holds enough air to sustain a

Medium sized creature for d10+5 turns. This doubles for Small sized creatures and is halved for Large sized creatures.

Alchemy Kit: These kits include various alchemy components: glass vials, glass decanters, glass beakers, glass evaporating dishes, glass condensers, glass pipettes, mortar and pestle, along with an assortment of herbs that can be used through the use of alchemy. A basic kit holds just a few items of these glasswares. These kits cannot be used to create magical items. This kit has 20 uses before supplies must be replenished.

Alchemist's Lab: Similar in function and use as the Alchemy Kit, a lab contains more of the various components that a kit does. Each of the types of laboratories grant benefits to those that use them including the reduction of time it would take to create alchemical items, including gaining a skill bonus:

Full Laboratory: Gain +40 Skill Bonus

Small Laboratory: Gain +20 Skill Bonus

Traveling Lab: No Skill Bonus;

Weights approximately 100 lbs and comes in its own chest.

Artisan Kit: These kits come with a number of brushes of various sizes, pens and parchment paper. These kits can also include various types of clays, chalks and powders for drawing. It comes with two vials of ink, two small 50 page blank journals and fine powder for drying inks. This kit has 100 uses before supplies must be replenished.

Blinding Powder: This extra-fine powder generally comes either in pure white or dark gray. When thrown in the air, each ounce forms a three-foot diameter cloud, that can cause temporary blindness. When throwing this powder the user must make an Agility check at a TS of 1 per 3 ranks of the target. Targets are granted a Perception at a TS of 5 to ignore the effects of the blindness. Those that fail are temporarily blinded for d4+1 turns. Those that are blinded more than once within 5 turns become *dazed* these effects are cumulative up to *staggered*.

Breathing Mask: These apparatus' are strapped to the face and connected to an air-tank that is filled with fresh, breathable air for the species in question. Air-tanks can be filled with everything from Kralis standard atmosphere to ammonia to even water.

Caltrops: Caltrops are designed to be scattered on the ground to impede movement through them. They come in a variety of shapes, ranging from simple nails twisted together, to pyramids, to small spheres with spikes. Regardless of the form, they are all designed to fall to the ground with at least one spike pointing up. Each pouch contains enough caltrops to cover a 5 foot square. Those moving through this square must make an Agility check at TS 2, to avoid being Stunned. This TS is increased by 2 for every run speed above walking the character is moving at. This check is made for each caltrop covered square the character moves through. However, character's can avoid this check by moving at half normal walking speed. If individual caltrops are instead used as projectiles, they are treated as metal dhal for damage purposes, at -30 attack skill and with range categories halved. They also no longer cause the Stunned condition. Caltrops gain no benefit from being finely crafted

Cestus: Cestus are a set of metal rings that are worn over a combatants fists. They are typically a single, melded set of rings that may or may not have small metal studs or spikes attached to them. Those with studs increase the damage they do by +3 bonus base damage. Those with spikes increase the damage by +5 bonus base damage but triple the cost of the cestus. This bonus is only applied when doing unarmed, or natural weapon, attacks by the hands wearing the cestus.

Chemical Kit: These kits are mini-portable labs similar to those of an alchemy kit. A chemical kit comes in a sturdy leather case and includes all the components of an alchemy kit, except instead of herbs, this kit comes with a number of various

stoppered test tubes filled with acids, solutions, alcohols, greases, and enzyme liquids. This kit has 20 uses before supplies must be replenished.

Climber's Kit: This kit includes a wide sundry of items often used for climbing bundled into a nice package. It includes, 25 iron pitons, a climbing harness, rope ladder, and several carabiners, as well as, belaying and rappelling tools. Rope sold separately.

Disguise Kit: These kits are aimed at thieves and assassins that have the need to alter their appearance through makeup, clay prosthetics, and various light weight wigs. This kit grants a +10 to *disguise* skill checks. This kit has 100 uses before supplies must be replenished.

Engineer's Repair Kit: This handy kit is made up of various tools and items that allow engineers to make temporary, and in a few cases permanent repairs to clockworks, pistols, void ships, and other technological items (medium or smaller). Each time this kit is used it must be replenished by spending 150 silver pieces.

Evidence Kit: These kits are often used by investigators to investigate an area, generally after a crime has occurred. These kits often include a magnifying glass, evidence scraper, tweezers, small knife, chalk, small leather collection bags, glass flasks, small mirror, small 100 page blank journals, ink and pen.

Firesticks: These are 3" wooden sticks that end in a black sooty ball of dragon dust and are used to quickly start a fire. They can be struck against any rough surface such as a stone, or file. Generally there are five in a small pack.

Forgery Kit: These kits are used to help in the creation of forged documents, passports, etc. The kit has different kinds of inks and ink pens, stamps and tools to be able to create replica stamps (clays, steel carving utensils, etc.) and various types of blank papers (size, color and thickness). This kit grants a +2 success check to all *Forgery* skill checks when used. This kit has 20 uses before supplies must be replenished.

Grappling Hook Gun: These highly sought after items allow explorers to fire a small 5" long, 3" wide red steel hook from a "gun" that is strapped to their fore-arm. It fires a thin magically enhanced rope with the hook up to 50' feet.

The hook will be able to hook on to an object that it hits. The player must use their Perception Score to roll against to determine accuracy and if the player "hits" the object they are trying to hook. Once hooked the player may either reel themselves to the object or reel the object to them if it weighs less than the character.

Healing/Medical Kit: This kit has proven to be essential in surviving in the world when priests are scarce. This hard leather case is slung over the shoulder and consists of bandages, salves, splints, and 5 doses each of antitoxin (up to Poison type D), blood blocking power (instantly stops bleeding), smelling salt vials (will instantly awaken anyone knocked out), and wound disinfectant (restores up to 10 Health when used the first time).

A *Healing Patch* is one of the most often carried items by non-priests. It is a simple, disposable item that is meant to be slapped on a single wound to stop bleeding.

A *Health Stick* is a simple hollow glass tube instrument that allows a user to inject a small amount of chemicals into a target. This injection instantly heals a target 10 Health and 10 Fatigue points.

Herbalism Kit This kit contains all the necessary items for an herbalist to collect, contain and create herbal pills, slaves, liquids, ointments, lotions, or powders. It contains clippers, storage pouches, several glass jars, mortar and pestle. Having this get grants a +10 bonus to herbalism skill checks.

Holy Water Vial: This slender crystal vial is crafted with the ability *Craft Holy/Unholy Item*. When thrown it breaks with ease and deals 1d10 damage when it hits an undead target.

This damage cannot be absorbed or resisted in any way.

Housebreaker Harness: This leather halter is often found in the possession of a thief or assassin. It has an assortment of straps and belts that hold small hooks, safety clips, and adjustable clamps. The harness allows the user to hook into most surfaces to free up their hands.

Lighter: These are used to produce a small flame, generally more quickly than flint and steel but are less reliable than firesticks. These are heavy items made of bronze, or iron that are filled with a flammable gas that is extracted from mines. These are large 3" square objects that have a flint and steel igniter. They have 20 uses before they are no longer usable.

Makeup Kit: This kit contains various colors of makeup, brushes, lipsticks and rouges. When applied, a character that use Convince, Entertainment, Etiquette, or Haggle gains +1 success on all these checks.

Map Making Kit: This kit contains three map cases, two vials of ink, two ink pens, 50 sheets of paper, a pound of fine drying ink, five pre-measured measuring cords (20', 40', 60', 80', and 100'), a compass, and chalk.

Mechanical Kit: This kit is a collection of various hand tools and small parts such as cogs, rotors, belts, etc. It often includes pliers, drivers, cutting devices, drillers, fasteners, rolls of steel wire. There are enough supplies within the kit for 20 uses.

Net: Nets are typically made from strong hemp rope and usually are no larger than six to ten square feet. They are primarily used to entangle an opponents weapon. However, they can be used to swat at an opponent causing damage. Once hit, targets become entangled and trapped. To escape characters must make an Agility check at a TS of 5 to escape the entangling ropes and will take 4 turns to escape from. Those with the ability *Escape* have a better chance to escape.

Pocketwatch: These portable steel 3" diameter clocks are finely tuned with small cogs and allow users to have an accurate account of time, even when they cannot see the sky. These devices must be wound every 12 hours or they stop.

Rocket Signal: These 2' long, 2" diameter rockets are used to raise a signal over long distances. There are two types: whistle and flash. A *whistle signal rocket* creates a high pitched whistle than can be heard over a distance of one mile and has a maximum altitude of 750 feet before the rocket begins to fall. A *flash signal rocket* creates a bright flash of white, or yellow, light that ignites at the height of its altitude of 500 feet and will continue to burn for 30 seconds as it falls back to earth.

Smithy: A smithy is not only a location or a portable unit, but it comes with all the appropriate items needed to smith or repair items. Each of the types of smithy's grant benefits to those that use them including gaining a skill bonus:

Full Smithy: Gain +40 Skill Bonus
Small Smithy: Gain +20 Skill Bonus
Traveling Smithy: No Skill Bonus;
Weighs approximately 100 lbs and comes in its own chest.

Spyglass: These hand-held telescopic viewer is the most basic of instruments for sailors, but they also make good tools for those that are using them on land to search over far distances. Most are made from brass and fitted with two lenses at opposite ends. The further a spyglass is able view, the bigger and heavier it is. These items grant a bonus to Perception checks to spot things at a distance.

Survival Kit: These kits are put together to enhance a travelers chances of surviving in the wilderness, alone or in the company of others. These kits often includes a hunting knife, whetstone, a small shovel, hammer, 4 sq. yards of canvas, 100 feet of fishing line and 10 hooks, flint and steel, signal whistle, 5 vials of antitoxin.

Thieves Picks: This set of thin tools is used by those that are looking to enter or break into locations whose doors are locked

by either an internal key lock or a padlock. There are generally 10 to 15 different types of tools that can be used to pick a lock. Typically, so long as a set is kept clean and oiled it can be used for many years.

Tool Belt: This belt is made from sturdy leather and has numerous pockets and loops to hold tools of various types. It can hold instruments such as nails, lead pencils and other necessities for repair and construction work.

ARADGAH

Clockwork Animal: These animals are often created in form to represent specific animals. Most all clockwork animals run on a thaumic battery or have been fashioned by Ha'vatu to have a perpetual motion cog that generates energy. Others have been infused with divine or magical energy so that they do not require thaumic batteries. Clockwork animals have the same movement rate as their normal counterparts.

Clockwork Animal, Riding: Similar to clockwork animals these animals are massive iron and steel animals with clockwork internal moving parts and while many are powered by thaumic batteries, most are powered by steam engines. These riding animals have the same movement rate as their normal counterparts.

Type	Health	Speed	Propulsion	Armor Absorb
Horse, Large	65	25	Clock/Steam	Bronze/Iron (10)
Bull, Large	75	15	Clock/Steam	Steel/Brass (15)
Goat, Large	45	25	Clock/Dolakh	Iron/Brass (5)

Communication Devices: These allow users to communicate with each other over varying distances. They are powered by dolakh crystals and are created through the use of magic (*distant voice*). These devices communicate via a form of telepathy: Armband has a range of 2,500 feet; Badge has a range of 5,000 feet; Brooch has a range of 1,500 feet; Wrist has a range of 10,000 feet. A Ship communicator has range of 1,000 to 500,000 miles depending on the size. All communicators use the largest range to communicate with other devices. Thus, a armband communicator has a range of 2,500 feet but if someone is using a badge both the armband and the badge use the 5,000 foot range for communication.

Crystal Information Device: Unlike, Crystal Tolva Device Information crystals that are used by the Tolva Device, a crystal information device, is a tiny (3 cubic inches in size generally) that can fit in the palm of a users hand. They come in various shapes such as pyramid, cubes, prism, cylinder, octahedron, heptahedron, dodecahedral or tetrahedron. These devices are used to store magical illusionary mechanisms that often resembles a being, a book, a scroll or another standard way to write down or deliver information. Many times these devices are used by sages, spellcasters, large city libraries, and for government documents. They can be personalized to only able to be opened by a specific individual, but are more often usable by anyone that can open it (Lore (Crystal Devices) or Intelligence TS 4).

Detection Devices: These 6" square devices are used by explorers to identify various things: energy types, beings, poisons, diseases, toxins, movement, communications. These devices grant the user +10 skill bonus on their Alertness and Search checks, but only towards what the devices are built to detect.

Scanners: These devices come in two sizes: hand-held and ship based. In both cases they are devices that are used to detect various things in an area. They are powered by thaumic batteries or dolakh crystals. Those that use hand held devices gain a +20 to their Search checks. They also reduce penalties by half for those using them against concealed and invisible targets. Finally, these scanners act as though they are able to cast the one of the following dections spells, at 5 success in the

spell : clear vision, condition, detect humanoid, detect invisible, detect poison, or detect undead. Scanners can be configured with detection mode at a time. It takes 1 turn to re-configure the scanner to use a different mode.

Ship based scanners are used to scan large regions of an area by a ship. These scanners allow users to be able to view an area as well as detect other ships and hazards within the area that they are directed to view. They can view an area or scan an area of up to 100 miles diameter per 1,000 miles of distance they can reach. They have the same detection abilities as personal but are considered to have 10 successes and can use all detection modes at once.

Skoryri: No larger than 2 to 3 inches in length and about the width of a human's thumb, skoryri are small insect-like clockwork constructs that are powered by small dolakh crystals and are used by many thieves and assassin guilds to gather information of an area or a specific subject (mark). These small insects have been imbued with spells that allow them to record and playback events that they see or to locate specific things or beings.

CLOTHING

Darksuit: These light cloth suits are made up of one piece, fitted for a specific wearer. They have leather shoes and gloves sown into the suit. The suit is either jet black, gray or grayish black depending on the needs of the wearer. They grant a +10 modifier to *Stealth* skill checks.

Wingsuit: Wingsuits are a set of small canvas wings that are built into a leather chest piece that allow the user to glide forward. The canvas wings are attached along the leather chest piece and the users arms. Those attempting to use a Wingsuit can attempt to glide have a Maneuverability Class: F and must make an Agility check at TS of 4 every turn to stay in control. You will fall at a rate of 20' turn.

ILLUMINATIONS

All illumination feet is in radius. Bright indicates that the light does not imply any penalties, dim indicates that low torch light level imposing a -20 penalty.

Candle: Most candles dimly illuminate a small area depending on the size. A standard candle (6" long, 1/2" dia.) burns for 1 hour and a bright light up to 1' in radius and dim light up to 1.5' radius. Smaller (3" long, 1/2" dia.) candles half all these while larger (up to 18" long, 6" dia.) double these. A beeswax candle can burn for up to 6 hours and up to 10 hours for a Tallow made candle.

Handlamp: This device consists of a leather headstrap with a small iron box inlaid with mirrors and holding a small candle. The light from these is a beam that has a 5' range of bright light with a 180 degree spread. Once lit the specially treated candle will burn for one hour.

Lantern: There are a number of different lanterns that explorers can use to explore the dark and the depths of TavAeduhn.

Hooded, w/3 flaps - These lanterns shed bright light in 20' radius and dim in a 25' radius. These lanterns can burn for 12 hours on 1 pint of oil. They can be carried in one hand. They are approximately 8"x8"x4".

Bulls-eye - These lanterns provide a beam of bright light in a 40 foot wide cone that dims after 60 feet. These lanterns can burn for 12 hours on 1 pint of oil. They can be carried in one hand. They are approximately 8"x8"x8".

Shuttered - These lanterns are smaller versions of bulls-eye lanterns, but can be shuttered to reduce light from a 40' wide cone down to 10' wide cone. These lanterns can burn for 6 hours on 1 pint of oil. They can be carried in one hand. They are approximately 6"x6"x4".

Oils, Various: There are a vast variety of oils that can be used as fuel for lanterns. The most common is olive oil, but there are other types based on the location of where it is produced. Such oils include whale oil, coconut oil, resins, pitches and animal fats. Burning oils do 2 points of damage per ounce and most will burn for up to ten turns if not extinguished.

Torch: The most common type of lighting device, and is the most basic, and easiest to construct. Most are made from a bundle of tightly wrapped wooden sticks or branches. The tops are wrapped in soaked torch oil. They will burn for 2 hours and give off a bright 30' diameter of light and a dim light over 50' in diameter. They are generally three to four feet in length. Torches can damage a target as a normal fire.

TRANSPORTATION

Transportation is divided into *Land Based*, *Sea Based*, *Air Based* and *Void Based*. Land based vehicles and transportation use the Standard Scale for movement

Airship: While very uncommon in comparison to watercraft such as galleons, airships are extremely common through out the world and provide quick access to landlocked areas as well as high isolated areas that might not be normally accessed via climbing or exploring.

Airships come in four different types, and a wide array of looks. Most are powered by large, heavy steam engines and large gas filled air balloons. There are even some are lifted into the air by Thaumic batteries or Dolakh crystals.

The common four types are: Bhatoon, Fleya, Lhogos, and Sahekir.

Bhatoon: These are a small sized airships. Roughly 30' long and 15' wide with the ability to transport five to eight individuals up to large size. They are held aloft by two large heated balloons and powered by a medium sized steam engine. They have an altitude limit of 1 mile. These ships have a maximum speed of 35 miles per turn or a maximum 15 squares per move or 7 squares for standard speed.

Fleya: These long boats are roughly 40 feet long, and 15' wide at its mid. These ships are one of the most common types of airships used in the world. They are held aloft by a large heated balloon and are powered by a mix of medium sized steam engines and thaumic batteries. They have an altitude limit of 1.5 to 2 miles. These ships have a maximum speed of 45 miles per turn or a maximum 20 squares per move or 10 squares for standard speed.

Khrusthars: The largest of the planetary ships, khrusthars are typically owned and operated by cities, kingdoms and other such large realms. These ships are massive 8 to 15 deck vessels that are anywhere from 200 to 500 feet in length and 40 to 50 feet in width. They are hulking ships often carried aloft by 15 to 20 massive balloons that are held together through nettings and ropes or several powerful wind-fans. Khrusthars are powered by massive steam engines and a array of oom sized thaumic batteries. They have an altitude limit of 5 miles. These ships have a maximum speed of 100 miles per turn or a maximum 30 squares per move or 15 squares for standard speed.

Lhogos: Often referred to as skimmers and are light fast airships that are built for speed and can carry up to two large individuals. Most are carried aloft by internal hot air bladders that are fed by medium size steam engines. There are a few that are held aloft by powerful levitation magic powered by thaumic batteries. Unlike most other airships, they lack of overhead air balloons and bladders which make these ships incredibly fast and nimble. They have an altitude limit of 3 miles. These ships have a maximum speed of 60 miles per turn or a maximum 20 squares per move or 12 squares for standard speed.

Shaekir: The most common airships in the world are shaekir. They are a standard ship size and are built for both

cruising through the air as well as running across the waters of the world. They are typically 100 to 150 feet in length, 25 feet at its widest and have anywhere from 2 to 4 decks. They are held aloft by 4 hot air balloons and are powered by large steam engines or a several banks of thaumic energy engine banks or dolakh crystal core engines. They have a maximum altitude of 2.5 miles. These ships have a maximum speed of 50 miles per turn or a maximum 32 squares per move or 16 squares for standard speed.

Barge: These are flat bottomed, low draft inland cargo vessels used in canals and rivers. They are used for the transporting of large amounts of cargo. These ships have a maximum speed of 5 miles per turn or a maximum 10 squares per move or 5 squares for standard speed.

Bhulkwar: These massive naval ships have four or more masts with square sails on the fore mast and fore and aft sails. They are often used by pirates and naval units of countries. They are able to withstand the roughest of seas and are often used for deep sea voyages. These ships have a maximum speed of 23 miles per turn or a maximum 12 squares per move or 5 squares for standard speed.

Carriage: These wheeled vehicles are drawn by horse, oxen, ram or clockwork beast. They maybe enclosed or open. Most are enclosed, framed by hard wood with a door on either side, a drivers seat and foot-board platform in the rear. They have a movement rate equal to 10 miles per hour per horse attached; 5 miles per hour per oxen or ram. Carriages can suffer 100 points of damage before they are disabled or destroyed. They are generally 15' long and 10' wide able to transport up to 8 medium sized individuals. There are rare carriages that are powered by steam-engines. These have a maximum speed of 25 miles per turn or a maximum 24 squares per move or 12 squares for standard speed.

Cart: These small two wheeled wooden framed and walled vehicles are either pulled by humanoids, oxen, mule or horse. They are generally 10' long and 5 feet wide. They can carry up to 2 tons of weight. Carts have a maximum speed of 15 miles per turn or a maximum 12 squares per move or 6 squares for standard speed.

Chariot: These open two wheeled carriages are drawn primarily by two to four horses. They are fast, light, and can carry up to 4 medium sized individuals. They can be affixed with specialized wheels to shred targets that they pass by. Chariots can suffer 75 points of damage before they are disabled or destroyed. They can carry up to 500 pounds of weight. Chariots have a maximum speed of 20-25 miles per turn or a maximum 24-36 squares per move or 12-18 squares for standard speed.

Dragoon: Dragons are small, fixed winged aircraft that tend to be used as wartime vehicles to scout outlying areas or recon advancing armies. They are often built in the shape of a dragon to frighten those on the ground. These craft are only capable of carrying one medium sized creature or two small creatures. They have a wingspan of 40 feet, a length of 50 feet and a height of 6 feet. They have no gas filled balloons to hold them aloft like other aircraft, relying solely on the lift of air. Most dragoons are launched via a giant sling catapults, however, they can also be launched by either magical, or jinhu forces. They are capable of a sustained flight of up to 3 hours. In addition, they can be fitted with small wagon-like wheels that allow them to land safely. They can also be fitted with a small payload of explosive potions that can be hurled out of the "cockpit", however, this takes masterful timing (and a good deal of luck). They have an altitude limit of 1500 feet. These aircraft have a maximum speed of 90 miles per turn or a maximum 16 squares per move or 8 squares for standard speed.

Glider: These craft are small and light. They generally have

a wingspan of 20-30 feet and are 12-24 feet long (front to back). They are capable of transporting a medium sized individual, or two small individuals. Most gliders are launched from a high vantage point such as from other airships, cliffs, or towers. Once airborne a glider can sustain flights for up to 8 hours. They have an altitude limit of 750 feet. These airships have a maximum speed of 40 miles per turn or a maximum 10 squares per move or 5 squares for standard speed.

Galleon: This is the ultimate in sea ships. These giant ships are massive and tend to be 150-200 feet in length, and are made up of four to ten decks, not including the bilge. They are generally over 60' wide and have three masts (fore, main and mizzen). These ships are heavily fortified and are often not used for cargo. These ships have a maximum speed of 17 miles per turn or a maximum 24 squares per move or 12 squares for standard speed.

Galley: These are the largest of traditional non-warships. Galleys are generally made up of two or six decks are over 150 feet in length and only 30 feet wide. They tend to have three masts, and are generally fitted with rams, a section of cabins and a fortified captain's cabin. Many times these ships are used in war as they can be fitted and rigged with heavy cannon, ballista and catapult. They are capable of carrying 50-60 medium sized creatures. Though rare, a few have been fitted with landing platforms for flying creatures and small aircraft. These ships have a maximum speed of 10 miles per turn or a maximum 20 squares per move or 10 squares for standard speed.

Hot Air balloon: These ships are similar in shape to that of small sailing ships. They have "wings" that sit extending to the sides of the ship, used to not only catch the wind but to navigate the ship through the air. Above the ship is a single, multi pocketed balloon that is continually filled with heated air from a large bellows and a "heat station". They have an altitude limit of 1 to 2 miles. Hot air balloons have a maximum speed of 18 miles per turn or a maximum 10 squares per move or 4 squares for standard speed.

Keelboat: This boat is the most common type of boat to be found around the world. They have between one to three decks, and are generally 25-50 feet in length and five to 10 feet in width. They are often used by adventurers and small parties of explores to investigate rivers, large lakes or close-off shore islands. They can come with either oars, sails or both depending where being used. These ships have a maximum speed of 30 miles per turn or a maximum 12 squares per move or 4 squares for standard speed.

Lhark: These small ships are approximately 20 to 25 feet in length and 10 feet wide at its largest point. They generally have two low decks, and are known as *lancers*, small fighting ships that are used by larger airships to attack in small numbers. These ships have a maximum speed of 35 miles per turn or a maximum 16 squares per move or 8 squares for standard speed.

Longship: These ships are long, thin and ride very close to the surface of the water. They have a curved bottom with a flat walking surface. They typically are between 75-100 ft in length and are generally are 35-50 in width. They are can be powered by either sails or oars. These ships have a maximum speed of 11 miles per turn or a maximum 24 squares per move or 12 squares for standard speed.

Reikosjharna: These ships, while technically voidships in form and purpose, are legendary in their size, scope and design. They are able to move through the void as well as fly through atmosphere of a planet. These magnificent ships are very rarely seen as most are sailing through the blackness of the Omniverse. But when they enter a world's space there is no missing these ships. These small traveling towns are built to accommodate several hundred to thousands passengers and

crew, and have anywhere from 2 to 30 decks, have a width of nearly 150-400 feet and a length of over 2000-8000 feet. These ships are powered by several banks of dolakh crystals or thaumic batteries.

Size	Number of Decks Class	
Alharquat	2 to 5	Corvette
Shahoon	5 to 10	Freighter
Rhazarac	10 to 15	Destroyer
Jhargin	15 to 20	Cruiser
Kijiro	20 to 25	Battle Cruiser
Tharalamir	25 to 30	Command Ship

While these ships are traveling between worlds many are protected by barriers to avoid the effects of the Void in the Omniverse; while others are self contained behind thick plates of iron, steel or red steel. Most are enclosed ships with a large forward deck that allows for travelers to step outside the ship and be protected by the ships shielding.

Many are known to carry smaller craft used to explore areas around the reikosjharna, these are called *rwikahra*. These ships all require a *hadarro* engine in order to "rift-jump" through the rift dimension. Additionally, all have *uhndar* engines in order to travel through the Void normally. See *Vehicles* for more information on these.

Rhezertok: This massive armored land vehicle is often employed by warring kingdoms and nations and are known for their heavy armor, incredible firepower and its ability to withstand some of the most powerful of both physical and magical attacks. These ships have a maximum speed of 35 miles per turn or a maximum 36 squares per move or 18 squares for standard speed.

Rowboat: This is the most basic of watercraft. They are generally about six to eight feet in length and it is used most often on larger ships, such as galley and warships, to gain access to land that does not have a port or dock. Rowboats can also be found in and around villages or towns that have need and access to small islands in lakes or even crossing rivers and smaller lakes. These ships have a maximum speed of 2 miles per turn or a maximum 8 squares per move or 2 squares for standard speed.

Rwikahra: Used to explore the Void around the massive reikosjharna and travel to and from worlds or remote stations, *rwikahra* are small vessels that come in two types: *yhusol* and *zhotagh*. *Yhusol* (transport ship) are much slower and bulkier than the quicker *zhotagh*. *Zhotagh* (explorers) are fast and used both for exploring areas as well as combat ships. Both are powered by a combination of steam engine and thaumic energy. These ships must have *uhndar* engines in order to maneuver through the Void as well as a planet's atmosphere. See *Vehicles* for more information on these.

Sailing Ship: These ships are the most common type of large ships that can be used to travel the deep seas. They have four to eight decked ships, and come with a large hold and several cabins for passengers. They are powered by three or four masted sails and are generally faster than galleys or warships. These ships have a maximum speed of 15 miles per turn or a maximum 20 squares per move or 10 squares for standard speed.

Skimmer: Also called "Stingers", or *jhuntka*, these boats are fast and agile for their size. They are generally 50-75 feet in length and 15-20 feet wide. They usually have two decks, one or two sails and ride close to the surface of the water. These ships have a maximum speed of 30 miles per turn or a maximum 15 squares per move or 7 squares for standard speed.

Submarine: These ships come in two types: *Skjala* and *Delvers*. See *Vehicles* for more information on these.

Skjala are heavy and sit just below the surface of the water, many times a portion of their top sits just above the surface of

the water. They generally are powered by several individuals that are peddling or using massive oars below the surface. *Skjala* are typically 75-100 feet in length, and are generally 1-2 feet thick. They are oval in shape which allows them to skim underneath the surface of the water with ease. Creatures that are larger than medium sized cannot fit into these craft.

Delvers are much more compact and function much like a *skjala*, except these craft are capable of reaching depths of 150 to 200 feet. They are generally only 25-30 feet in length, are propelled by oars that protrude from their sides and through the inventive use of bellows are able to take in water to allow them to sink. The bellows are then used to force the water back out of the ship to cause the ship to rise.

Svemahjol: Ha'vatu for "levitating bikes", *svemahjol*, are perhaps the most coveted of personal vehicles. Inspired by ancient *ta'jahu* lore, there are hundreds of different designs. However, all *svemahjol* are powered by either thaumic batteries, or dolakh crystals for propulsion and levitation. The bikes weigh 250 lbs and can carry up to 500 lbs of weight and tend to be built for small or medium creatures, but larger ones have been known to be made for the larger species of the Omniverse. They hover just a few feet (2-4') off the surface and are able to drop from heights of up to 25 feet before they slam into the ground as they were huge falling objects. These vehicles have a maximum speed of 50 miles per turn or a maximum 36 squares per move or 18 squares for standard speed.

Warship: Warships are heavy low-riding ships built from heavy teak lumbers and plated with iron or steel armor plates. Often referred to as "turtle ships" they are used in massive naval battles for their low shadow above the surface of the water along with their heavy armament of cannons, ballista and other heavy weapons. They are generally 50 to 200 feet in length and are a standard 20 feet across. They weigh approximately 150 tons. These ships have a maximum speed of 25 miles per turn or a maximum 30 squares per move or 15 squares for standard speed.

Wheelchair, Combat: These chairs are built for individuals that are unable to walk, and are designed for both the daily activities and adventuring. It is considered a mount for purposes of riding and movement. It has a movement of 25'. It is easily maintained, can be upgraded and repaired with ease. The wheelchair itself, does have its limitations on where it can travel with ease. It is able to be folded up for easy travel when not in use. The wheelchair is thought to be an extension of those that are disabled and whatever can effect the individual can also effect the wheelchair. As a result the user and the chair share many mutual benefits and effects from spells. The chair is designed with a built in backpack, similar to a small leather backpack; as well as several other large pouches strategically placed about the chair for easy access. There are known cases of these chairs having magical properties to help with movement in difficult terrain, such as stairs.

For an additional cost the chair can be built to use a thaumic battery in order to allow the chair and user to move about areas with ease. These chairs are built with solid construction (has 75 Vehicle Health and 10 Armor Absorption) and have been known to take a beating before being broken down and in need of repair.

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 action 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

The following are the most common type of actions that players take:

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

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

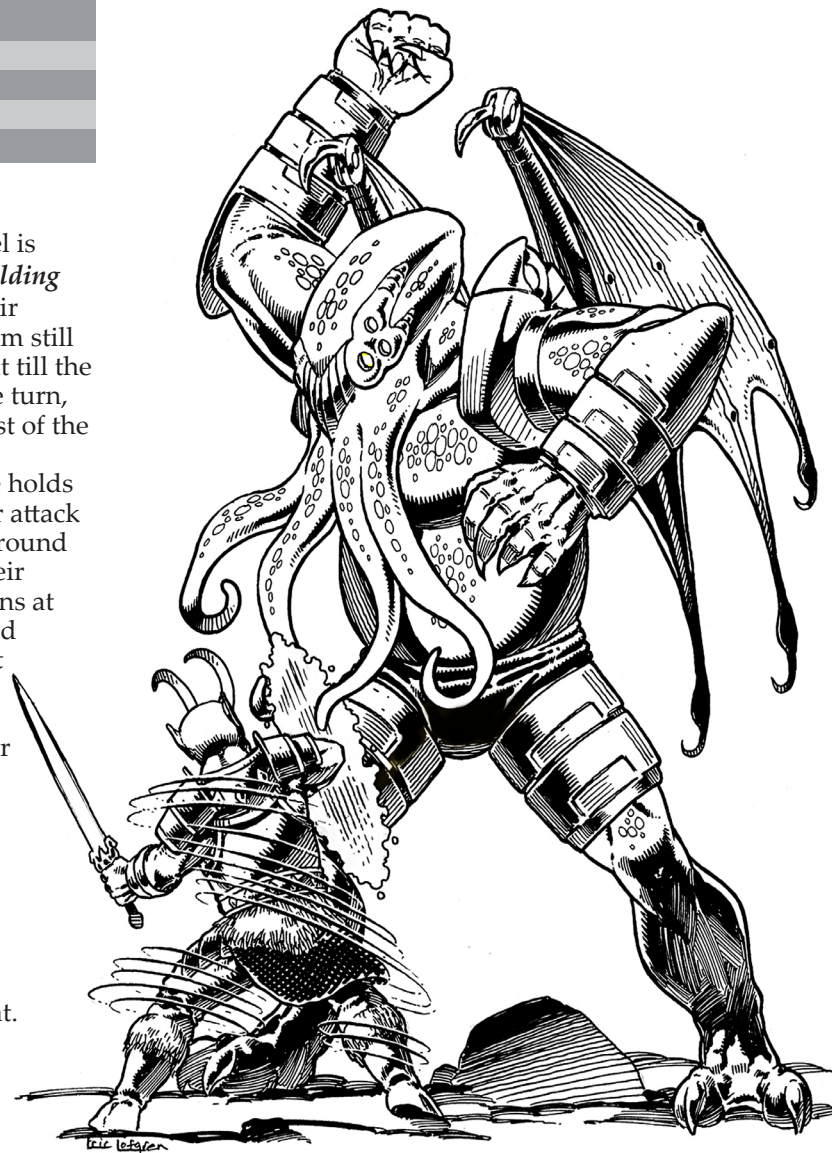
normal movement per **Move Action** and costs 10 Fatigue Points.

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 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 gain additional attacks based on their type and size.

Bows can fire a number of times based upon their size as listed below (see pg. 166.)

Crossbows can fire once per turn and have specific reload times.

Pistols (pg. 179-180), rifles (pg. 179-180) and repeating crossbows (pg. 172) suffer a skill score reduction due to recoil each time they are fired. Energy blasters (pistols or rifles) adhere to the Multiple Strike Rules based on their size.

- Tiny sized weapons get one attack per 20 points of WeaponForte.

- Small sized weapons get one attack per 30 points of WeaponForte.

- Medium sized weapons get one attack per 50 points of WeaponForte.

- Large sized weapons get one attack per 70 points of WeaponForte.

- Huge and larger sized weapons get one attack per 100 points of WeaponForte.

- Brawling attacks gain 1 Attack per 30 points of Brawling score.

- Natural attacks gain a number of attacks based on the score and natural weapon size of the creature. Tiny creatures are considered to have diminutive natural weapons (1 attack per 10 Attack Score); Small to Large creatures have small natural weapons (1 Attack per 30 Attack Score); Huge to Giant creatures have medium natural weapons (1 Attack per 50 Attack Score); Colossal to Mega creatures have large natural weapons (1 attack per 75 Attack Score).

Score).

- Martial Arts gain Quick Strike, Normal Strike or Power Strike, refer to Martial Arts Skill for more information.

The total number of attacks is based on your primary weapons WeaponForte Skill Score. For example, gaining one additional attack for every 30 points in this skill. At a WeaponForte Skill of 31 you gain one extra attack, at 61 you gain another extra attack, etc.

The maximum number of attacks that a creature can make in a turn is 10. The defender defends against these attacks as normal.

Secondary Strike

Once per turn you may attempt a Secondary Strike with an off hand, single weapon in addition to your normal attacks. This is done at a -30 WeaponForte Skill Penalty. Through the use of the Improved Multiple Strike ability you can reduce this penalty and gain an additional attack with a Secondary Attack once per turn. For example, using a second weapon, martial arts, brawling, or natural attack.

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.

FIREARM 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.

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.

However, if the Defender has equal, or more, 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 SUMMONING

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 SYMBOLS

Jinhu is made up of Pathways and Symbols that the jinhuur use to summon forth the jinhu jiaforce 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 a 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 SYMBOLES

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 jiaforce 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 jiaforce 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 SUSTITUTIONING

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 duration of the spell.

Targets can have only one *aid* spell placed on them at a time. If a character is ward 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); Jinhū; [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: Sihuh/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: Sihuh 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 SITTLE

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.

BOOMERANG

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.

BOSHOSHEN

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 breathe 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 breathe 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:



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 *WeaponForte* (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); Jinhu; [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); Jinhu; [fire] [alteration]

Power Rank: 2

Pathway/Symbol: Sihhu/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 Attribute 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: Sihhu/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: Sihuh/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') increment.

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. You 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.

BESTIARY SECTION

ARABEITZ (Ah-rah-bahyts)

Arabeitz (ha'vatu for Clockwork) are creatures of metal, steam and magic fused into a single creature. These are creatures made from metal moving parts, gears, levers, wheels, cogs, and other works of steel and steam. In some cases, as in the mecha, they have been *Life Touched* by the earth goddess Gishra and have been given true life, a soul. Others are powered by dolakh crystals or thaumic batteries. Only the yandrae have been given self realization through the use of a thought-process gems.

These creatures range from the size of a small fly to that of huge giants that are able to stand toe-to-toe with dragons and other gigantic creatures.

All these creatures except for the blessed mecha have been created by mortal hands, powered by magic, steam or technological means. They are capable of great feats and are susceptible to breaking down and being left to turn to rust.

Some arabeitz are generally creatures that are "programmed" told what they can and cannot do by their creators. Others are huge war machines that can either be operated by a pilot from within, controlled by magic or steam, or let to roam free in battlefields until their use and need is no longer needed.

Creature Type: Construct

Treasure: Personal No; Lair No

Environment: any

Organization: solitary, pair, or squad (3-6)

ARABEITZ ABILITIES

Arabeitz all share the following abilities:

Acid Vulnerability An arabeitz is vulnerable to acid damage more than others. This causes an arabeitz to suffer an additional amount of acid damage that deals +2d10+5 points of bonus damage. This is a *curse* effect.

Construct Traits As a construct it is immune to diseases, mind-affecting effects, charms, fear, paralysis, poison, sleep, stun and are not subject to fatigue point damage, exhaustion, energy or life drain. Constructs also do not require air, food, drink or sleep.

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

Immunity to Mind Effecting: An arabeitz is immune to Charm, Dominate, *charm*, *fear*, *illusion* spells. Those attacks/abilities to which an arabeitz is immune have no effect on an arabeitz..

Movement: Every time that an arabeitz moves it suffers fatigue damage equal to 1/2 of its normal move.

Recovery: Once per turn arabeitz can recover 10 points of Fatigue.

Health Points: Once it reaches 0 Health the arabeitz is not destroyed just disabled. Health Points only be restored through successful Smithing Skill Checks. For every success that a character restores 5 points of Health for each Success. They cannot heal Health Points naturally – they must be repaired with appropriate Skills and equipment or spells.

Attributes of an Arabeitz

Most arabeitz are mindless vehicles that intelligent beings use to wage war, build things, etc. Many Arabeitz have all the Physical Attributes as do most creatures but none of the Mental Attributes that would make it a non-mindless creature. Those arabeitz that are given Mental Attributes are more akin to self-aware species.

The physical attributes are the maximum range of capability that the arabeitz can be taken to. These attributes cannot be altered up or down and cannot be affected by magical enhancements.

Construction of an Arabeitz

The construction of an arabeitz is not a difficult process, but a lengthy one. Each of the plates, gears, cogs, wheels, pistons, belts, etc., each have to be crafted by highly experienced workers overseen by a master blacksmith/engineer.

The cost of building an arabeitz is equal to 5,000 silver pieces per size, and per 100 armor points of the arabeitz.

FYRUS

(MP: 540) (Uncommon)

2nd Rank - (Medium)
(1st-3rd Rank Challenge)

Health Points: 39

Attack Skill: 66

Attacks: Fists (4;f15); +7 Str Dmg/Military Fork (7;a10);

Pistol (5;a15)

Initiative: 16

Armor Type: Iron Body (12)

Physical Defense: 62

Divine Defense: 45

Magical Defense: 52

Jinhu Defense: 45

Move: 15'

Luck Points: 1

Vision: Heightened

Attributes: Str: 86 (7) Sta: 96 (9) Agi: 86 (7) Per: 88 (7)

Int: 63 (1) Wits: 67 (2) Will: 66 (2) Cha: 61 (1)

Skills: Alertness 47, Convince 41, Climb 47, Evade 47, Feint 47, Healing 42, Information Gathering 41, Languages 41, Search 47, Skepticism 41, Stealth 41

Special Abilities

Babble A fyrus is able to mutter and whine in a very hypnotic way as *Basic Action*. Any being, other than creatures of the same type, that is within 15' radius of the creature must make a Willpower check at a TS of 3. Those that fail are hypnotized for 1 turn. This hypnotism causes the targets to suffer a -5 Initiative Modifier and -20 to all skill checks. Defense needs to only be made once per encounter with the creature. This is a *charm* effect.

Increased Movement A fyrus is able to move up to double its movement per *Move Action*.

Tougher Because the creature is physically denser than normal any damage done to the creature is reduced by 10, after being reduced by any armors (natural or otherwise.)

Fyrus arabeitz are semi-intelligent mechanical creatures that are easily controlled by their masters and owners. These are the most numerous types of arabeitz through out the Omniverse and can be used to do a number of things that are programmed into their *fortun stie* (ancient common for thought-process gems) and can be used as healers, warriors,

LEGENDS OF KRALIS

spies, exploration, servants, security or cheap labor.

Most fyrus are tall, thin constructs made of brass, iron or steel. They often suffer glitches that manifest as personality quirks. They tend to be dim-witted and no match for most other species. They will follow their orders to the best of their ability but their foritun stie dictates how they accomplish their orders. Warrior fyrus arabeitz are the most common types used as guardians, scouts, guides and more. When used in battles they are programmed to overwhelm with sheer numbers. On very rare occasions events have occurred to lead these constructs to independence and to manifest idiosyncrasies that manifest in unique personalities allowing them to break from their masters or owners and strike out on their own to become an unlikely hero in their own right. Many times these independent constructs are known to seek each other out for mutual protection or may even enter arrangements with non-construct beings so as not to draw attention to themselves.

Combat:

Automatons are incredibly useful as creatures of utility and combat. Because the user can control them with such finesse they are able to wield weapons.

These arabeitz are able to perform most of the skills that their user can, but only if the arabeitz is made to do so. These attempts to do so suffer a -20 penalty, in addition to any other penalties.

YANDRAE

(MP: 865) (Uncommon) **2nd Rank - Neutral (Medium)**
(1st-3rd Rank Challenge)

Health Points: 40

Attack Skill: 74

Initiative: 12

Attacks: Warhammer (4;a5,f10), Fists (2;f10) ; +8 dmg

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

Physical Defense: 60

Magical Defense: 51

Divine Defense: 44

Jinhu Defense: 49

Move: 15' **Luck Points:** 1 **Vision:**

Heightened Nightvision

Attributes: Str: 86 (8), Sta: 68 (4), Agi: 77 (6), Per: 77 (6)

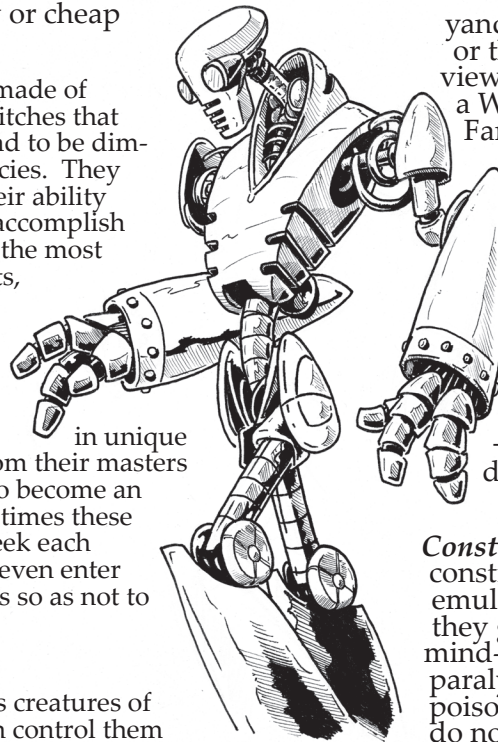
Int: 77 (6), Wits: 68 (4), Will: 65 (3), Cha: 68 (4)

Skills: Alertness 45, Climb 45, Convince 42, Evade 45, Feint 42, Intimidation 42, Languages (any 2) 45, Search 45, Track 45

Special Abilities

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

Alter Self A creature can assume the shape of any creature that is within 1 size category of an yandrae. This only replicates the physical appearance of the target creature. This lasts for 1 hour before an



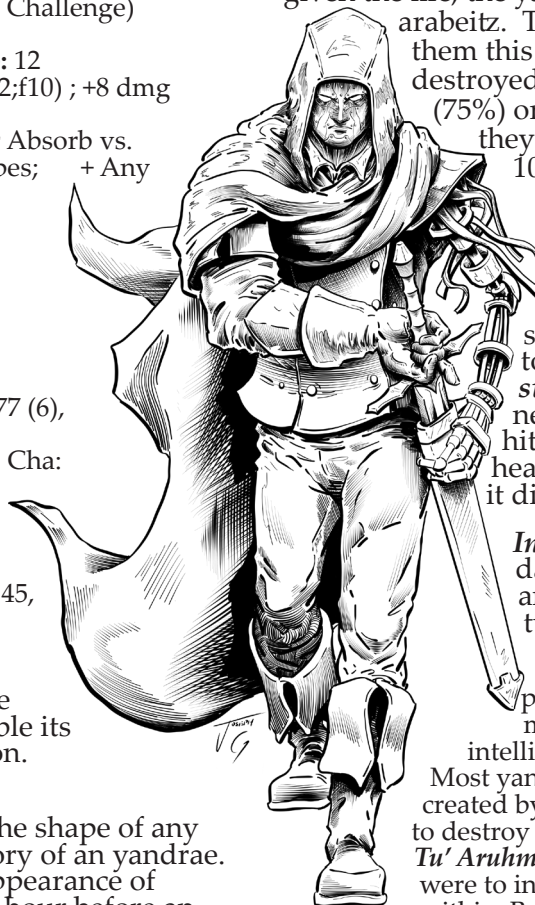
yandrae must assume its normal form or the form of another creature. Those viewing the alter creature area allowed a Wits check based on familiarity: No Familiarity - TS 10; Some Familiarity - TS 8; Familiarity - TS 6; Very Familiar - 4. This is a Basic Action.

Burst of Speed Three times per day as a **Move Action** an yandrae 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.

Construct Traits (Modified) As a construct yandrae were designed to emulate humanoids as close as possible; they gain +20 bonus to checks against mind-affecting effects, charms, fear, paralysis, it is immune to diseases, poison, sleep, exhaustion, life drain. But do not require air, food, drink or sleep.

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

Fortune Stie Unlike other arabeitz that have been given the life, the yandrae are the only self aware arabeitz. The fortune stie is what gives them this sentient self awareness, if it is destroyed they become more like jijia ra (75%) or a mechanoid (25%). Whenever they are hit with Critical, there is a 10% that this was destroyed.



Hard to Kill Anytime that an yandrae is reduced to 0 health it may make a Stamina Check. If successful an yandrae continues to fight and move on in **battered status**. An yandrae 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 yandrae is able to increase any one Attribute by +50 for 2d10 turns.

Yandrae are the absolute perfection of what a construct is meant to be. They are self-aware and intelligent beings that were given "life". Most yandrae believe that they were originally created by the vile secirari in their efforts to destroy the ta'jahu in the distant solvetras **Tu' Aruhm**, created to look like ta'jahu they were to infiltrate and destroy the ta'jahu from within. But those few the first awoke within

the lands of ta'jahu somehow altered their programming either by their own devices or by the ta'jahu themselves via technological means.

Most yandrae are of a neutral believe, though there are those with an evil intent to complete what their "true" masters created them for, while others believe that they must dominate the omniverse including their previous masters.

Yandrae are built with a steel frame powered by thaumic batteries in most cases and covered in a soft leather like skin that has the ability to be modified. They generally stand 5 to 6 feet tall and weigh anywhere from 175 to 250 pounds.

They prefer to hide their true nature and attempt to live within the various communities that they have adapted themselves to. While many resemble ta'jahu, many are capable of rearranging their features to better resemble humans and other medium sized humanoid creatures. They are all powered by dolakh crystals or thaumic batteries. Their programming is contained within *foritun stie* (ancient common for thought-process gems).

Combat:

Yandrae are able to fight as well and as hard as many of the humanoid species. They can be devious, graceful, caring and corrupt. In combat they are exceptional fighters, predominately because of their ability to learn and pick up new skills much like "living" humanoids.

BHEGRUM

(MP: 650) (Uncommon) **2nd Rank - Neutral (Diminutive)**
(1st - 3rd Rank Challenge)

Health Points: 5

Attack Skill: 47

Attacks: Bite (3)

Initiative: 43

Armor: None

Physical Defense: 105

Divine Defense: 45

Magical Defense: 38

Jinhu Defense: 44

Move: Special

Luck Points: 1

Vision: None

Attributes: Str: -, Sta: -, Agi: 146 (20), Per: 141 (19)

Int: -, Wits: -, Will: 68 (4), Cha: -

Skills

Alertness 100

Creature Type: Insect

Treasure: Personal No; Lair No

Environment: any

Organization: infestation (50-100)

Special Abilities

Enhanced (Alertness) Bhegrums have an enhanced or natural *alertness*. This skill base is 100.

Flesh Burrow Bhegrums main attack is to burrow into the flesh of other creatures. If the creature hits with an attack it adheres onto the target. This attack ignores all armor as the bhegrums are able to slither between cracks and under plates. Targets are granted an Agility check at TS 2 to brush off the creatures each turn if they are overwhelmed. If they fail the bhegrum can burrow into their flesh dealing 5 points of damage.

Fire Vulnerability Bhegrums is vulnerable to fire damage

more than others. This causes the bhegrum to suffer an additional 30 points of Fatigue damage per 5 turns while in areas of fire. Fire damage deals +2d10+5 points of bonus damage. This is *curse* effect type.

Infestation Bhegrums can infest a host. Those that are infested take damage from the bhegrum as they move about the host. An infested host takes 3 points of damage every a turn as a bhegrum burrows through the host. A healing check at a TS of 4 can be used to remove the infestation or the casting of *cure disease* or *heal* can be used as well.

Slimy Because a bhegrums has naturally occurring slime coating, it is impossible to gain a firm hold on a bhegrum. Any attempt to hold on to a bhegrum automatically fails unless the grabber has some away of defeating the slime, such as spiked gloves.

UncRishable The body of a bhegrum is so malleable that it is immune to any type of bludgeoning or crushing attacks by normal weapons or attacks.

Bhegrum are 8" long, worm-slug like parasites that are known to feed on the flesh of both the living and the dead along with heaps of rotting material. Bhegrum range in color from white to blood red. They prefer to live within the various swamps, bogs and mires if they are unable to inhabit the corpse of any being. They are attracted by the heat of the living or the smell of rot and will quickly move towards the source.

On land they move by slithering on a thick slime that they generate from their underbellies (5' per move), in water they swim very quickly (10' per move). When they reach a target they quickly, and painfully bite into a host and quickly enter a target's body.

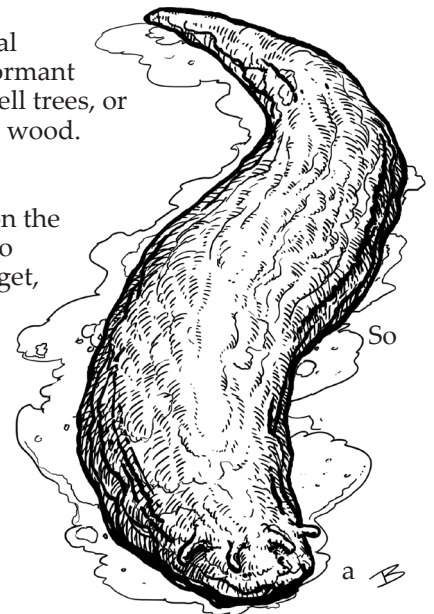
Once inside the body they quickly move through the flesh towards the heart and brain of the infested creature. Where they instantly kill the host creature. Once this is done, they begin feasting on the host and then lay thousands of eggs in the core of its body where in 5 days the eggs burst open and quickly speed away from the rotting flesh looking for new victim hosts.

Bhegrum also inhabit mounds of rotting material and can even be found dormant in rotting wood, such as fell trees, or even slowly deteriorating wood.

Combat:

These creatures attempt on the first turn of their attacks to attach themselves to a target, this is not considered a grapple attack. long as they gain at least 1 success they successfully attach themselves

These small parasitic creatures burrow into flesh within 1 turn once they successfully reached creature. Once they have burrowed into the flesh it takes them d10



turns to fully enter the flesh of a victim. After they have entered a host they will quickly move towards important organs (d10 turns): brain, heart, liver, kidneys, to lay their eggs. Once they reach these areas the target will begin to take 3 points of damage per turn

While burrowing a bhegrums leave a flesh track that shows the path of a bhegrums as they move towards the heart or brain. Only by digging out a bhegrum or casting a *cure wounds* spell on the victim can these creatures be killed or stopped.

BROODLINGS

(MP: 715) (Uncommon)

2nd Rank - Evil (Medium)
(1st -4th Rank Challenge)

Health Points: 53

Attack Skill: 64

Initiative: 15

Attacks: Claws or Bite (3;a10) Uzunkhols (5;a10,f15); +5 Str Dmg

Armor: Rough Skin (Light Armor) (2)

Physical Defense: 64

Magical Defense: 51

Divine Defense: 52

Jinhu Defense: 49

Move: 30'

Luck Points: 1

Vision: Normal

Attributes: Str: 75 (5), Sta: 72 (5), Agi: 71 (5), Per: 67 (4)

Int: 72 (5), Wits: 69 (4), Will: 75 (5), Cha: 67 (4)

Skills

Alertness 38, **Evade** 45, **Intimidation** 46, **Languages (Any 1)** 46, **Search** 45, **Stealth** 45, **Track** 45

Creature Type: Monstrous Humanoid

Treasure: Personal No; Lair Yes

Environment: forests, hills, mountains, or underground

Organization: solitary, pair, squad (3-6), band (7-20)

Special Abilities

Aura of Fear Any creatures, other than broodlings or creatures of an evil philosophy, that are within 15' radius of a broodling must make a Willpower check at a TS of 4. Those that fail are *Scared* (Fear). Defense needs to only be made once per encounter with a broodling. This effect lasts until a broodling is slain or driven off. A broodling can activate or deactivate this aura as a *Simple Action*. This is a *charm* effect.

Bane A broodling gains +10 to attacks when they attack any good creatures and +10 bonus damage.

Colony/Hive Mind Broodlings that are within 30' of each other and are a part of a colony or hive mind are considered to be in constant communication with each other via minor telepathy instantly. All broodlings that are a part of colony or hive mind gain the following benefits:

Alertness Skill Bonus: +50, All Around Vision, Immunity to Penalties from Sneak, Rear, Flank, or Surprise Attacks.

Danger Awareness: If one of the broodlings is aware of a particular danger then all within the appropriate range(s) is aware of it.

Attack One, Attack All: If one broodling is attacked and is within the appropriate range, all broodlings in the range become aware of the attack.

Disease, Magical Whenever a broodling successfully hits a

target it can transmit a magical disease (Legends of Kralis). Chaos Sickness; Contact; Character begins to mutate into a broodling that caused the disease. This mutation takes 3 days. Targets gain a Stamina vs. TS 2 to avoid the infection.

In the dark and ancient past, when magic was still filled with chaos, many cruel and evil spellcasters tortured and twisted the species of aelwyn into the gaunt, horrific creatures that have become known as broodlings. They are quick and cunning creatures. To this day, broodlings and aelwyns have a deep, seeded hatred towards on another.

Once used as dark spies for Azahak, and other dark beings, during the various wars that have plagued Kralis, broodlings have become lost, and unorganized creatures that now hide in dark ruins, broken down buildings, dark, dead forests, craggy hills, and dry underground areas such as caves and dungeons broodlings venture out at night or under dark clouds when the urge to kill and cause mayhem sweep through a group of broodlings. They are truly animalistic in nature, breeding in the dark recesses of caves, shadowed forests and in the hidden places within mountains.

An average broodling stands just over 5' with harsh, gaunt features with long ears and almond shaped eyes. They are covered in fine, black and gray hairs, that is often matted with dried and caked on blood. They tend to hunch over when they walk and run giving them a slightly smaller appearance than they really are. Broodlings weigh 150 to 200 pounds.

They are mean tempered, evil spirited and fortunately hate themselves just as much as they hate the rest of the world and thus have not gathered in strength to truly threaten the rest of the world.

Combat:

Broodlings are vile and vicious creatures that take advantage of their *Aura of Fear* as they wade into battle. With their *Colony Mind*, these creatures are rarely surprised.

SKELETONS

Skeletons are the animated remains of the dead, given life negative energy of the world. Skeletons can be armed with rusted swords, maces, axes and bows. Many times they are unarmed and attack with their claws.

Skeletons come in various forms from small 1' creatures to large and huge creatures. They typically have glowing points of light in empty eye sockets and shrills cries as they attack.

Creature Type: Undead

Treasure: Personal No; Lair No

Environment: any

Organization: solitary, pair, squad (3-6), mob (6-15)

SKELETON ABILITIES

Skeletons all share the following abilities:

Holy Water Vulnerability A skeleton is vulnerable to the powers of Holy Water. Holy water does 3 points of damage per oz of water per turn. This ignores armor absorption.



ANIMATED

(MP: 390) (Uncommon)

1st Rank - Evil (Any)

(1st-4th Rank Challenge)

Health Points: 15

Attack Skill: 71

Initiative: 12

Attack: Claws or Bite (3); Uzunkhol (5; a10,f15) or Medium Bow (Sheaf 4; A5) +5 Str Modifier

Armor: Undead Toughness (25); -25 vs Magic or Holy Weapons; -25 vs Divine Magic; -25 vs. Spirit; -10 vs. Cold Iron or Silver Weapons or Fire Based Spells

Physical Defense: 55

Magical Defense: 55

Divine Defense: 63

Jinhu Defense: 56

Move: 10' **Luck Points:** 1 **Vision:** Nightvision

Attributes: Str: 71 (5), Sta: 79 (6), Agi: 72 (5), Per: 66 (4)

Int: - Wits: -, Will: 67 (4), Cha: - (-)

Skills

Alertness 37, Evade 38, Search 37, Stealth 38, Track 37

Special Abilities:

Frightful Presence The presence of a skeleton can cause fear in others, other than creatures like itself or of evil philosophy. It has an effective area of 30' radius. Targets within the area must succeed at a Willpower check at a TS of 5 or become *Scared* (Fear, See Legends of Kralis). Defense needs to only be made once per encounter with a skeleton. This is *charm* effect type.

Undead Traits As an undead being a skeleton gains the

following undead traits:

- undead physical immunities: bleed, poison, stunning, paralyzation, critical hits, knock outs, energy draining, attribute reduction, death from massive damage,
- undead spell immunities: mind effecting spells, charm spells, sleep, illusions, charm like effects. They are able to "see" through invisibility by sensing the life force of a living creature
- undead regeneration (able to regenerate from 0 health): regeneration time:1 Hour

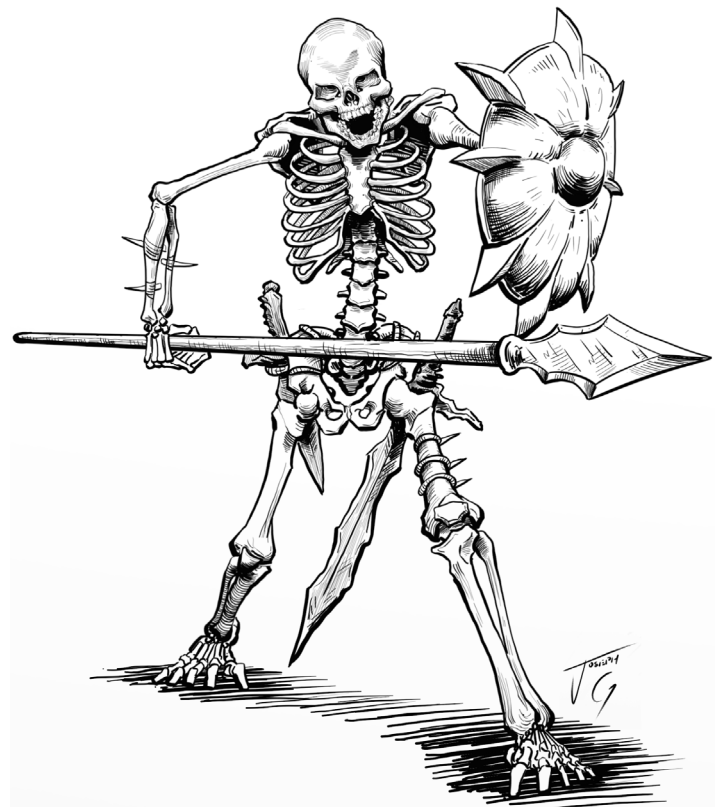
Animated skeletons are the very basic of undead. They range in size from tiny creatures to large. They are known for their appearance in most dark dungeons, cemeteries, etc.

In combat skeletons are fairly intelligent. While they will press the attack, they will take advantage of any situation that will hamper those that they attack and give the attacking skeletons bonuses to their attacks. Many times skeletons will wait in ambush (i.e. laying in the middle of the room, underneath the ground, behind bushes, etc.) but nothing to ingenious.

ZOMBIES

Like skeletons, zombies are lesser undead, however, unlike skeletons, zombies are flesh covered horrors awoken from the restful sleep by Negative Energy. They are soulless creatures that are filled with lust of flesh and hatred. They, like skeletons, are easily awoken from their rest, it is at this time that they are filled with anger and hatred towards the living, foot soldiers in the army of Negative Energy.

They are more intelligent than skeletons using greater tactics in battle than skeletons and able to use the skills that they once had in life to battle against the forces of good.



Zombies are known to wander the lands in packs, looking for targets that they outnumber. These solitary individuals or small groups end up being the “food” for these abominations to continue on, draining their life forces from them as they devour them. When a victim falls to their attacks, 2-3 zombies will fall to the ground and begin eating away the flesh of the being.

Many zombies are drawn from their graves, their bodies thick with decay, their tattered clothing hanging about them. A strong stench of death fills the air around them, making them not only a horrific sight to behold but also a foul odor to enhance their status as an undead.

Most all zombies attack with their fists, claws and bites. There are those, that are armed with rusty and diseased weapons that they attack with.

Unlike some undead, zombies must return to the earth before the break of dawn. Many times, they can be seen digging their new graves on top of older graves just to escape the light of the day. Those that do not find comfort within the earth, find themselves being destroyed by the pure light of the sun, often exploding into hundreds of pieces forever destroyed.

Creature Type: Undead

Treasure: Personal No; Lair No

Environment: any

Organization: solitary, pair, squad (3-6), mob (6-15)

ZOMBIE ABILITIES

All zombies share the following abilities:

Disease, Magical (Undeath) Whenever a zombie successfully hits a target it can transmit a magical disease. Undeath: Contact - Character slowly dies over a period of three days, after three days the character rises the next day as a common zombie. Targets gain a Stamina vs TS 2 to avoid the infection.

Holy Water Vulnerability A zombie is vulnerable to the powers of Holy Water. Holy water does 3 points of damage per oz of water per turn. This ignores armor absorption.

Sunlight Destruction A zombie is incredibly sensitive to the exposure of sun rays or sun-like effects such as *brilliant light*, *light of heaven* it must not be caught in this light effect or it is instantly destroyed, exploding into thousands of pieces which evaporate into wisps of dust.

Undead Traits As an undead being a zombie gains the following undead traits:

- undead physical damage resistance: magical weapons deal 100% damage, cold iron weapons deal 50% damage, silver weapons deal 25% damage while normal weapons deal only their base weapon damage.

- undead spell resistance: Divine spells deal full damage, Elemental (Spirit) spells deals 50% damage. All other spells deals only 25% damage to an undead target.

- undead physical immunities: bleed, poison, stunning, paralyzation, critical hits, knock outs, energy draining, attribute reduction, death from massive damage,

- undead spell immunities: mind effecting spells, charm spells, sleep, illusions, charm like effects. They are



able to “see” through invisibility by sensing the life force of a living creature

- undead regeneration (able to regenerate from 0 health): 1hour

- Special Attack (Can cause any of the following per attack): 5 Addt'l 2 pts. cold damage per rank of successful damage and suffer -20 penalty to skills for 1d10 Turns

CONDITION

(MP: 350) (Uncommon)

1st Rank - Evil (Any)
(1st-5th Rank Challenge)

Health Points: 15

Attack Skill: 70

Initiative: 11

Attack: Claws (3) or Bite (5;a10,b5); +8 Str Dmg

Armor: None

Physical Defense: 45

Magical Defense: 45

Divine Defense: 50

Jinhu Defense: 47

Move: 5'

Luck Points: 1

Vision: Nightvision

Attributes: Str: 88 (8), Sta: 87 (8), Agi: 78 (6), Per: 46 (0)

Int: - (-), Wits: - (-), Will: 92 (9), Cha: 46 (0)

Skills

Alertness 43, Evade 46, Search 46

Special Abilities

Stunning Attack A common zombie is able to stun a target that it successfully hits. Targets gain a Willpower check vs. TS of 2. Those that fail are *stunned* for 1d10+7 turns.

Common zombies are zombies that are made from the rotting remains of those that are buried in cemeteries, lost in forgotten tunnels, and buried in dark parts of the world. They generally have placid gray skin that is pulled tightly about their bodies, their necks swollen with putrid blood their internal organs, like slush, dripping from open wounds, their bodies crawling with thousands of bugs that eat away the dead. These zombies are often found in large groups of 30 to 50 individuals, terrorizing one region after another.

In combat, common zombies do fight head on, with several of them flanking their victims.

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, **WeaponForte**
 (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 WeaponForte: Strength, Agility or Perception or Martial Arts skill.



LEGENDS OF KRALIS

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, **WeaponForte (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



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, **WeaponForte (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 WeaponForte(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.



LEGENDS OF KRALIS

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/Rifle)

Attacks: Bhekart Sword (5); Fists (2); +2 Str Dmg; Pistol (5); Rifle (9)

Armor and Defense

Armor: Studded Leather (6);

Physical Defense: 48

Divine Defense: 42

Magical Defense: 43

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, **WeaponForte (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.

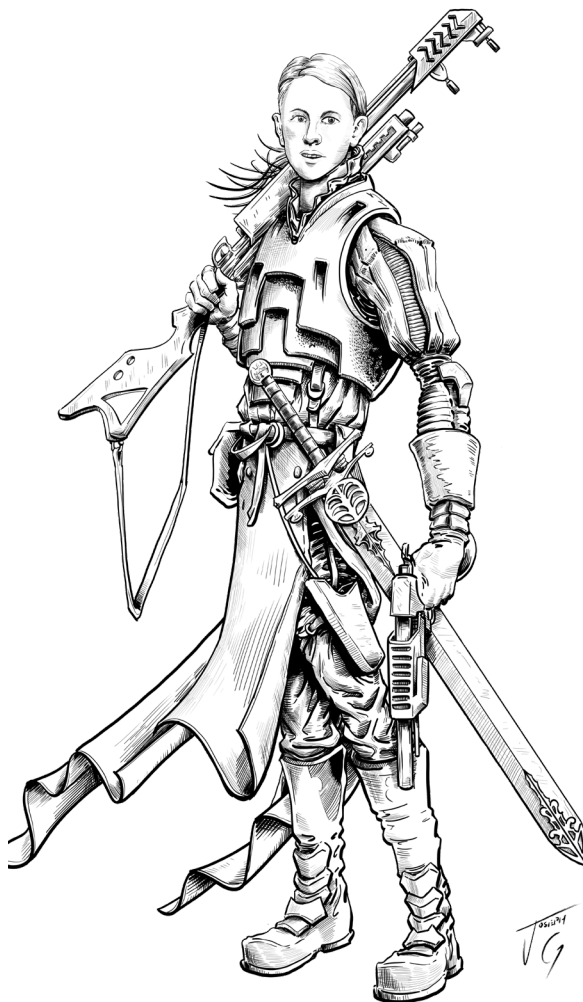
1) You do not suffer any penalties to your Physical Defense against Flank Attacks, and only suffer -20 to your Physical Defense against Rear Attacks.

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, **WeaponForte (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.

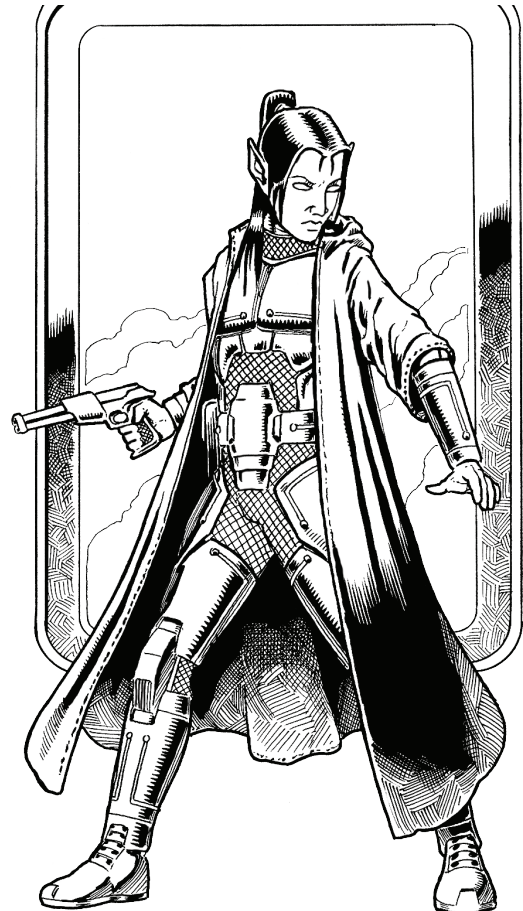
Heroic: A character is able to confuse his enemies by projection an illusion of him or herself to appear to be 5' +1 foot per rank (maximum 20') away from where he actually is. The character may then attempt to slip away from the area. Those that are watching you or are involved in combat with you may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

Good Large Humanoid

1st Rank

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, **WeaponForte (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 WeaponForte(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 WeaponForte(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.





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 Gham 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

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, WeaponForte (Per) 66, WeaponForte (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, WeaponForte (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, WeaponForte (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, WeaponForte (Str) 59

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

The Main Floor

A. BANDSTAND/STAGE 1 hex = 5'-0"

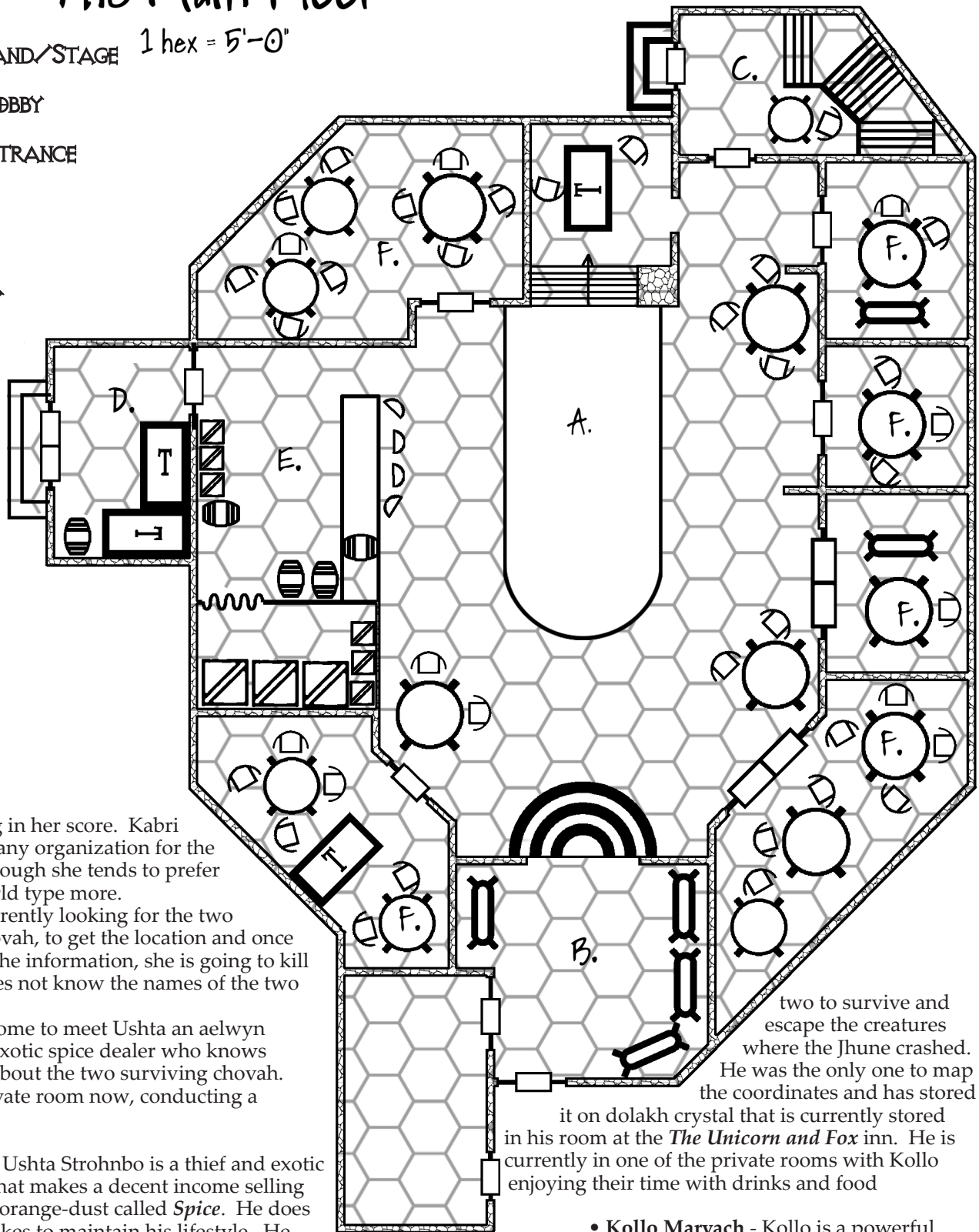
B. ENTRY LOBBY

C. BACK ENTRANCE

D. KITCHEN

E. BAR

F. BATHS/
ROOMS



order to bring in her score. Kabri is for hire by any 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 life 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

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.)

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 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.

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.

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 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.

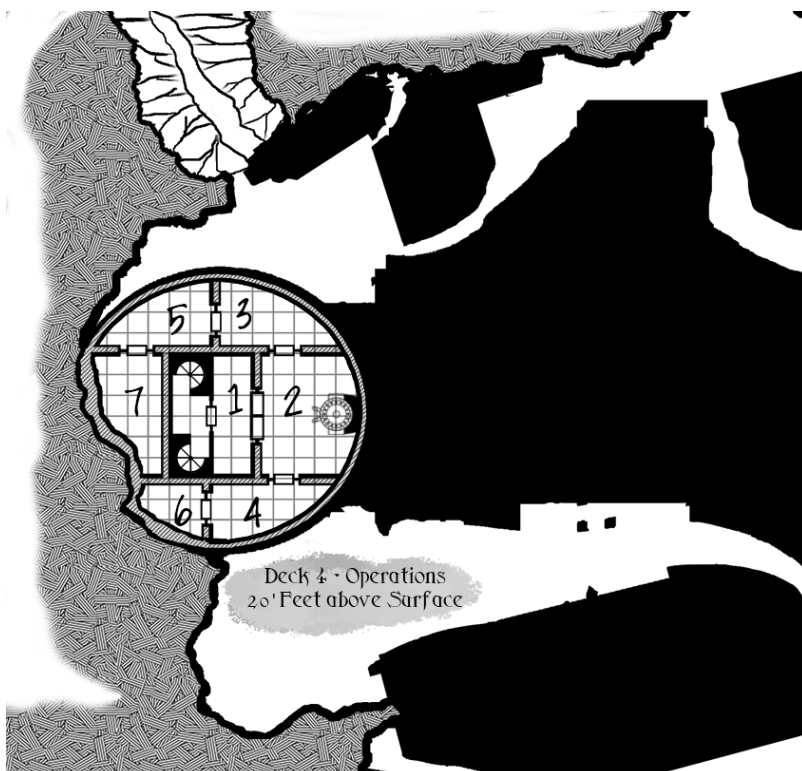
DECK 5 - ENGINEERING & QUARTERS

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 scrapped 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



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)

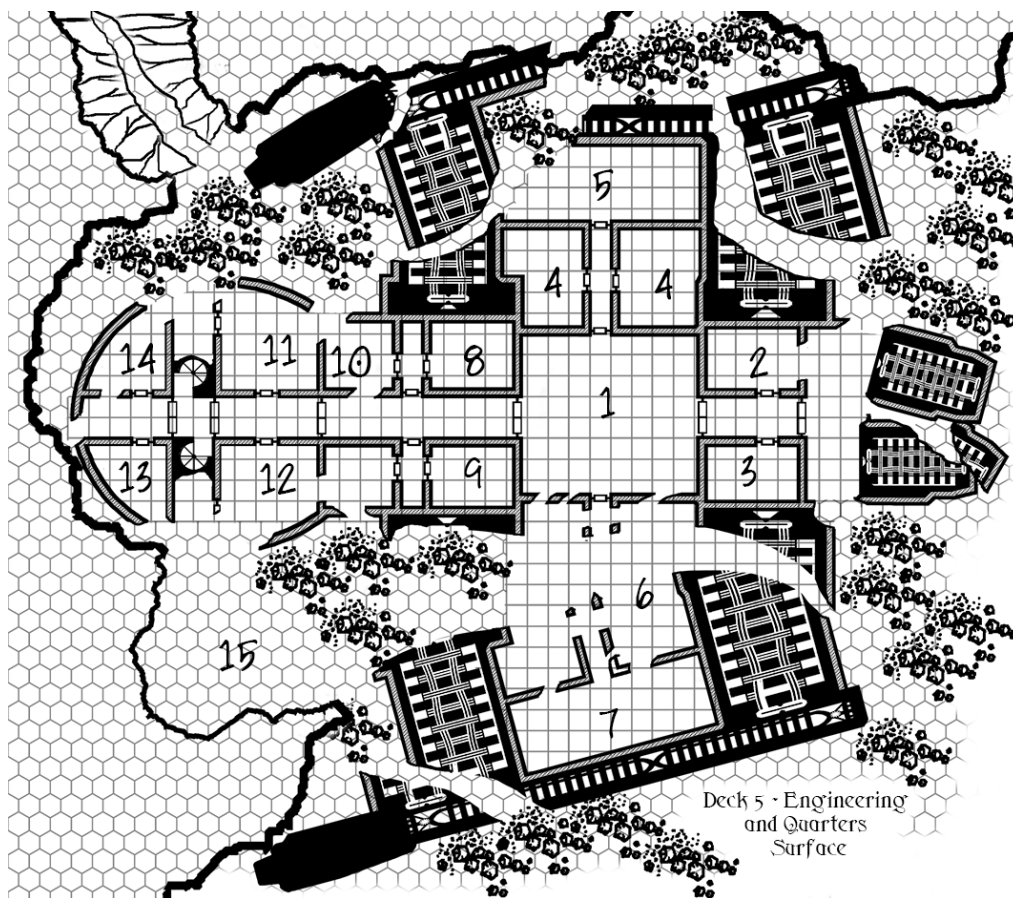
There should be a sense of fear with the players as they are vulnerable to their void suits ripping, the lack of being able to see far and the darkness of the region.

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. Haddaro 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

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

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 station with a *Lore (Tech)* check ts 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. Lingerin 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.

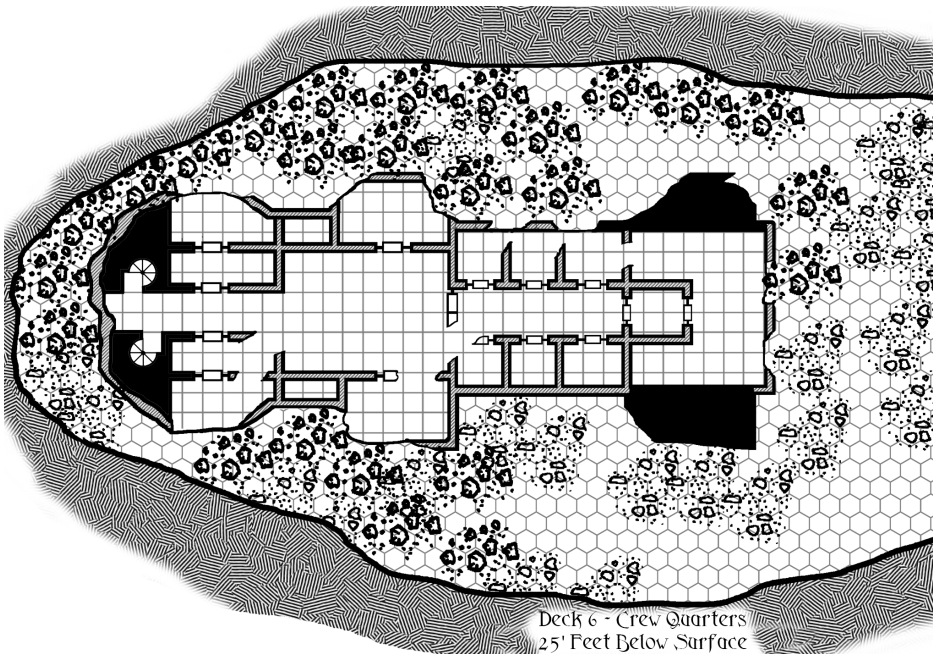
- This is the location where many of the encountered clockwork aradagh guardians come from.

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

	Base Damage	Base Cost	Max Range	ROF
Pistol	6/60 max*	1200 sp	250'	6/Full Turn Action
Rifle	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

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.

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 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, WeaponForte (Per) 65, WeaponForte (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.

AHNTAKI 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

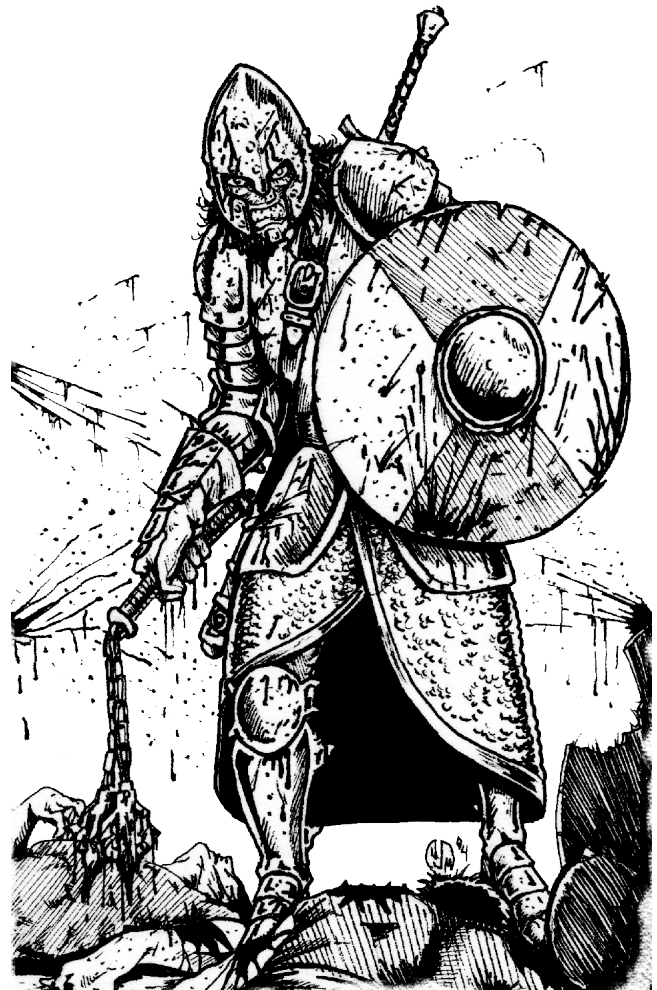
You are notorious for your ability to inspire others to push themselves beyond their limits. With a Charisma check at a TS of 1 per individual in a group and a few rousing words, a Chovah can grant those allies within 20 feet a +5 WeaponForte(Any) skill bonus for every 30 Charisma the Chovah has. This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

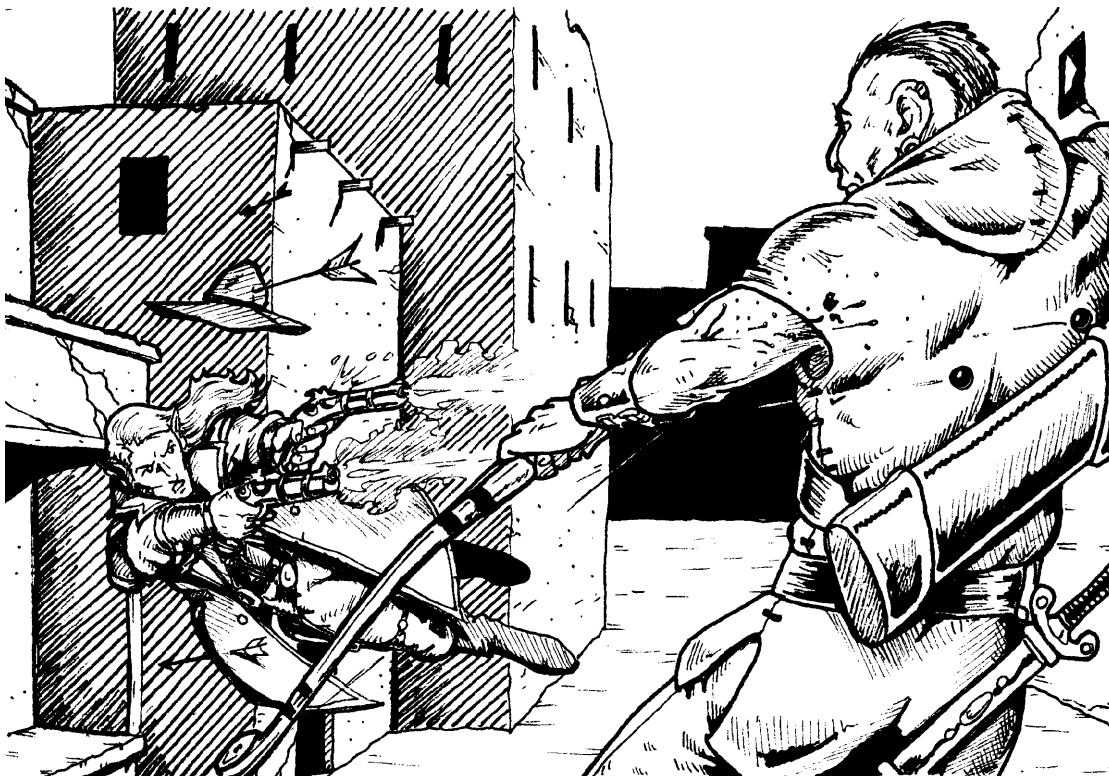
NO STRINGS

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.



				HEROIC LUCK (Gain +1 per Natural 1-05)		Roll d10 add + TOTAL Agi Mod + Per Mod + Wits Mod + Misc. Mod Initiative = + + +				
				HEROIC LUCK (Gain +1 per Natural 1-05)		TOTAL + Base + Modifier Move + +				

Attributes											
Strength (Str)			Stamina (Sta)			Agility (Agi)			Perception (Per)		
Intelligence (Int)			Wits (Wits)			Willpower (Will)			Charisma (Chr)		

HEALTH POINTS			ATTACKS											
CURRENT HEALTH	All Attack Checks suffer -3 -Beaten Status- Half Health All Skills & Physical Defense suffer -6 Successes -Battered Status- Quarter Health	MAX HEALTH	ATTACK/WEAPON TYPE		TOTAL BONUS		BASE	BASE	DMG	STRIKE	CRIT	Special Notes		
		100% Health	SKILL	SKILL	SKILL	DMG	BNS	RANGE	RANGE					
FATIGUE POINTS			ARMOR & DEFENSES											
CURRENT FATIGUE		MAX FATIGUE	ARMOR TYPE		ARMOR ABSORB	SHIELD	SHIELD		BONUS ARMOR ABSORPTION					
					Armor Bonus		Physical Def. Bonus		PIERCING	SLASHING	BLUDGEON			
Quick Notes:			Physical Defense	TOTAL	Mods.	Magical Defense	TOTAL	Mods.	Divine Defense	TOTAL	Mods.	Jinhu Defense	TOTAL	Mods.

SKILLS

Untrained skills can be attempted by making a skill check at a base of 30 + Attribute Modifier. 't' denotes trained skill.

	FOCUS SKILL		FOCUS SKILL		FOCUS SKILL
Acrobatics ^t (□ Str or □ Agi)	_____ □	Healing (Int)	_____ G	Sleight of Hand (Agi)	_____ □
Acupuncture ^t (Int)	_____ □	Herbalism (Int)	_____ □	Smithing (□ Int or □ Str)	_____ G
Alchemy ^t (Int)	_____ □	Info. Gathering (□ Int, □ Wits or □ Cha)	_____ G	Spellcraft ^t (Int)	_____ □
Alertness (Per)	_____ G	Interrogate (□ Int, □ Wits or □ Cha)	_____ □	Stealth (Agi)	_____ □
Animal Handling (Wits)	_____ G	Jinhu Discipline (Will)	_____ □	Survival (Wits)	_____ G
Appraising (Int)	_____ G	Languages ^t (Int)(_____) _____	□	Swimming (Sta)	_____ G
Artistry (Wits)	_____ G	Languages ^t (Int)(_____) _____	□	Tracking (Int)	_____ G
Brawling (□ Str or □ Agi)	_____ G	Languages ^t (Int)(_____) _____	□	Trapcraft ^t (Int)	_____ □
Chanting (□ Cha or □ Sta)	_____ □	Leadership (Chr)	_____ □	WeaponForte (____)(_____) _____	□
Climb (Str or Agi)	_____ G	Lore (Int)(_____) _____	□	WeaponForte (____)(_____) _____	□
Concentration (Will)	_____ □	Lore (Int)(_____) _____	□	WeaponForte (____)(_____) _____	□
Convince (□ Int, □ Sta or □ Cha)	_____ □	Lore (Int)(_____) _____	□	_____ (____) _____	□
Cryptography ^t (Int)	_____ □	Martial Arts ^t (□ Str or □ Agi)	_____ □	_____ (____) _____	□
Disguise ^t (Wits)	_____ □	Meditate ^t (Will)	_____ □	_____ (____) _____	□
Divine Knowledge ^t (Chr)	_____ □	Navigation (Int)	_____ G	_____ (____) _____	□
Engineering ^t (Int)	_____ □	Open Locks ^t (Per)	_____ □	_____ (____) _____	□
Entertain (□ Int, □ Cha or □ Wits)	_____ □	Pilot (Int or Wits)	_____ G	Jump (1/2 Height; 1' per 25 Str) _____ Leap (1/2 Base Move) _____ Lifting (Str: TS 1 per 75 lbs) _____ Swimming (Basic: 1'/10 Sta) _____ Throw (Per) _____ vs. Fear Check (Wits) _____ vs. Horror Check (Willpower) _____ vs. Poison Check (Stamina) _____	
Etiquette (Wits)	_____ □	Read Lips (Per)	_____ G		
Evoke (Agi)	_____ □	Research ^t (Int)	_____ □		
Fabrication (Int)	_____ G	Riding (Agi)	_____ G		
Feint (Chr)	_____ □	Search (Per)	_____ G		
Forgery ^t (Wits)	_____ □	Shield Prof. ^t (□ Agi or □ Str)	_____ □		
Gaming (Chr)	_____ □	Sign Lang. (□ Agi or □ Int)	_____ □		
Haggle (Chr)	_____ □	Skepticism (□ Int or □ Wits)	_____ □		

PERSONAL INFORMATION

PHILOSOPHY & POINTS		HOMELAND		BACKGROUND		DEITY	AGE	GENDER			
VISION		HEIGHT	WEIGHT	INSANITY POINTS	ASPECTS		MOTIVATIONS				
REPUTATION:		HONOR	INFLUENCE	RENOWN							
Species Merit Cost	+	Focus Merit Cost	+	Campaign Merit Cost	+	Ability Merit Cost	+	Rank Bonus Merit Cost	=	TOTAL MERIT COST FOR NEW RANK	EARNED MERIT

Species Features & Traits		Wealth		Encumbrance		
Languages/Resistances/Bonuses/Traits		Red Steel Pieces		None (Str x2)	Light (Str x3)	Moderate (Str x4)
		Gold Pieces				
		Silver Pieces		Heavy (Str x5)	Severe (Str x6)	Maximum Lift (Str x6)
		Copper Pieces				
		Bronze Pieces				
		Gems				
		Jewels				

ABILITIES

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has a slight shadow on the right side, suggesting it's resting on a surface. There is no handwriting or other markings on the paper.

[illegible]

Armor: _____
 Belt: _____
 Body: _____
 Chest: _____
 Eyes: _____
 Feet: _____
 Hands: _____

Head: _____
Neck: _____
Body: _____
Rings: _____

Shield: _____
Wrist: _____

NAME _____ SPECIES _____ SIZE _____

SKILLS/ABILITIES _____ SPELLS/POWERS _____

NAME	SPECIES	SIZE
------	---------	------

PHILOSOPHY
MOVE/FLY/SWIM
LUCK
VISION

Attribute	Score	Modifier	Attribute	Score	Modifier
STR			INT		
STA			WITS		
AGI			WILL		
PER			CHA		

DEFENSES

CURRENT HALF QUARTER

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PHYSICAL DEFENSE		MAGICAL DEFENSE	
DIVINE DEFENSE		JINHU DEFENSE	

EQUIPMENT

FATIGUE POINTS

	TOTAL	CURRENT
1990	100	100
1991	100	100
1992	100	100
1993	100	100
1994	100	100
1995	100	100
1996	100	100
1997	100	100
1998	100	100
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2099	100	100
2100	100	100

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ATTACK/WEAPON TYPE	BASE SKILL	BASE DMG	DAMAGE BONUS