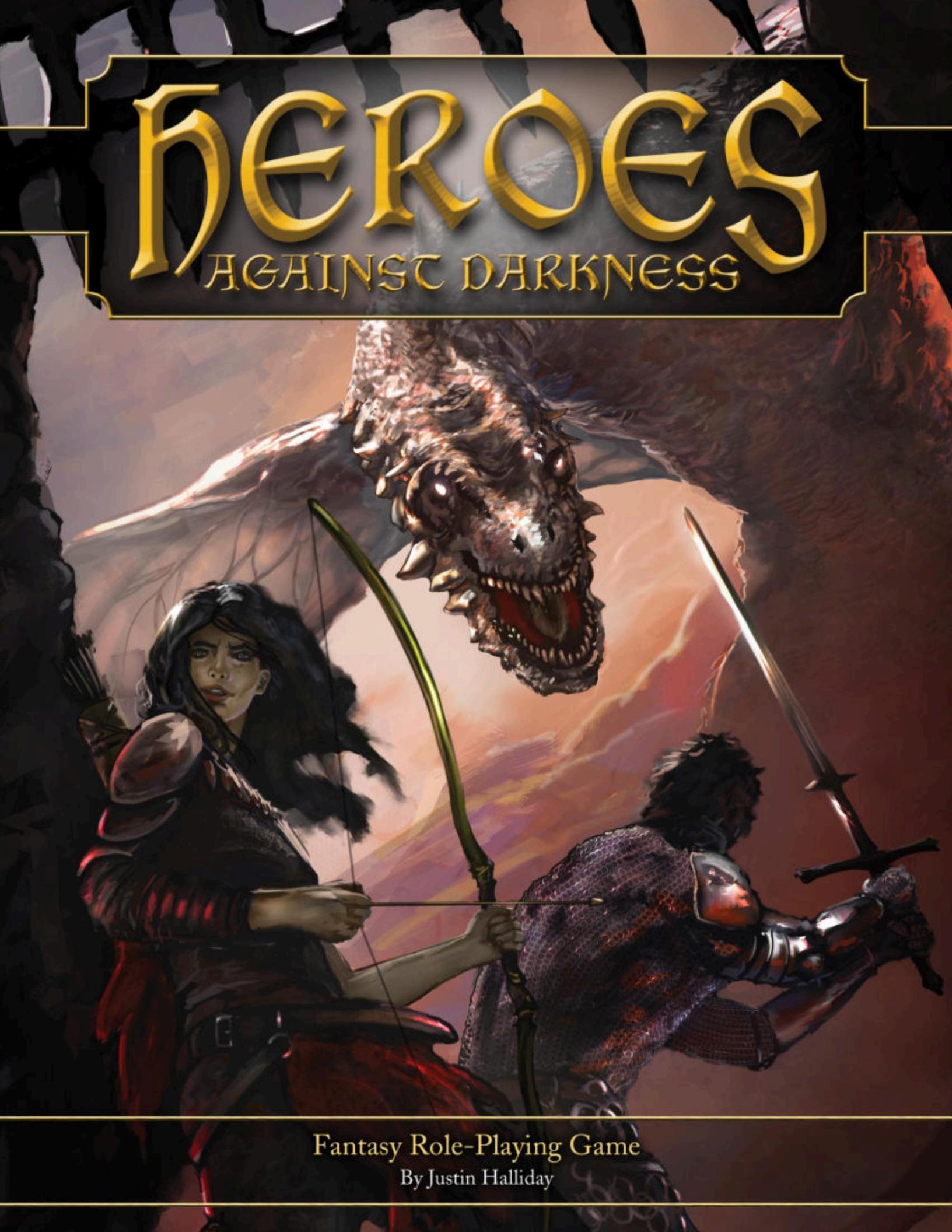
HEROES
AGAINST DARKNESS



Fantasy Role-Playing Game

By Justin Halliday

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This release is v1.0 (Revision 282).
Recent changes:

- Rewrote Introduction and Character Creation intro
- Updated character sheet
- Updated character creation instructions
- New art for races
- Added *Smack It Off* power for some monsters
- Added *Shake It Off* by default for all monsters
- Edit pass over entire document (kill me)
- New cover art, take that!
- Clarified that magic doesn't stack on Attacks/Defenses
- Fixed *Divine Strike* anima cost
- Changed immobilized condition to be –2 to Defenses
- Clarified rogues' *Backstab Attack* power
- Added ghouls, kobolds and lich to Beasts & Bastards
- Adjusted several necromancer spells to have X costs
- Clarified that allies are *other* creatures, not the character
- Added swooshy thing at the top of all pages
- Updated monster art
- Added cover art page
- Split Acknowledgements from Art Credits
- Moved Combat and Role-Playing Encounter sections

Artwork Credits

Many artists have contributed to *Heroes Against Darkness* and their wonderful work can be found here:

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Character Sheet

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Introduction Images

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Player's Guide

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Foreword

Hello, congratulations, and thanks for finding *Heroes Against Darkness*.

In order to understand where *Heroes Against Darkness* is coming from, perhaps I can tell you a bit about me and a bit about the intent of the creation of the game.

As a gamer, I've played most of the editions of D&D, from Basic all the way to the newest edition. Along the way I've also tried other systems, from the simple to the complex. Each of the editions and systems has its own unique elements and its own unique idiosyncrasies.

The catalyst for the creation of *Heroes Against Darkness* was a natural break in our group's on-going campaign, and my move from player to GM. Foolishly, I decided to take a turn in the GM's chair with a whole new system, one that didn't even exist yet. So I began working on this system in earnest, designing it for the strengths and preferences of the players.

In the time I've been working on *Heroes Against Darkness*, I've spent a lot of time researching RPGs. I've read blogs. I've read old editions, new editions, new editions of old editions. I've read reviews. I've listened to podcasts. I've read forums. And I've watched videos.

I've taken in all this information and used it to clarify how I like to role-play.

Along the way, I've read many systems that qualify for fantasy heartbreaker status, just as *Heroes Against Darkness* also probably qualifies for this status.

I've followed the edition wars, and seen the passion and intellect that the proponents bring in support of their positions and to launch broadsides at those opposite.

Amongst all this noise, all of the opinions, the insight of one short video – which isn't even about role-playing – struck me as significant.

This video cut through all of the things I've read and made it clear to me what *Heroes Against Darkness* is aiming for.

The video is a TED talk by a guy called Malcolm Gladwell and it's about spaghetti sauce, of all things. You can watch the video here:

ted.com/talks/malcolm_gladwell_on_spaghetti_sauce.html

The talk is short and sweet, so you should go watch it right now, I'll wait!

In the video, Malcolm tells the story of a food researcher who was asked by PepsiCo to work out how much aspartame they should put into their new Diet Pepsi to make the 'perfect Pepsi'. In trying to answer their question, the researcher tested various levels of sweetness amongst sample groups.

He expected to get back a result that he could plot into a nice bell curve, with a peak in the middle that he could nominate as the literal 'sweet-spot' for Diet Pepsi. Unfortunately, the results that he actually got back from the testing were all over the place, with no curve, no trend and no clear result.

Without a clear result, he simply chose a point in the middle, and told Pepsi that was how sweet their new drink should be. Much later, he had a revelatory insight:

"They (PepsiCo) were asking the wrong question. They were looking for the perfect Pepsi. And they should have been looking for the perfect *Pepsis*."

The point here is that there is no single true way.

There are many true *ways* for different gamers. There are a spectrum of gamers, and for each individual there is possibly a perfect game, but that is not necessarily perfect for the next gamer.

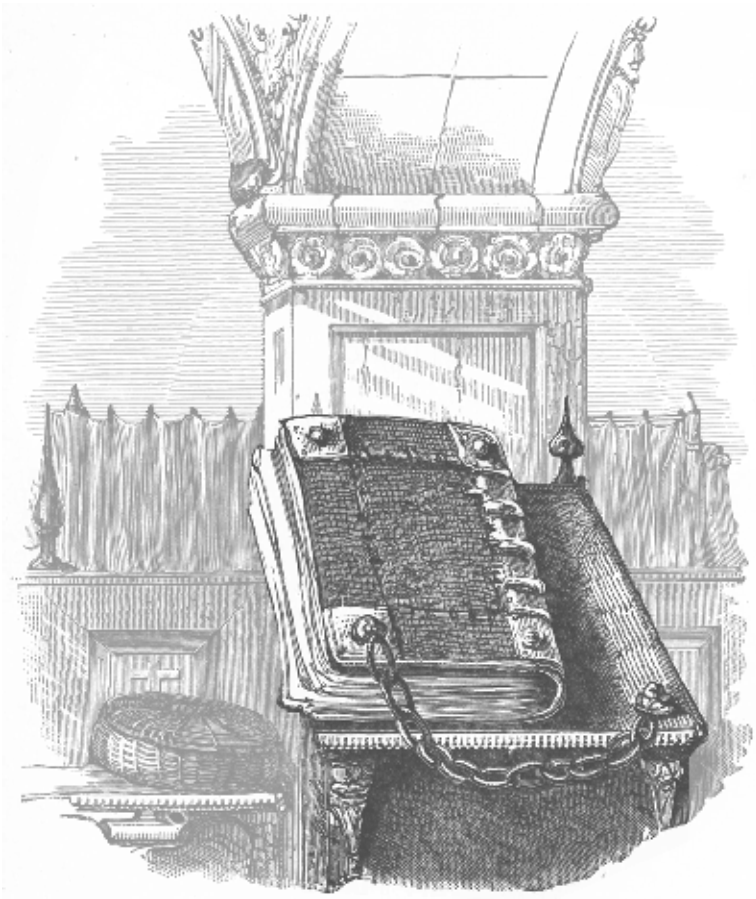
With this in mind, here is a quick sketch of the gamer for whom *Heroes Against Darkness* is designed.

He or she:

- Wants simple character creation
- Wants meaningful options and tactics in combat
- Wants mechanics that are grounded in reality
- Wants simple rules and doesn't need a setting

If this sounds like you and your group, then read on, because this may well be *your* Pepsi.

Justin Halliday



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Player's Guide

Introduction

Imagine an ancient world torn apart by primal powers. A place where magic runs through all living things and erupts from the minds of powerful magi, where humans, elves, dwarves and orcs walk the same earth, where ancient gods fight side-by-side with mortals in an endless battle between order and chaos.

Adventure is everywhere.

This is a world of bustling towns, of long-lost tombs where dead kings wait to rise again, of yawning chasms where evil creatures make their lairs, of dangerous wilderness roads where raiding parties prey on travelers, of crumbling citadels of marble and onyx that sit atop sheer cliffs, of ancient treasures that lie unclaimed in dangerous dungeons.

This is the world of *Heroes Against Darkness*.

This is a world where you can be a brave warrior, a powerful warlock, a cunning rogue, a pious canonate, a manipulative mystic, or a noble hunter.

Here, your choices are limited only by your imagination. You can undertake daring quests, join secret guilds, form lasting alliances, wage war on powerful enemies, fight in legendary battles, carve out a piece of civilization to call your own, root out the forces of chaos from wherever they hide, win gold and glory on the battlefield, or take power for yourself using force and cunning and guile.

You are a brave adventurer, ready to strike out from your home to drive back the darkness that laps at the tattered edges of civilization.

Heroes Against Darkness

Welcome to *Heroes Against Darkness*, a game that's fast to play and has plenty of gameplay depth.

For Players:

- A game that's fast, fun and deep
- Eleven character classes for all play-styles
- Extensive character background and skill options
- Martial and specialist classes get meaningful combat choices through class-specific situational powers
- Anima based magic system, with five main schools, focusing on each of the following; physical, healing, protection, necrotic and controlling

For GMs:

- A system that's easy for the GM to set up and run
- Intuitive and clear rules
- Set up combat encounters in minutes
- A simple ability test system for non-combat challenges
- Support for long-term campaign play
- Extensive GM's Guide to help run the game
- Huge bestiary with over 80 monsters
- A framework for quickly making custom monsters
- A comprehensive world-building guide
- Appendix of key tables for GMs

General Rules

One Rule To Rule Them All

The core mechanic of *Heroes Against Darkness* is the roll of a d20, plus modifiers, to beat or equal a target number:

- d20 + Modifiers >= Target

Higher Is Better

For all ability scores, bonuses, modifiers, Attacks and Defenses, higher is better. As characters develop, their scores incrementally increase.

Roll High

Higher is better for all rolls; initiative, combat, ability tests, everything.

20 Good

When rolling a d20 for a combat attack or an ability test, a natural 20 (the dice shows 20) is always a hit/success regardless of the target. When it's an attack roll, it's a critical hit. When it's an ability test, then it's a success.

1 Bad

Conversely, a natural 1 is always a miss/fail. No modifiers, no ifs, no buts, finito.

80/20 Rules

Heroes Against Darkness doesn't aim to provide a comprehensive rules system for every possible situation or player action, so the GM is empowered to extrapolate from these rules for situations and player actions not covered.

Advantages Give Bonuses

If there isn't a specific rule to cover a player action or situation, the GM is should determine whether the player is in an advantageous position:

- Cover or terrain advantage in combat
- Study, training or familiarity for ability tests
- Kinship through race or family, friendship

In these cases the GM can award bonuses to Attacks, Defenses, or ability test rolls based on their situation.

Disadvantages Give Penalties

As with advantages, the GM can also apply penalties based on character's specific situation, action, or characteristics:

- Tactically or physically disadvantageous position
- Poison, fatigue, fear or disorientation
- Lack of training, knowledge or ability
- Racial xenophobia, clan or national rivalry

Round Down

Round down when working out fractions, such as ½ Level bonus or half damage dealt by a weakened character.

If It's Broken, Fix It

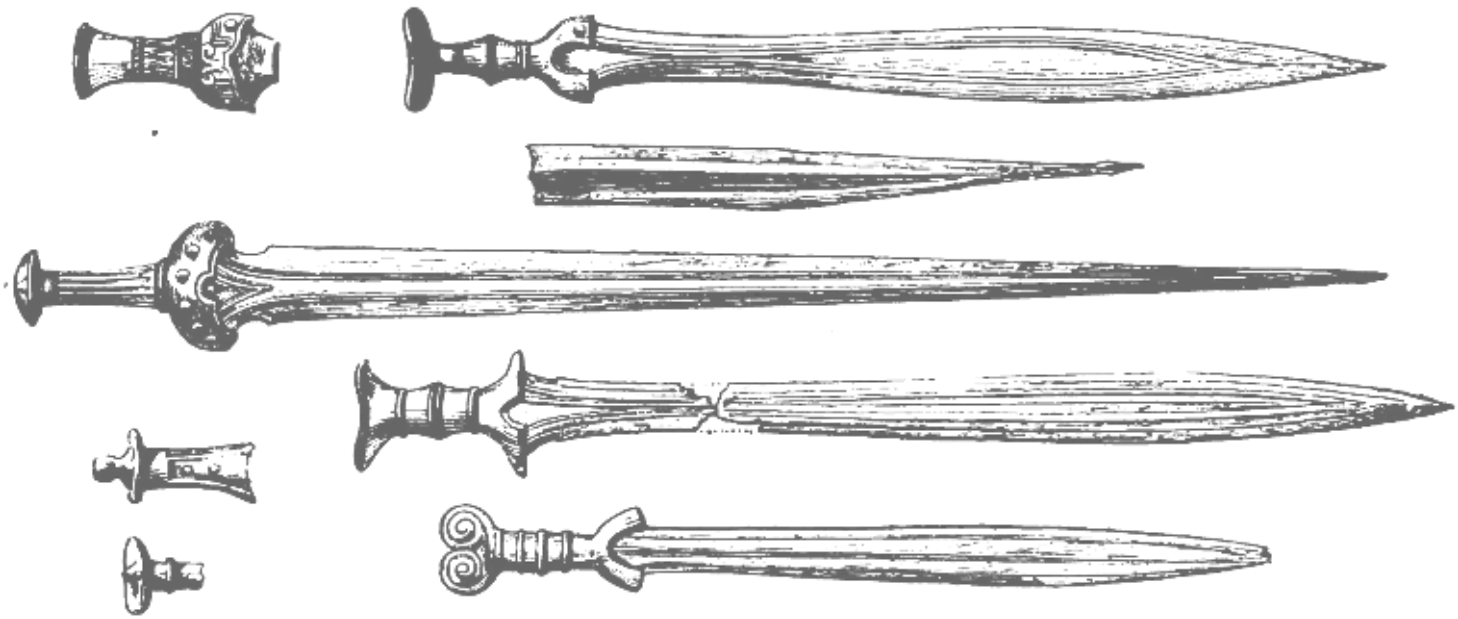
Sometimes things are broken.

If the GM or players find a rule broken (or just plain unfair), then the GM is empowered to adjust, adapt or ignore the rule, as he sees fit.

Feed It Back

Love it, hate it, play it, read it, toss it, fix it, correct it, wipe it? Whatever your experience, I want to know about it.

Let me know at: justinhalliday@gmail.com.



What's It All About

What's an RPG?

Role-playing games (RPGs) are played in the collective imaginations of their players, where they collaborate to create their characters' stories in a harsh and brutal world.

In an RPG you can be a brave warrior, a sneaky rogue, a powerful warlock or a crazed berserker.

How Many People Can Play?

RPGs are best played by groups of two to eight people. The ideal playing group is four players plus a Game Master (GM from now on).

What Does Everyone Do?

One of the participants is the GM. You need a GM. Seriously, the game isn't fun without one.

The rest of the participants are players. Each of the players controls one or more characters, and hopefully they work together as a party of adventurers to overcome whatever obstacles the cunning (but fair) GM throws at them.

What Do I Need?

Rules!

This is them, which means you have them. You could print them out and put them in a binder.

Players need character sheets and it helps if they print out their class powers and/or spells for quick reference.

Stuff!

Pencil, paper, eraser. Maybe also some snacks and drinks?

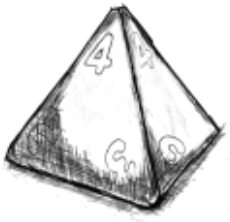
Dice!

Dice are awesome and you'll need a bunch.

They come in all kinds of colors and sizes. Some of them have writing that's clear and easy to read while others make you need glasses, so choose wisely.

This is a four-sided dice (d4):

It's annoying and doesn't roll properly. If you don't have one of these you can roll a d8, a d12, or a d20 and do some math.



This is a six-sided dice (d6):

Many short swords and other simple weapons used d6s for damage. Some powerful weapons use 2d6 for their damage.

This is an eight-sided dice (d8):

Damage from normal weapons and most offensive spells is rolled with one (or more) of these.

This is a ten-sided dice (d10):

A bastard sword (which is a martial weapon) does this much damage when used one-handed.

You can roll two of these together to get a random percentage (but not in this game).

This is a twelve-sided dice (d12):

If your character is awesome, you could use one of these to work out the damage for a bastard sword that's wielded with two hands.

This is a twenty-sided dice (d20):

It's the king of dice! All attack rolls and ability tests use one of these.

Seriously, you should see what happens when this puppy lands on a 20.

What Does 3d6 Mean?

Sometimes you'll be required to roll multiple dice. When this happens, the notation looks like this; 3d6, where the first number is the number of dice and the second number is the type of dice. For example:

- 2d8: Roll two eight-sided dice
- 3d6: Roll three six-sided dice

Alright Smarty, What About 2d?

Scaling combat powers tell you to roll 2d or 3d for damage at higher levels. This is almost the same as 2d6 and the other examples above, except you need to work out for yourself what type of dice you roll, generally your character's weapon damage. For example:

- 2d: Roll double your weapon's normal damage dice (so 1d8 becomes 2d8 and 2d6 becomes 4d6)
- 3d: Roll triple your weapon's normal damage dice (so 1d8 becomes 3d8 and 2d6 becomes 6d6)

Character Creation

Making Your Character

Your first step in playing *Heroes Against Darkness* is to create your character.

Before creating your character, it is important to have an idea of the sort of character you wish to play and how that character fits in with your adventuring party and the world in which they exist.

A little forethought and planning here will save you the embarrassment of showing up at a tavern full of righteous paladins with your orc rogue…

When creating a character, you choose the three main aspects of the character:

- Class
- Race
- Ability scores

Your character's class defines his or her skills and abilities, what sort of armor or weapons they use, whether they prefer to use melee weapons, ranged weapons or magic against their foes, and their unique combat or spell powers.

Your character's race determines which of their ability scores gains a bonus, what languages your character speaks, whether they have any special abilities like low-light vision.

Additionally, your race defines how you fit in with society; are you accepted into normal society (like humans, elves and dwarves), are you an outsider who's shunned and downtrodden (like half-orcs, half-elves, and tartareans) or are you an enemy to normal society (like drow and orcs)?

Your character's ability scores represent their physical aptitudes, their magical ability, their mental acuity, and their ability to engage and bond with other people.

Finally, you can bring your character to life by developing their background, including unique aspects like their rights and wrongs, sins and virtues, major life events, friends and foes, woes, goals, and traits.

Character Creation Steps

Character creation follows these steps:

- Step 1: Choose class
- Step 2: Choose race
- Step 3: Roll or assign ability scores
- Step 4: Work out ability bonuses
- Step 5: Work out health points
- Step 6: Work out anima points
- Step 7: Work out Initiative bonus
- Step 8: Work out Movement Speed
- Step 9: Work out Attacks
- Step 10: Work out Defenses
- Step 11: Buy starting equipment
- Step 12: Develop character background details
- Step 13: Fill in character sheet

Step 1: Class

Rule: All characters have a class.
Rule: Class determines powers and/or spells.
Rule: Class determines weapon and armor proficiency.
Rule: Class determines class health points value.

The character's **class** dictates his or her role, powers and specialties.

Possible classes include:

- Warrior: Skilled melee fighters
- Barbarian: Durable melee fighters
- Berserker: Ferocious melee fighters
- Hunter: Ranged combat specialists
- Rogue: Ranged and sneak attack specialists
- Hospiter: Melee combat and healing magic
- Warlock: Destructive magic
- Healer: Healing magic
- Canonate: Protective magic
- Necromancer: Dark magic
- Mystic: Controlling magic

There are no restrictions on which classes are open to each race, although some races have advantages that make particular classes more appropriate than others.

Full details about the classes; including their weapon and armor proficiencies, their class health points, and an overview of their unique combat and spell powers, are in the Classes section on Page 22 of the Player's Guide.

Step 2: Race

Rule: All characters have a race.
Rule: Races give adjustments to two ability scores.
Rule: Race determines the character's languages.
Rule: Some races have special characteristics.

Possible **races** include:

- Human
- Dwarf
- Elf
- Half-Elf
- Half-Orc
- Tartarean
- Drow
- Orc

Each of the races offers the following defining elements:

- Increases to two ability scores
- Starting languages
- Unique characteristics, such as low-light vision

The racial characteristics, languages and ability score adjustments are in the Races section on Page 18 of the Players' Guide.

Step 3: Ability Scores

Rule: All characters have six ability scores.

Each character has six **ability scores**:

- **Strength** (Str)
- **Dexterity** (Dex)
- **Wisdom** (Wis)
- **Constitution** (Con)
- **Intelligence** (Int)
- **Charisma** (Cha)

Race, class and ability scores can be chosen and adjusted simultaneously.

The ability scores (and their use in the game) are detailed in the Ability Scores section on Page 18 of the Player's Guide.

Generating Ability Scores

Rule: Ability scores are generated using a method agreed with the GM.

Rule: Ability scores can be increased by 1 by reducing other ability scores by a total of 2.

Rule: No ability score can be reduced to less than half of the highest score.

Determine your character's ability scores using one of the following methods:

- Normal: Roll 3d6 for each ability score
- Epic: Roll 4d6 (drop the lowest) for each ability score
- Point array
- Point spread

The first two methods create random ability score sets, which are highly variable, whereas the point array and point spread methods are more predictable.

Make sure you discuss with your DM which method the entire party uses to create their characters, as the methods generate progressively more powerful characters.

Method 1: Normal Player Characters

Roll 3d6 six times, then choose which ability to assign each score.

This gives an unadjusted average cumulative total of 64.

Method 2: Epic Player Characters

Roll 4d6 (drop the lowest dice) six times, and then choose which ability to assign each score.

This gives an unadjusted average cumulative total of 73.

Method 3: Point Array

Assign the following scores to one each of the ability scores: 16, 14, 13, 12, 11, 10.

This method gives an unadjusted cumulative total of 76.

Method 4: Point Spread

Spread a total of 75 points (or another agreed amount) amongst the six ability scores.

No ability score can be less than 8 and no score can be more than twice as high as the lowest.

Ability Score Adjustments

Any ability score can be increased by 1 point by reducing other scores by a total of 2 points. No ability score can be adjusted to less than half of the highest score.

Step 4: Ability Modifiers and Bonuses

Rule: Each ability score has an ability modifier.

Rule: Each ability score has an ability bonus.

Each ability score has an **ability modifier** and an **ability bonus**.

The ability bonus is used in general play because it combines the ability modifier and the character's ½ Level bonus. In some cases the ability modifier is used instead, such as a character's Movement Speed.

Ability Modifiers

Rule: All ability modifiers are determined using the same progression table.

Rule: Ability modifiers can be reduced, increased or clamped to a maximum value based on a character's equipment.

Ability modifiers (abbreviated to 'mod') represent the improvement of each of the character's abilities as they move further above (or below) the normal range.

All ability modifiers are based on this progression:

Ability Score	Modifier
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
Etc.	

Ability Modifier Effects

Ability modifiers are used in their unadjusted form (without the ½ Level bonus) in just a few cases, such as when it does not make sense for the character's ability, knowledge or characteristic to improve with levels or when the character's level is taken into account in a different manner (such as when calculating health points).

Strength modifier:

- Encumbrance

Dexterity modifier:

- Movement Speed

Constitution modifier:

- Additional health points per level

Intelligence modifier:

- Languages

½ Level Bonus

Rule: The ½ Level bonus is calculated by dividing the character's level in half (rounded down).

The ½ Level bonus (abbreviated to '½ Level') reflects the character's overall increase in competence as they go adventuring and gain levels. It is calculated:

- ½ Level bonus: Character level ÷ 2 (round down)

A Level 1 character's ½ Level bonus is 0, and this bonus increases with each even level they gain (Level 2, 4, 6, etc).

Level	½ Level Bonus
1	0
2-3	+1
4-5	+2
6-7	+3
8-9	+4
10-11	+5
Etc.	

Ability Bonuses

Rule: All ability scores have an ability bonus that is the ability modifier + ½ Level bonus.

Each ability score has an ability bonus that is based on:

- Ability bonus: Ability modifier + ½ Level bonus

The ability bonuses (abbreviated to 'bon') are used extensively and must be updated each time a character gains a level or increases or decreases an ability score.

Ability Bonus Effects

Rule: Ability bonuses contribute to Attacks, Defenses, anima points, Initiative bonus.

Rule: Ability bonuses are applied as bonuses or penalties for ability tests.

Ability bonuses are used extensively throughout play.

Strength bonus contributes to:

- Melee bonus for melee attacks and damage
- Strength-based ability tests (e.g. Lifting, Intimidation)

Dexterity bonus contributes to:

- Ranged bonus for ranged attacks and damage
- Armor and Evasion defense
- Initiative bonus
- Dexterity-based ability tests (e.g. Stealth, Lockpicking)

Wisdom bonus contributes to:

- Maximum anima points
- Magic bonus for magic attacks and damage
- Magic defense
- Wisdom-based ability tests (e.g. Magic, Healing)

Constitution bonus contributes to:

- Resilience defense
- Constitution-based ability tests (e.g. Poison, Running)

Intelligence bonus contributes to:

- Intelligence-based ability tests (e.g. Perception, Lore)

Charisma bonus contributes to:

- Charisma-based ability tests (e.g. Negotiate, Perform)

Step 5: Health Points

Rule: Starting health points are calculated by adding Constitution + class health points.

Rule: Each subsequent level the character's maximum health points increases by class health points + constitution modifier.

The character's **health points** (HP) are a combination of their Constitution, class, and level.

Full details about health points and how to work them out for higher levels are found in the Health Points section on Page 34 of the Player's Guide.

Class Health Points

Each class has a **class health points** (CHP) value:

Class	Class Health Points
Barbarian	8 HP
Warrior	7 HP
Berserker	6 HP
Hunter	5 HP
Rogue	5 HP
Hospiter	5 HP
Warlock	4 HP
Healer	4 HP
Canonate	4 HP
Necromancer	4 HP
Mystic	4 HP

Health point gain is fixed for each level, not random.

Starting Health Points

Characters start with the following health points:

- Starting HP: Constitution + class health points

Health points are decreased by physical and magic attacks in (and out of combat) and recovered through healing powers or rest.

Step 6: Anima Points

Rule: Anima points are equal to 5 + Wisdom bonus.

Anima points (AP) are the animating life-force that a spellcasting character (magi) can channel into spells.

Anima is based on the character's Wisdom and level:

- Anima Points: 5 + Wisdom bonus

Each spell has an associated anima cost. Trivial spells have a cost of 1, while powerful spells cost 3, 4 or more anima.

Magi can use more than their total anima, but each additional anima point spent (called blood anima) deals 4 HP damage to the caster. The magi cannot be healed by spells cast in this manner, nor can the magi heal others.

More information about anima points, including details about how anima is used to cast spells, is in the Magic & Anima section on Page 35 of the Player's Guide.

Step 7: Initiative Bonus

Rule: Initiative bonus is Dexterity bonus + misc.

A character's **Initiative bonus** determines how quickly the character can act in combat situations and can be increased through magic or equipment:

- Initiative bonus: Dexterity bonus + misc bonuses

The use of the character's Initiative bonus is detailed in the Combat Encounters section on Page 55 of the Player's Guide.

Step 8: Movement Speed

Rule: Movement Speed is 5 + Dexterity mod + misc.

The character's **Movement Speed** (abbreviated to Move Speed or Move) reflects how fast the character can travel in combat and in extended travel and can be increased (or decreased) through magic or equipment.

- Movement Speed: 5 + Dexterity mod + misc bonuses

All of the different uses for the character's Movement Speed are detailed in the Movement & Transport section on Page 49 of the Player's Guide.

Step 9: Attacks

Rule: Melee bonus is Strength bonus + misc.
Rule: Ranged bonus is Dexterity bonus + misc.
Rule: Magic bonus is Wisdom bonus + misc.

Each character has three attack bonuses; **Melee bonus**, **Ranged bonus**, **Magic bonus**, which are collectively known as **Attacks**:

- Melee bonus: Strength bonus + misc bonuses
- Ranged bonus: Dexterity bonus + misc bonuses
- Magic bonus: Wisdom bonus + misc bonuses

Each of these Attacks can be enhanced with items that the character has worn or wielded.

Full details about a character's attack bonuses and their use can be found in the Attacks section on Page 36 of the Player's Guide.

Step 10: Defenses

Rule: Armor defense is 10 + Dex bon + armor + misc.
Rule: Evasion defense is 10 + Dex bon + misc.
Rule: Magic defense is 10 + Wis bon + misc.
Rule: Resilience defense is 10 + Con bon + misc.

In addition to Attacks, characters also have four **Defenses**; **Armor defense** (AD), **Evasion defense** (ED), **Magic defense** (MD), and **Resilience defense** (RD).

- Armor defense: 10 + Dexterity bon + armor + misc
- Evasion defense: 10 + Dexterity bon + misc
- Magic defense: 10 + Wisdom bon + misc
- Resilience defense: 10 + Constitution bon + misc

Information about the character's Defenses is in the Defenses section on Page 37 of the Player's Guide.

Step 11: Equipment

Talk to your GM to decide how much gold each player has to spend on their character's equipment.

Level 1 characters normally begin with a minimum of equipment and wealth, so depending on the character's class and background, he or she has approximately 5-15 gold pieces (gp) to spend on equipment.

This is enough to purchase starting equipment, such as a simple melee weapon or a simple ranged weapon, light armor and various adventuring items.

Some characters may have 'better' equipment, but it could be of shoddy quality. Shoddy equipment incurs attack and damage penalties for weapons or AD penalties for armor.

If the character is from an exceptional background, the GM may determine that he or she has more gold or may already have more valuable weapons or armor.

The character's proficiency in weapons and armor is determined by their class, and you can find equipment stats and lists in the Weapons & Armor section on Page 39 of the Player's Guide.

Step 12: Character Background

Development of a character's background is discussed in detail in the Character Background section on Page 16.

Step 13: Character Sheet

Character sheets for *Heroes Against Darkness* are available online from the website:

http://heroesagainstdarkness.blogspot.com/

Example Hospiter Creation

Sean needs to roll up a new character because his last one was eaten by a grue[1]. He's decided on a human hospiter, a character class that offers a balance of healing magic and melee fighting.

The GM tells Sean to use the epic character method of generating ability scores, so Sean grabs four six-sided dice (4d6) and starts rolling.

For his character's six ability scores he rolls:

- 4, 5, 4, 6: He drops the 4 and totals 15
- 1, 2, 4, 2: He drops the 1 and totals 8
- 4, 2, 4, 3: He drops the 2 and totals 11
- 5, 3, 1, 4: He drops the 1 and totals 12
- 5, 4, 3, 2: He drops the 2 and totals 12
- 3, 6, 4, 5: He drops the 1 and totals 15

Sean checks the key ability scores for hospiters and sees that this class works best with high scores in Strength, Dexterity, Wisdom and Constitution.

Sean assigns his highest scores, 15, to his character's Wisdom and Strength to maximize the power of his spells, his available anima points and his melee attacks.

He then assigns 12 to both Constitution and Dexterity to ensure his health points and his Armor and Evasion defenses are as high as possible.

Finally, he assigns 11 to Intelligence and 8 to Charisma.

The new character's unadjusted ability scores are:

- Strength: 15 (+2 Strength modifier)
- Dexterity: 12 (+1 Dexterity modifier)
- Wisdom: 15 (+2 Wisdom modifier)
- Constitution: 12 (+1 Constitution modifier)
- Intelligence: 11 (- Intelligence modifier)
- Charisma: 8 (–1 Charisma modifier)

Sean's hospiter's going to be a human, so he gains +1 to Strength and Wisdom. He also wants to further increase his character's Constitution, so he takes 2 points from Intelligence so that he can increase Constitution from 12 to 13:

- Strength: 16 (+3 Strength modifier)
- Dexterity: 12 (+1 Dexterity modifier)
- Wisdom: 16 (+3 Wisdom modifier)
- Constitution: 13 (+1 Constitution modifier)
- Intelligence: 9 (–1 Intelligence modifier)
- Charisma: 8 (–1 Charisma modifier)

Ability scores generated, Sean calculates the derived max health and anima values, Attacks and Defenses:

- Health points: 18 (Constitution + class health points)
- Anima points: 8 (5 + Wisdom bonus)
- Melee bonus: +3 (Strength bonus)
- Ranged bonus: +1 (Dexterity bonus)
- Magic bonus: +3 (Wisdom bonus)
- Initiative bonus: +1 (Dexterity bonus)
- Movement Speed: 6 (6 + Dexterity modifier)
- Armor defense: 15 (10 + Dexterity bonus + armor)
- Evasion defense: 11 (10 + Dexterity bonus)
- Magic defense: 13 (10 + Wisdom bonus)
- Resilience defense: 11 (10 + Constitution bonus)

Sean then speaks to the GM to decide how much gold he has to spend on starting equipment. He spends the gold on weapons, hardened leather armor and a shield (which adds to his character's Armor defense, as shown above), and other nice things.

Sean names his new character Baine D'Loch, and then works up his background, character traits, rights and wrongs, friends and foes, woes, and goals.

[1] It was very dark.

Example Warrior Creation

Doug is a new player to RPGs, so the GM and he discuss his options and decide that his character should be a female warrior.

The GM tells Doug to choose ability scores from a point array; 16, 14, 13, 12, 11, 10.

Doug checks the key ability scores for warriors (Page 23 of the Player's Guide) and sees that they benefit from high scores in Strength, Dexterity and Constitution.

Doug assigns 15 to Strength to maximize his character's chances of hitting with melee attacks and extra damage when his character does make a hit.

He then assigns 14 to Constitution for extra health points and higher Resilience defense, and 13 to Dexterity for extra Evasion and Armor defense and improved chances of hitting with ranged attacks.

Doug wants his character to be a charismatic leader on the battlefield, so he puts the next highest score, 12, on her Charisma.

Lastly, he assigns 11 to Wisdom and 10 to Intelligence.

Doug's warrior's unadjusted ability scores are:

- Strength: 16 (+3 Strength modifier)
- Dexterity: 13 (+1 Dexterity modifier)
- Wisdom: 11 (- Wisdom modifier)
- Constitution: 14 (+2 Constitution modifier)
- Intelligence: 10 (- Intelligence modifier)
- Charisma: 12 (+1 Charisma modifier)

The GM gives Doug a hand with the next bit, telling him to take 2 points from Intelligence to increase her Strength to 17. He also takes 2 points from Wisdom to increase her Dexterity to 14 giving his warrior +2 to her Dexterity modifier, which increases her Ranged bonus and Evasion and Armor defenses.

Finally, Doug's warrior is going to be a human, so she gains +1 to Strength and Wisdom:

- Strength: 18 (+4 Strength modifier)
- Dexterity: 14 (+2 Dexterity modifier)
- Wisdom: 10 (- Wisdom modifier)
- Constitution: 14 (+2 Constitution modifier)
- Intelligence: 8 (–1 Intelligence modifier)
- Charisma: 12 (+1 Charisma modifier)

With his character's ability scores generated, Doug calculates the derived maximum health and anima values, Attacks and Defenses:

- Health points: 21 (Constitution + class health points)
- Anima points: 5 (5 + Wisdom bonus)
- Melee bonus: +4 (Strength bonus)
- Ranged bonus: +2 (Dexterity bonus)
- Magic bonus: - (Wisdom bonus)
- Initiative bonus: +2 (Dexterity bonus)
- Movement Speed: 7 (5 + Dexterity modifier)
- Armor defense: 15 (10 + Dexterity bonus + armor)
- Evasion defense: 12 (10 + Dexterity bonus)
- Magic defense: 10 (10 + Wisdom bonus)
- Resilience defense: 12 (10 + Constitution bonus)

The GM then tells Doug he has 5gp to spend on starting equipment. He spends the gold on weapons, hardened leather armor (which adds to his character's Armor defense and is included above), and other nice things.

Doug names his new character Boëlin Durigain, and then works up her background, character traits, rights and wrongs, friends and foes, woes, and goals.

Example Warlock Creation

Scott usually plays a front-line melee fighter, but for a new adventure he's decided to try something different; a female drow warlock.

For this adventure, the GM has allowed all of the players to use a 74 point spread method to generate ability scores, so Scott has 74 points to spread across the six ability scores.

Scott decides that he needs the most points in his warlock's Wisdom, so he allocates 17 points (57 points left).

For Scott's play style the next most important ability scores are Constitution and Dexterity, for additional health points and Evasion and Armor defenses, so Scott allocates 14 points to each of these (29 points left).

With only 29 points left and three ability scores to allocate, Scott puts 12 points into Intelligence, 9 points into Charisma, and 8 points into Strength.

For extra difficulty, Scott's going to play his warlock as a drow who has been cast out of drow society because she fell in with a bad crowd; humans. As a drow she gains +1 to both Wisdom and Intelligence:

- Strength: 8 (–1 Strength modifier)
- Dexterity: 14 (+2 Dexterity modifier)
- Wisdom: 19 (+4 Wisdom modifier)
- Constitution: 14 (+2 Constitution modifier)
- Intelligence: 13 (+1 Intelligence modifier)
- Charisma: 9 (–1 Charisma modifier)

Ability scores generated, Scott calculates the derived maximum health and anima values, Attacks and Defenses:

- Health points: 18 (Constitution + class health points)
- Anima points: 9 (5 + Wisdom bonus)
- Melee bonus: –1 (Strength bonus)
- Ranged bonus: +2 (Dexterity bonus)
- Magic bonus: +4 (Wisdom bonus)
- Initiative bonus: +2 (Dexterity bonus)
- Movement Speed: 7 (5 + Dexterity modifier)
- Armor defense: 14 (10 + Dexterity bonus + armor)
- Evasion defense: 12 (10 + Dexterity bonus)
- Magic defense: 14 (10 + Wisdom bonus)
- Resilience defense: 12 (10 + Constitution bonus)

Scott has just 5gp to spend on equipment, which he spends on standard leather armor, a short sword (in case she runs out of anima), and some adventuring equipment and food.

Scott names his new character Nym Ry-Laase, and then works up her background, character traits, rights and wrongs, friends and foes, woes, and goals.

Character Sheet

The *Heroes Against Darkness* character sheet has two pages.

Character Sheet

Heroes Against Darkness

Name ____ Player ____

Class ____ Class HP ____ XP ____ Level ____ ½ Level Bonus ____

Race ____ Age ____ Gender ____ Height ____ Weight ____

ABILITY	SCORE	ABIL MOD	ABIL BON (Abil Mod + ½ Level Bonus)
Strength			
Dexterity			
Wisdom			
Constitution			
Intelligence			
Charisma			

HEALTH POINTS Max

Current

ANIMA POINTS Max

Current

MOVEMENT	DEX BON / DEX MOD		MISC		TOTAL
Initiative Bonus		+		=	
Movement Speed	5 +	+		=	

ATTACKS		ABIL BON		MISC		TOTAL
Melee Bonus	(Str)		+		=	
Ranged Bonus	(Dex)		+		=	
Magic Bonus	(Wis)		+		=	

DEFENSES		ABIL BON		MISC		TOTAL
Armor defense	(Dex + Armor) 10+		+		=	
Evasion defense	(Dex) 10+		+		=	
Magic defense	(Wis) 10+		+		=	
Resilience defense	(Con) 10+		+		=	

XP Earned

EQUIPMENT & POSSESSIONS

Weapon		Dam	
Armor		AD	
Off-Hand			
Slung			
Worn			

10
9
8
7
6
5
4
3
2 Burdened
1 Encumbered

Wealth CP ____ SP ____ GP ____

BACKGROUND DETAILS

Skills

Langs

Traits

Short Term Goals

Med Term Goals

Long Term Goals

Character Sheet – Page 2

Character Sheet

Heroes Against Darkness

Name

Player

RIGHTS & WRONGS

WOES

MAJOR LIFE EVENTS

FRIENDS & FOES

PORTRAIT

SINS & VIRTUES

GOALS

Short Term

Medium Term

Long Term

Gaining Levels

Rule: Characters can gain levels when they reach set Experience point milestones.

Rule: Players can increase their character's level when directed by the GM.

Rule: Every second level (Level 2, 4, 6, etc) the character's ½ Level bonus increases.

Rule: Every second level from Level 3 (Level 3, 5, 7, etc) players can increase two different ability scores by 1 point each.

Rule: Maximum health points increase by their class health points + Constitution modifier each level.

Rule: Health points, anima points, Initiative bonus, Movement Speed, Attacks, and Defenses are recalculated each level.

When characters reach the required **experience point** (XP) milestones, they can gain a level.

At the GM's discretion, players can gain levels at specific times during the game:

- During a short rest between encounters
- Only during a long rest
- Only at a safe place away from danger (e.g. town)
- Only by being trained by a mentor or teacher

Experience Point Milestones

The experience point requirements for each level are:

Character Level	Experience Points
2	10
3	40
4	85
5	145
6	220
7	310
8	415
9	535
10	670
11	820
12	985
13	1165
14	1360
15	1570
16	1795
17	2035
18	2290
19	2560
20	2845

Adjustments Each Level

Each time a character gains a level, the following characteristics need to be updated:

- Health points
- Anima points
- Initiative bonus
- Attacks
- Defenses

Every second level from Level 3, players can increase two of their character's ability scores:

- Ability score adjustments

The ability score adjustments should be made first so that their effects can be reflected in the subsequent adjustments.

Ability Score Adjustments

Every second level from Level 3 (Level 3, 5, 7, 9, 11, etc), players can increase two different ability scores by 1 point each.

Strength

Adjustments to a character's Strength add to their Melee bonus and Encumbrance.

Dexterity

Adjustments to a character's Dexterity add to their Ranged bonus, Evasion defense, Armor defense, Initiative bonus and Movement Speed.

Wisdom

Adjustments to a character's Wisdom add to their total anima points, Magic bonus and Magic defense.

Constitution

Adjustments to a character's Constitution add to their total health points and Resilience defense.

Intelligence

Adjustments to a character's Intelligence score can increase the number of languages that the character can learn.

The GM can immediately allow the character to gain a new language of the player's choice, can give the character a specific language based on the campaign, or can require the character to study to learn a new language.

Charisma

Adjustments to a character's Charisma impact that character's interaction with other player characters and game characters.

½ Level Bonus

Every second level (Level 2, 4, 6, 8, 10, etc) the character's ½ Level bonus increases:

- ½ Level bonus: Character level ÷ 2 (round down)

Ability Bonuses

The character's ability bonuses are recalculated each level to take into account either the ability score adjustments (+1 to two different scores) or the addition of the increased ½ Level bonus:

- Strength bonus: Str mod + ½ Level bonus
- Dexterity bonus: Dex mod + ½ Level bonus
- Wisdom bonus: Wis mod + ½ Level bonus
- Constitution bonus: Con mod + ½ Level bonus
- Intelligence bonus: Int mod + ½ Level bonus
- Charisma bonus: Cha mod + ½ Level bonus

Health Point Adjustments

Each level after the first, the character's maximum health points increase by:

- Level HP: Constitution modifier + class health points

If the player has increased the character's Constitution, then the character's health points need to be fully recalculated.

The formula for working out a character's total health points at any level is:

- Health points: Constitution + class health points + ((Constitution modifier + class health points) x (levels -1))

It's important to note here that characters add their Constitution modifier, not their Constitution bonus (because the bonus includes a level based component, while the modifier does not).

That's pretty complicated when you look at it like that, so let's break it down slightly:

- Level 1: Constitution + class health points
- Level 2+: Constitution modifier + class health points

Anima Point Adjustments

The character's maximum anima points increases when their Wisdom bonus changes. This is every time the character gains an evenly numbered level or when an adjustment is made to the character's Wisdom that changes their Wisdom modifier:

- Anima points: 5 + Wisdom bonus

Initiative Bonus Adjustments

Initiative bonus increases if the character's Dexterity modifier has increased or every second level (Level 2, 4, 6, 8, 10, etc) when the character's ½ Level bonus increases:

- Initiative bonus: Dexterity bonus

Movement Speed Adjustments

Movement Speed increases if the character's Dexterity modifier increases (when the character's Dexterity increases from an odd number to an even number):

- Movement Speed: 5 + Dexterity mod + misc bonuses

Attacks Adjustments

Attacks increase if an ability bonus changes, such as every second level (Level 2, 4, 6, 8, 10, etc) or when an ability modifier increases:

- Melee bonus: Strength bonus + misc bonuses
- Ranged bonus: Dexterity bonus + misc bonuses
- Magic bonus: Wisdom bonus + misc bonuses

Defense Adjustments

Defenses increase with changes to one of the relevant ability modifiers (Dexterity, Wisdom and Constitution) or every second level (Level 2, 4, 6, 8, 10, etc), when the character's ½ Level bonus increases:

- AD: 10 + Dexterity bonus + armor + misc bonuses
- ED: 10 + Dexterity bonus + misc bonuses
- MD: 10 + Wisdom bonus + misc bonuses
- RD: 10 + Constitution bonus + misc bonuses

Character Background

When creating a character, it helps to flesh out some key aspects of that character.

Some players, and some gaming groups, prefer to put more emphasis on role-playing their characters and acting them out while other more action-oriented players only need a superficial overview of their character's personality, outlook and relationships.

Age

Characters who are unusually young or old can be challenging to role-play, so talk to your GM before creating such a character.

Background

What is the character's background? Was the character born and raised as a warrior, healer, or hunter, or did he or she start out as something else before becoming an adventurer:

Was he or she a tinker, tailor, blacksmith, soldier, barman, witch, seer, brigand, merchant, sailor, juggler, jester, armorer, carpenter, furrier, farrier, minstrel, mason, bailiff, baker, barber, chaplain, acolyte, graverobber, corpse collector, fletcher, herald, physician, scribe, artist, sheriff, steward, squire, spy, pickpocket, poacher, card player, friar, curate, pardoner, sin eater, pilgrim, apothecary, chapman, drover, grocer, mercer, peddler, bard, actor, falconer, huntsman, shepherd, ostler, trapper, scrivener, beggar, crofter, hermit, peasant, saddler, butcher, carter, executioner or prostitute?

Once a background or occupation is chosen, players should ask a series of questions about their characters to clarify key aspects:

- What social class are they in; highborn or lowborn?
- What organizations are they in?

These basic background questions will inform the rest of the character development steps.

Rights and Wrongs

Next, it helps to set out the character's morality, the things he or she will or won't do:

- Duty: Does the character feel compelled to help people in trouble?
- Revenge: Is the character vengeful, or do they turn the other cheek?
- Punishment: Does the character believe in an eye for an eye or that people can change?
- Trust: Does the character think others are trustworthy or are they wary of others?
- Lying: Does the character ever lie? When is it acceptable?
- Cheating: Does the character ever swindle others or break the law? When or why?
- Stealing: Is it ever okay to steal from others? When is this justified and why?
- Killing: Is the character squeamish or reluctant to kill? In what circumstances would the character take a life? What species or race? What religion? What gender? What about the young or old?
- Authority: Is the character a law-abiding or suspicious of authority figures? Do they ever question orders or law? Do they follow the law on principle, through fear of punishment or because of dogmatic belief?
- Class: How does the character relate to people in higher or lower social classes? Slaves? Servants? Untouchables? Nobles? Savages? Heathens? Criminals? Prostitutes? Merchants? Tradesmen? Can other social classes be trusted?
- Honor: Does the character have a code of honor that he or she follows? What does their code allow, what is forbidden, what is taboo and what *must* they do?
- Races: Are beings of other humanoid races friends, foes, rivals, untrustworthy, infidels?

Sins and Virtues

Although not all characters sit at the extreme ends of all of these dichotomies of vices and virtues, it can help character development to choose several of these for a character to strongly exhibit:

- Is the character prideful or humble?
- Is the character envious or kind?
- Is the character a glutton or restrained?
- Is the character lustful or chaste?
- Is the character wrathful or forgiving?
- Is the character greedy or charitable?
- Is the character lazy or diligent?

Major Life Events

Come up with one or more events that the character has experienced in his or her lifetime. Younger characters will have fewer events, older characters more:

1. Joined a profession
2. Made an ally
3. Gained a mentor
4. Lucky break
5. Made a friend of an enemy
6. Death of mentor or family member
7. Improved social situation
8. Made an enemy
9. Fell in love
10. Won a competition
11. Lost a fortune
12. Ran afoul of the law
13. Earned a debt of gratitude
14. Lost an ally
15. Betrayed a friend
16. Lost a lover
17. Converted enemy to friend
18. Lost a job
19. Social fall
20. Sustained a permanent injury

Friends and Foes

Friends and foes represent the character's social network. These are people with whom the character is closely acquainted.

Friends:

- Family members (siblings, parents, clansmen)
- Contemporaries, friends, colleagues, allies
- Comrades, fellow soldiers or students
- Merchants and traders
- Patron, sponsor or benefactor
- Criminal associates or underworld informants
- Blood brothers

Foes:

- Elder
- Family members (siblings, parents, clansmen)
- Rival/Contemporary
- Official or officer
- Feud-mate
- Infiltrator, turncoat or traitor

Woes

Woes are ongoing problems that continue to plague the character. Try to look into the character's backstory to find an event that can be extended into an ongoing source of conflict for the campaign.

- Owes Hadda the Fat 50gp, and he wants it pronto
- Cursed lineage
- Estranged from family
- Engaged in a blood-feud with rival family

Goals

Here are examples of short, medium, and long term goals.

Short term goals:

- Survive until lunchtime
- Earn some gold
- Find or purchase better equipment
- Join a guild, order or sect
- Improve your skills
- Explore a dungeon, ancient tomb or rat infested cellar

Medium term goals:

- Travel to another land
- See a dragon
- Become an expert in a field
- Test yourself against a powerful foe
- Avenge a deep hurt

Long term goals:

- Defeat the evil tyrant
- Become the king of a land
- Earn unimaginable riches
- Lead an army
- Conquer time *and* space

Traits

Traits are a great way of quickly sketching a memorable character.

Example traits include:

- Talkative
- Melancholy
- Chivalrous
- Profligate
- Moody
- Fiery
- Brooding
- Bad-tempered
- Pessimistic
- Drunkard
- Stubborn
- Scornful
- Extravagant
- Reckless
- Boisterous
- Incomprehensible
- Caring
- Nervous
- Ashamed
- Foolhardy
- Gullible
- Obsessive
- Careless
- Pious
- Exaggerator
- Serious
- Deceitful
- Irresponsible
- Perfectionist
- Cantankerous
- Generous
- Sarcastic
- Humorous
- Cheerful
- Glutton
- Responsible
- Liar
- Devout
- Boastful
- Sloppy
- Spendthrift
- Greedy
- Lustful
- Obsequious
- Disdainful
- Decadent
- Untrustworthy
- Prideful
- Inscrutable
- Shy
- Bloodthirsty
- Forgetful
- Brave
- Unlucky

Character Quick Start

If you want to get started quickly then here's a barebones list of character creation steps:

- Choose a background profession
- Decide on a couple of rights and wrongs
- Make a friend and a foe
- Set a couple of short-term goals
- Apply a trait

Ability Scores

Each character has six ability scores:

- Strength (Str)
- Dexterity (Dex)
- Wisdom (Wis)
- Constitution (Con)
- Intelligence (Int)
- Charisma (Cha)

Ability scores represent the character's capabilities in each area; Strength for physical strength, Dexterity for reaction time, speed of movement and precision, Wisdom for magical ability, Constitution for fitness, hardiness and resilience, Intelligence for mental acuity, and Charisma for physical appearance and social interaction.

The most important ability scores are different for each class. For example, the most important ability for magi is Wisdom, as this score is the basis of their ability to use and resist magic. On the other hand, melee fighting classes have more need for high Strength and Constitution to ensure they have decent melee attack and damage bonuses and high health points.

Strength

Strength is the character's ability to lift weights, wield heavy weapons, or to deal physical damage.

Strength affects:

- Melee bonus
- Encumbrance

Dexterity

Dexterity is the character's physical agility, their ability to make accurate movements and to react quickly.

Dexterity affects:

- Ranged bonus
- Armor defense
- Evasion defense
- Initiative bonus
- Movement Speed

The character's Dexterity modifier can be affected by the armor that the character wears. As the armor bonus increases, the character's maximum Dexterity modifier is reduced to account for the impact of the armor's weight on the character's movement.

Wisdom

Wisdom is the character's magical power, their ability to channel and control their anima.

Wisdom affects:

- Amount of anima
- Magic bonus
- Magic defense

Constitution

Constitution is the character's physical fitness, health, and endurance.

Constitution affects:

- Starting health points
- Additional health points per level
- Resilience defense

Intelligence

Intelligence is the character's awareness, their knowledge of languages and problem solving.

Intelligence affects:

- Perception
- Knowledge
- Languages
  (additional languages equal to Intelligence modifier)
- Problem Solving

Charisma

Charisma is the character's physical appearance and personality.

Charisma affects:

- Game character reactions
- Commanding and convincing hirelings and retainers

Races

The races are divided into groups that broadly describe how they interact with other races and and fit in with wider society.

Allies:

- Human
- Dwarf
- Elf

Outcasts:

- Half-Elf
- Half-Orc
- Tartarean

Enemies:

- Drow
- Orc

The races described here have just few characteristics, so most of the differentiation between them comes through role-playing their various strengths, dispositions, affinities and enmities.

Human

The strength and versatility of humans has enabled them to become the dominant race of the realm.

- Ability scores: +1 Strength
  +1 Wisdom OR +2 Charisma
- Languages: Common
- Disposition: Any
- Affinity: Towns, cities and rural settlements

Dwarf

Dwarves are hardy and strong, making them ideal warriors. Other races find them cantankerous and rude, but amongst their own they are boisterous company.

- Ability scores: +1 Strength
  +1 Constitution
- Languages: Common, Dwarven
- Disposition: Generally lawful or neutral
- Special: Low-light vision
- Affinity: Subterranean areas
- Enmity: Goblins, drow

Elf

Of all of the civilized races, elves are the closest to nature. This link helps elves to control and channel their anima.

- Ability scores: +1 Dexterity
  +1 Wisdom OR +2 Charisma
- Languages: Common, Elven
- Disposition: Generally lawful or neutral
- Special: Low-light vision
- Affinity: Forests

Half-Elf

Half-elves are often poorly treated in both human and elven society, sometimes choosing to disguise their parentage.

- Ability scores: +1 Wisdom
  +1 Dexterity OR +2 Intelligence
- Languages: Common, Elven
- Disposition: Generally lawful or neutral
- Special: Low-light vision

Half-Orc

Half-orcs are forced to live at the fringes of society, shunned by both humans and orcs. Their brutal lives reflect their often brutal inception.

- Ability scores: +1 Strength
  +1 Dexterity OR +1 Constitution
- Languages: Common, Giant
- Disposition: Generally chaotic or neutral
- Special: Low-light vision

Tartarean

Tartareans are the descendents of demons who escaped from Tartarus back to the material world. Untold horrors await them on their eventual return to the underworld.

- Ability scores: +1 Dexterity
  +1 Constitution OR +2 Intelligence
- Languages: Common, Abyssal
- Disposition: Generally neutral

Drow

Drow are the distant cousins of elves, turned wild, cruel, and hardy through generations of harsh society.

- Ability scores: +1 Wisdom
  +1 Dexterity OR +2 Intelligence
- Languages: Common, Elven
- Disposition: Generally chaotic
- Special: Low-light vision
- Affinity: Subterranean areas
- Enmity: Pretty much everyone

Orc

Orcs live in raiding tribes throughout plains, mountains, caverns, and forests.

- Ability scores: +1 Strength
  +1 Constitution
- Languages: Giant
- Disposition: Generally chaotic
- Special: Low-light vision
- Affinity: Plains
- Enmity: Pretty much everyone

Classes

Each character class has its own strengths, weaknesses, and specialties. The core classes are grouped into martial fighters, specialist fighters, hybrid and magi.

Martial

Martial classes specialize in melee combat:

- Warrior: Skilled melee fighters
- Barbarian: Durable melee fighters
- Berserker: Ferocious melee fighters

Specialists

Specialists rely on dexterity and precision:

- Hunter: Ranged combat specialists
- Rogue: Ranged and sneak attack specialists

Hybrid

Hybid classes are part martial and part magi, reflecting their unique combination of combat and magic:

- Hospiter: Melee combat and healing magic

Magi

Magi channel their anima to aid allies and target enemies:

- Warlock: Destructive physical magic
- Healer: Healing and physiological magic
- Canonate: Protective and divine magic
- Necromancer: Dark necrotic magic
- Mystic: Controlling and perceptive magic

Other Classes

In addition to the classes detailed here, there are other classes that represent unusual and specialized skill-sets.

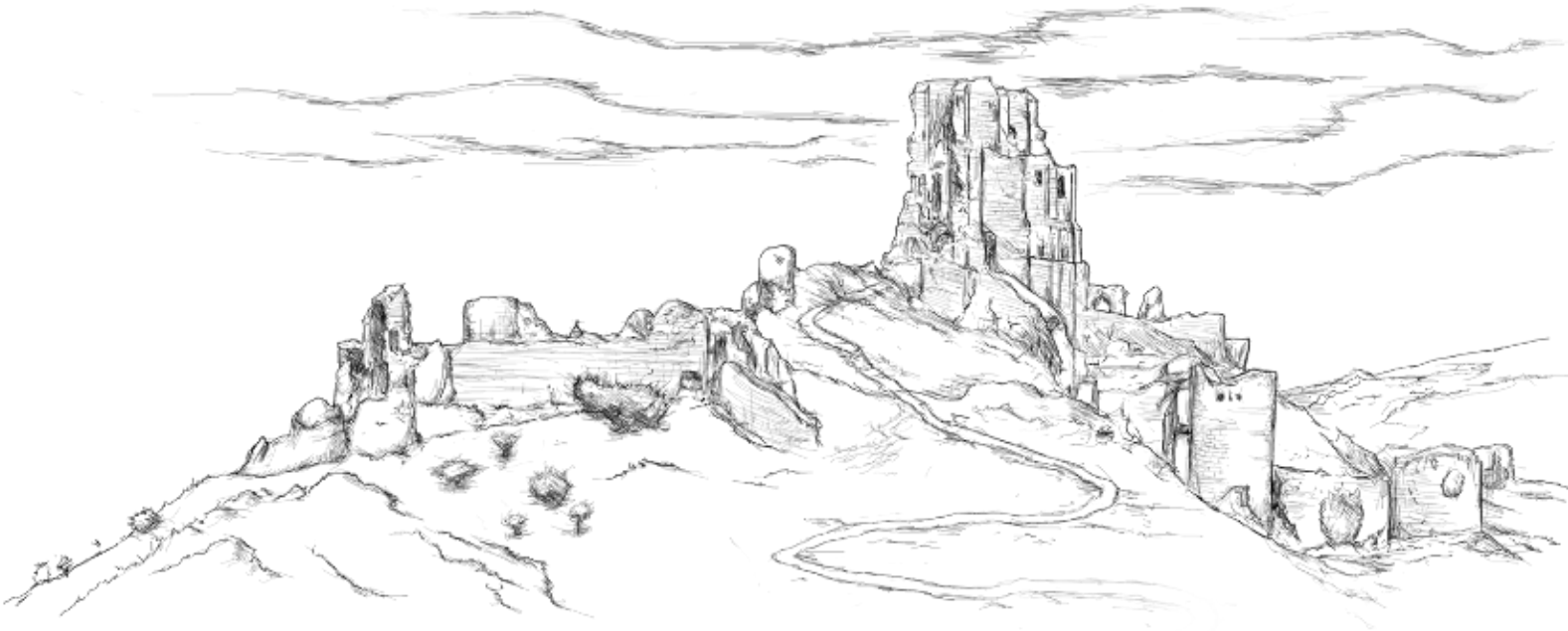
These cross-classes allow a combination of the powers of the other classes, but at a slower rate than the individual classes normally achieve.

Hybrids

- Paladin: Melee combat and divine protective magic
- Warlord: Melee combat and destructive magic
- Death Knight: Melee combat and necrotic magic
- Swordmaster: Melee combat and controlling magic

Specialists

- Blackguard: Melee and sneak combat
- Warden: Balance of melee and ranged combat



Warrior

Warriors are skilled melee fighters.

Athala held the frightened children behind her and thrust her sword at the snarling warg as it circled them hungrily.

The bristl'd beast paused to nudge at the lifeless form of its pack-mate, then returned its evil gaze to its quarry.

The tell-tale quiver of the warg's haunches was all the warning Athala needed, she shoved the children aside and ducked as the snarling black mass pounced. She slashed with her sword, opening a rent along the beast's soft gut, releasing a writhing mass of intestines and viscera.

The animal crashed to the earth and convulsed there until children's screams stopped.

Warriors are represented in all races and cultures, they're found amongst the fighting men and women of the frozen northern steppes, the blasted deserts, the underground civilizations, the forest dwellers, and the 'civilized' inner lands. Some warriors are professionals who serve in the army, while others are simply folk who take up a weapon to defend their families and friends.

Warriors' combination of physical strength, dexterous movement, strength of body and varied fighting techniques, makes them balanced fighters.

With extensive training, warriors can use all types of melee weapons and wear all kinds of armor. Warriors are the only class that can both wield martial weapons and wear heavy armor. However, they cannot use specialized ranged weapons (like longbows) although they can use short bows, short range thrown weapons and crossbows.

Warriors' training allows them to *Rally* to regroup and gather themselves, and then to continue to fight when others have fallen.

Class Health Points

Class health points for warriors are:

- 7 health points per level

Proficiencies

Warriors can use the following types of melee and ranged weapons and armor:

Melee Weapons	Simple	Normal	Martial
Ranged Weapons	Simple		
Armor	Light	Medium	Heavy

Standard Power Progression

The warrior's progression of standard powers is:

- Increased melee damage gained at Level 4, 8, 12 and 16
- Increased ranged damage gained at Level 6, 12 and 18

Key Ability Scores

The key ability scores for warriors are:

- Strength for melee attacks and damage
- Dexterity for Armor and Evasion defense
- Constitution for health points

Combat Specialties

The combat specialties for warriors are:

- Melee attacks against single opponents

Example Combat Powers

Examples of the warrior's combat powers include:

- *Careful Strike*: Increased hit chance, less damage
- *Defensive Stance*: Forgo other actions to dodge attacks
- *Powerful Blow*: Decreased hit chance, more damage
- *Breaching Slash*: Attack decreases target's Defenses
- *Feinting Swing*: Distracting attack to hinder enemies
- *Evasive Parry*: Defensive attack

Skills

Suggested skills for warriors include:

- Unarmed combat
- Horseriding
- Mounted combat
- Tourney
- Siege warfare
- Combat medicine
- Dueling
- Reading/Writing
- Etiquette
- Hunting

Barbarian

Barbarians are strong, hardy, and brutal warriors.

Cra'tha sprang from his couch; his massive thews propelled his body through the air like a pouncing tiger. He crashed bodily into the palace guards, toppling them like pins.

The guards regained their feet and surrounded the Kithian, each taking their opportunity to slash at the man. Although their attacks found their mark as often as not, the man would not fall.

Before long the guardsmen were strewn at the feet of Cra'tha. He heaved deep breaths as he prepared himself for the attack that was sure to accompany the footsteps and shouts echoing down the great hall.

Barbarians represent the tallest, the strongest and the hardiest members of their race, and they strike fear into the hearts of their enemies on battlefields across all four corners of the known worlds.

Barbarians are the hardiest of classes, which they combine with strength of body and quick reflexes. Their immense stamina makes up for the simple brutality of their attacks.

Barbarians are not as highly trained or skillful as warriors, or as frenzied as berserkers. They are naturally proficient in all types of melee weapons, but their physicality precludes the use of the heaviest armor. Barbarians prefer to engage enemies in melee combat, so they can only use simple ranged weapons.

As the most physical of the fighting classes, barbarians gain the most from their *Rally* power.

Class Health Points

Class health points for barbarians are:

- 8 health points per level

Proficiencies

Barbarians can use the following types of melee and ranged weapons and armor:

Melee Weapons	Simple	Normal	Martial
Ranged Weapons	Simple		
Armor	Light	Medium	

Standard Power Progression

The barbarian's progression of standard powers is:

- Increased melee damage gained at Level 5, 9, 13 and 17
- Increased ranged damage gained at Level 6, 12 and 18

Key Ability Scores

The key ability scores for barbarians are:

- Strength for melee attacks and damage
- Dexterity for Armor and Evasion defense
- Constitution for health points

Combat Specialties

Combat specialties for barbarians are:

- Melee attacks against single opponents

Example Combat Powers

Examples of a barbarian's combat powers include:

- *Reprisal Attack*: Increased hit chance after being hit
- *Fierce Attack*: Increased hit chance when health low
- *Wind-Up*: Increases hit chance of next melee attack
- *Gathering Assault*: Attack increases health points
- *Jolting Crunch*: Hit leaves target dazed
- *Smashing Crunch*: Attack ignores target's armor

Skills

Suggested barbarian skills are:

- Unarmed combat
- Horseriding
- Mounted combat
- Wilderness survival
- Hunting
- Tracking

Berserker

Berserkers are fierce melee fighters.

The blood splashed in Rothgar's face as he landed blow after frenzied blow on the hapless orc. Finally the poor wretch dropped to the ground – dead – leaving Rothgar drenched in blood and thirsty for more.

His face twisted into a wicked smile as he surveyed the rest of the orcish horde.

In any group of combatants there are a select few who represent the most blood-thirsty and reckless of their kind. These ferocious fighters have an uncanny ability to thrive in the midst of the most frenzied fracas, and often to emerge alive, usually standing astride the bodies of their fallen enemies.

Although they lack the physical strength of barbarians, the formidable lethality of a berserker's attacks means they are the second to none in the speed with which they can fell enemies – if they survive long enough.

Berserkers are fierce melee fighters, who can use all types of melee weapons and light and medium armor, but only basic ranged weapons.

Berserker's willful disregard for their own safety means that as they advance levels, berserkers increase their damage dealing earliest, and gain less than the other martial classes when using their *Rally* power.

Class Health Points

Class health points for berserkers are:

- 6 health points per level

Proficiencies

Berserkers can use the following types of melee and ranged weapons and armor:

Melee Weapons	Simple	Normal	Martial
Ranged Weapons	Simple		
Armor	Light	Medium	

Standard Power Progression

The berserker's progression of standard powers is:

- Increased melee damage gained at Level 3, 7, 11 and 15
- Increased ranged damage gained at Level 6, 12 and 18

Key Ability Scores

The key ability scores for berserkers are:

- Strength for melee attacks and damage
- Dexterity for Armor and Evasion defense
- Constitution for health points

Combat Specialties

The combat specialties of berserkers are:

- Melee attacks against one or more enemies

Example Combat Powers

Examples of a berserker's combat powers include:

- *Reaching Attack*: Increased hit chance, lowers defense
- *Thirsting Blade*: Increased hit chance first in combat
- *War Cry*: Fearsome roar increases allies' hit chance
- *Sweeping Swing*: Attacks against two adjacent targets
- *Whirlwind Attack*: Attacks against all adjacent targets
- *Frenzied Assault*: Multiple attacks against single target

Skills

Suggested berserker skills include:

- Unarmed combat
- Multiple enemy combat
- Brawling
- Navigation
- Hunting
- Tracking

Rogue

Rogues are cunning fighters and specialists in the detection and circumvention of traps and other devices.

Delic stepped from the shadows and thrust his knife between the guard's ribs, then lowered him to the ground.

Within moments his companions had spread through the bandit camp. The clash of swords and shouts of alarm soon woke the rest of the bandits and drew them into the fray.

Delic weaved in and out of the combat, using the distraction of his allies' attacks to inflict his own.

Rogues often have years of experience in areas outside the law; filching, swindling, stealing, pick pocketing, scamming, robbing, gambling, burglary, lockpicking and trapping.

While some classes prefer to fight their enemies face to face, rogues have spent their formative years learning how to avoid a fair fight. Rogues take any advantage to overcome their enemies, whether it is a total lack of awareness, the distraction of multiple attackers or just knowing where to strike to deal the most damage.

Rogues can use normal melee and ranged weapons, but prefer only light armor to maximize their movement.

As they advance levels, rogues increase their damage dealing from melee and ranged attacks concurrently, but later than the pure fighting classes.

Class Health Points

Class health points for rogues are:

- 5 health points per level

Proficiencies

Rogues can use the following types of melee and ranged weapons and armor:

Melee Weapons	Simple	Normal	
Ranged Weapons	Simple	Normal	
Armor	Light		

Standard Power Progression

The rogue's progression of standard powers is:

- Increased melee damage gained at Level 5, 9, 13 and 17
- Increased ranged damage gained at Level 5, 9, 13 and 17

Key Ability Scores

The key ability scores for rogues are:

- Dexterity for ranged attacks, damage, and Defenses
- Constitution for health points
- Intelligence for spotting and disarming traps
- Strength for melee attacks and damage

Combat Specialties

The combat specialties for rogues are:

- Melee and ranged combat

Example Combat Powers

Examples of the rogue's combat powers include:

- *Engaged Attack*: Increased hit chance against enemies fighting allies
- *Backstab Attack*: Increased hit chance and deals critical damage against unaware enemies
- *Weakpoint Strike*: Increased hit chance against enemy previously damaged
- *Evade*: Forgo other actions to dodge attacks
- *Pouncing Strike*: Jump into melee range, attack, then retreat back out of melee range

Skills

Suggested rogue skills include:

- Stealth
- Tracking
- Pickpocketing
- Trap detection and disarming
- Appraising
- Cryptography
- Reading/Writing
- Gambling

Hunter

Hunters are ranged combat specialists.

Frost crouched on the tree branch, watching as the line of darkwalkers trampled his forest. His anger grew with each clumsy footfall and each crushed sapling.

But he measured his breath and waited and watched. Finally, his target appeared – the human who had led the blight of darkwalkers into the woods.

Frost's fingers closed around the shaft of the arrow that he had nocked on the bowstring. He slowly drew the shaft back. Each inch loaded the arrow with more and more power, until the wood strained at its limit.

He sighted along the arrow at the human, then breathed in, out, in, out, in, out, release…

Hunters often have had early training as game hunters, forest wardens, trackers or even shepherds. Their calling leads to opportunities for adventure.

While most combatants rely on their strength of body, a hunter's key ability is Dexterity. Hunters operate from the periphery of the combat, using their accuracy to pinpoint their attacks at critical enemy targets.

Armed with a bow or a sling, hunters specialize in dangerous attacks on distant targets. When cornered, they can hold their own with melee weapons.

Hunters can use the most specialized martial ranged weapons, normal melee weapons and medium armor.

Hunters increase their ranged damage first and only later do they acquire more damaging melee attacks.

Class Health Points

Class health points for hunters are:

- 5 health points per level

Proficiencies

Hunters can use the following types of melee and ranged weapons and armor:

Melee Weapons	Simple	Normal	
Ranged Weapons	Simple	Normal	Martial
Armor	Light	Medium	

Standard Power Progression

The hunter's progression of standard powers is:

- Increased melee damage gained at Level 6, 12 and 18
- Increased ranged damage at Level 3, 7, 11 and 15

Key Ability Scores

The key ability scores for hunters are:

- Dexterity for ranged attacks, damage, and Defenses
- Constitution for health points
- Strength for melee attacks and damage

Combat Specialties

The combat specialties for hunters are:

- Ranged combat

Example Combat Powers

Examples of a hunter's combat powers include:

- *Pinpoint Shot*: Increased hit chance, less damage
- *Arrow-Split Shot*: Increased hit chance against target hit last turn.
- *Steady*: Increase hit chance of next ranged attack
- *Bull's-Eye Shot*: Decreased hit chance, more damage
- *Winging Shot*: Distract target, reducing its hit chance
- *Yew Strike*: Melee attack with wielded ranged weapon

Skills

Suggested hunter skills include:

- Tracking
- Stealth
- Hunting
- Trapping
- Horseriding
- Mounted combat
- Wilderness survival
- Animal handling/lore/training

Hospiter

Hospiters have studied both healing and the martial arts.

As the battle raged around him, Marko crouched over the fallen warrior and pressed down on the gaping wound across his ally's chest. Blood spread through his splayed fingers.

Without time to properly treat the wound and knowing that he did not have the strength to recover the warrior to his feet, Marco quickly poured the last of his anima into the warrior, as his order's magi had trained him.

Marko's magic fused the wound, staunching the flow of blood and halting the warrior's journey towards death.

The action had taken just a few moments and soon enough the Marko regained his feet and surged forward to take the fallen warrior's place at the front rank of the battle.

Many armies have a small number of front-line combatants who have training in healing magic. These unique individuals are hospiters, and they work hard to extend the life expectancy of their allies while holding their own in the fight.

Hospiters' training in martial and magic makes them valuable in the midst of party. Hospiters fight effectively and can heal and boost their comrades.

Hospiters can use simple and normal melee weapons, but only simple ranged weapons. They are trained to wear light and medium armor.

Hospiters increase their melee damage dealing later than the fighting classes, but earlier than the magi classes.

Class Health Points

Class health points for hospiters are:

- 5 health points per level

Proficiencies

Hospiters can use the following types of melee and ranged weapons and armor:

Melee Weapons	Simple	Normal	
Ranged Weapons	Simple		
Armor	Light	Medium	

Standard Power Progression

The hospiter's progression of standard powers is:

- Increased melee damage gained at Level 5, 9, 13 and 17
- Increased ranged damage gained at Level 6, 12 and 18

Key Ability Scores

The key ability scores for hospiters are:

- Strength for melee attacks and damage
- Wisdom for anima and Magic defense
- Constitution for health points
- Dexterity for Armor and Evasion defenses

Combat Specialties

The combat and magic specialties for hospiters are:

- Melee combat
- Healing and bolstering allies

Example Combat Powers

Examples of a hospiter's spell powers include:

- *Careful Strike*: Increased hit chance, less damage
- *Healing Touch*: Heal adjacent ally
- *Healing Flash*: Quickly heal adjacent ally
- *Staunch*: Stabilize dying target
- *Healing Word*: Heal distant ally
- *Powerful Blow*: Decreased hit chance, more damage
- *Life Link*: Share damage that ally takes
- *Restore Life*: Return dead character to life

Skills

Suggested hospiter skills include:

- Horseriding
- Arcana
- History and lore
- Combat medicine
- Healing

Warlock

Warlocks are masters and slaves of devastating magic.

Verena closed her eyes and concentrated hard. Somewhere in the blackness the streams of her anima ran, she just had to find a way to reach out with her mind to control and channel them, to make them manifest outside of her body and to shape them to her will.

She sensed a flicker in the darkness and reached out for it. At first it felt hot, then cold, then with a great surge her anima rose up and overwhelmed her.

She awoke to the smell of smoke and the acrid tang of spent magic. Her tiny room was scorched and smoldering from the blast of her uncontrolled anima.

She sighed, despairing that no warlock would take her as an apprentice with such a lack of control.

Some people are born with the ability to channel their anima, while others can only develop this skill through years of study and dangerous practice.

For each magus their anima manifests differently. In the case of warlocks, they have developed the ability to manifest their anima into physical matter such as fire, electricity, ice, and even pure force.

The warlock's explosive forces are often undirected and make no distinction between friend and foe, which can make them dangerous allies.

Warlocks concentrate on training their magical combat specialties, so they can only use simple melee and ranged weapons and wear light armor.

As they advance levels, warlocks increase their damage dealing later than martial or specialist fighting classes.

Class Health Points

Class health points for warlocks are:

- 4 health points per level

Proficiencies

Warlocks can use the following types of melee and ranged weapons and armor:

Melee Weapons	Simple		
Ranged Weapons	Simple		
Armor	Light		

Standard Power Progression

The warlock's progression of standard powers is:

- Increased melee damage gained at Level 6, 12, and 18
- Increased ranged damage gained at Level 6, 12 and 18

Key Ability Scores

The key ability scores for warlocks are:

- Wisdom for anima and Magic defense
- Constitution for health points
- Dexterity for Armor and Evasion defenses

Magic Specialties

The magic specialties for warlocks are:

- Direct physical damage
- Physical manifestations and forces

Example Spell Powers

Examples of a warlock's spell powers include:

- *Burning Touch*: Caster's touch burns target
- *Burning Ray*: Caster shoots burning ray at target
- *Flame Wave*: Burst of flames damages everyone nearby
- *Lightning Chain*: Arcing chain of electricity
- *Earthquake*: Powerful earthquake damages all in vicinity
- *Fire Spirit*: Warlock animates fire spirit to fight

Skills

Suggested warlock skills include:

- Arcana
- Elementalism
- Firefighting
- Personal first aid
- History and lore

Healer

Healers are specialists in arcane healing and bolstering.

Rohana's time at the temple was as distant as a past life.

The galley hit a wave and a torrent of water splashed over the decks, drenching the escaped slaves and guards, who were in the midst of a desperate battle for control of the ship.

The metal collar cut into Rohana's neck as she pulled against the chain that secured her to the helm. She stretched to try to reach the keychain attached to the slavemaster's belt, but he ducked and weaved as he struck down the weakened slaves.

"Heal me, wench," the slavemaster shouted to Rohana as another group of slaves advanced. She acted quickly, using her anima to harden the skin of a burly slave, and shouting an empowering word to strengthen their attacks against the slavemaster.

"No one calls me 'wench'," she thought.

In the midst of party, healers channel their own anima to heal and bolster their allies, ensuring their fellow adventurers stay upright through the most enduring combat.

Healers concentrate on training their magical combat specialties, so they can only use simple melee and ranged weapons and wear light armor.

As they advance levels, healers increase their damage dealing later than martial or specialist fighting classes.

Class Health Points

Class health points for healers are:

- 4 health points per level

Proficiencies

Healers can use the following types of melee and ranged weapons and armor:

Melee Weapons	Simple		
Ranged Weapons	Simple		
Armor	Light		

Standard Power Progression

The healer's progression of standard powers is:

- Increased melee damage gained at Level 6, 12, and 18
- Increased ranged damage gained at Level 6, 12 and 18

Key Ability Scores

The key ability scores for healers are:

- Wisdom for anima and Magic defense
- Constitution for health points
- Dexterity for Armor and Evasion defenses

Magic Specialties

The magic specialties for healers are:

- Healing
- Strengthening

Example Spell Powers

Examples of a healer's spell powers include:

- *Augment*: Improve a physical ability of the target
- *Harden*: Reduce damage target takes
- *Healing Word*: Heal distant target
- *Staunch*: Stabilize dying target
- *Bleed*: Target takes extra damage from hits
- *Slow Decay*: Slow decay on corpse
- *Life Link*: Caster shares damage taken by target
- *Feign Death*: Target appears dead
- *Healing Blast*: Heal all nearby allies

Skills

Suggested healer skills include:

- Arcana
- Healing
- Physiology
- Herbalism
- History and lore

Canonate

Canonates specialize in protection and smiting undead.

Brand held his ground in the middle of his chapel's nave, the pews lay scattered around him like chaff.

The explosion had blown the front off the building, allowing a shambling horde of desiccated skeletons and lurching corpses to enter. Their robed master followed behind them, driving and directing them like a puppeteer.

Brand felt his god's fury rise as the abominations advanced towards the altar.

He also felt clearly his god's fury that he did not act against them.

And yet, Brand did not act.

His god's fury rose and rose as he watched them advance deeper and deeper into the sacred place, until their outstretched arms were just inches from his skin.

Then in a single movement Brand slammed his staff down and sent a wave of righteous energy exploding through the filthy corpses and reducing them all to cinders and ash.

Canonates channel their anima to enact and enforce their god's will and to protect their allies.

Canonate's divinity allows them to bless allies and protect them from enemy attacks and to damage and destroy enemies, with increased effectiveness against undead.

As with other magi, canonates' training concentrates on their magical specialties, so they can only use simple melee and ranged weapons and wear light armor.

As they advance levels, canonates increase their damage dealing later than martial or specialist fighting classes.

Class Health Points

Class health points for canonates are:

- 4 health points per level

Proficiencies

Canonates can use the following types of melee and ranged weapons and armor:

Melee Weapons	Simple		
Ranged Weapons	Simple		
Armor	Light		

Standard Power Progression

The canonate's progression of standard powers is:

- Increased melee damage gained at Level 6, 12, and 18
- Increased ranged damage gained at Level 6, 12 and 18

Key Ability Scores

The key ability scores for canonates are:

- Wisdom for anima and Magic defense
- Constitution for health points
- Dexterity for Armor and Evasion defenses

Magic Specialties

The magic specialties for canonates are:

- Protection and enhancement of allies
- Damage and destruction of enemies

Example Spell Powers

Examples of the canonate's spell powers include:

- *Bless*: Increase target's Attacks
- *Shelter*: Increase target's Defenses
- *Divine Strike*: Damage adjacent enemy
- *Aura of Enhancement*: Increase Attacks of all adjacent allies
- *Divine Rebuke*: Damage distant enemy
- *Aura of Glory*: Weaken adjacent enemies
- *Aura of Fortification*: Increase Attacks and Defenses of all adjacent allies
- *Champion*: Increase target's Attacks and Defenses
- *Weaken Undead*: Reduce undead target's attacks
- *Plague*: Inflict a contagious plague on target

Skills

Suggested canonate skills include:

- Arcana
- Religion
- Divinity
- Occult
- History and lore

Necromancer

Necromancers are masters of dark necrotic magic.

Morag threw the shovel out of the pit and carefully removed the rest of the dirt by hand, clearing the coffin's flimsy pine lid and then prizing it off.

The coffin contained the dead body of her husband. The gash across his neck was still there. His body ruined and his life stolen in a silly duel.

She lowered herself onto the body and took his head in her hands. She finally let loose the feelings that had been building since his death, and her anima coursed through her arms into his corpse, which thrashed and spasmed and then, with a start, gasped back to life.

His eyes searched left and right, then settled on Morag. He tried to speak, but could only gurgle.

"Shhhhh," she pressed her finger to his lips then kissed him.

"Goodbye, my love," she whispered and then released him to undertake his final journey.

Necromancers use their anima to call on the spirits of the underworld, draining their enemies' lifeforce, and animating and controlling undead. Their powers even allow necromancers to gain health by damaging or killing enemies. Conversely, necromancer's healing powers are temporarily effective, but have undesirable side-effects.

Necromancers concentrate on training their magical combat specialties, so they can only use simple melee and ranged weapons and wear light armor.

As they advance levels, necromancers increase their damage dealing later than martial or specialist fighting classes.

Class Health Points

Class health points for necromancers are:

- 4 health points per level

Proficiencies

Necromancers can use the following types of melee and ranged weapons and armor:

Melee Weapons	Simple		
Ranged Weapons	Simple		
Armor	Light		

Standard Power Progression

The necromancer's progression of standard powers is:

- Increased melee damage gained at Level 6, 12, and 18
- Increased ranged damage gained at Level 6, 12 and 18

Key Ability Scores

The key ability scores for necromancers are:

- Wisdom for anima and Magic defense
- Constitution for health points
- Dexterity for Armor and Evasion defenses

Magic Specialties

The magic specialties for necromancers are:

- Draining health
- Animating and controlling undead

Example Spell Powers

Examples of a necromancer's spell powers include:

- *Detect Undead*: Locates nearby undead
- *Draining Touch*: Deal damage to adjacent enemy
- *Draining Gaze*: Deal damage to distant enemy
- *Spook*: Target must make morale check or flee
- *Necrotic Touch*: Kills target with few health points, caster gains health
- *Aspect of Fear*: Targets must make morale checks or cannot attack
- *Scarify*: Target gains health points, but maximum health temporarily reduced
- *Devouring Gaze*: Damages distant target, and caster gains half of damage as health points
- *Compel Undead*: Direct undead target's action
- *Animate Bones*: Create an undead skeleton from bones
- *Lifebane*: Target cannot gain health points

Skills

Suggested necromancer skills include:

- Arcana
- Religion
- Occult
- Pre- and post-mortem physiology
- Taxidermy
- History and lore

Mystic

Mystics are specialists of control and influence.

Aurelius ducked through the fracas. The clash of swords reverberated across the battlefield, but none rang louder than those of Aurelius' master, Lord Bendan.

Bendan surged ahead of his front line, crashing through the red-shirted enemy soldiers. The crimson soldiers momentarily retreated from the lord, but then realized their advantage and closed like hungry desert-dogs.

Aurelius watched as they surrounded his master, then he acted, first miring the soldiers to slow them down and then enacting a boon to sharpen his master's reflexes.

In the chaos, Aurelius lost sight of one of the enemies until the man's sword was sweeping through the air on a path certain to strike a killing blow under Bendan's helm.

Aurelius reacted instinctively to enforce his will, deflecting the sword just enough to save his lord's life.

Mystics are masters of controlling magic, using it to direct and influence people's actions, to sharpen ally's reflexes and skills or to dull those of enemies, and even to negate or redirect the magic of others.

Of all of the magi, mystic's talents are also the most useful outside of combat. They can help to befriend antagonistic characters, obscure and silence nefarious deeds and distract watchful enemies.

As with other magi, mystics' training concentrates on their magical specialties, so they can only use simple melee and ranged weapons and wear light armor.

As they advance levels, mystics increase their damage dealing later than the pure martial or specialist fighting classes.

Class Health Points

Class health points for mystics are:

- 4 health points per level

Proficiencies

Mystics can use the following types of melee and ranged weapons and armor:

Melee Weapons	Simple		
Ranged Weapons	Simple		
Armor	Light		

Standard Power Progression

The mystic's progression of standard powers is:

- Increased melee damage gained at Level 6, 12, and 18
- Increased ranged damage gained at Level 6, 12 and 18

Key Ability Scores

The key ability scores for mystics are:

- Wisdom for anima and Magic defense
- Constitution for health points
- Dexterity for Armor and Evasion defenses

Magic Specialties

Mystic's magic specialties are:

- Controlling and influencing others
- Adjusting and altering magic

Example Spell Powers

Examples of a mystic's spell powers include:

- *Boon*: Increase target's Attacks
- *Bane*: Decrease target's Attacks
- *Force of Will*: Adjust an attack or ability test roll
- *Mire*: Slow target's movement
- *Re-Direct*: Adjust target of magic power
- *Leach*: Target's spells cost more anima to cast
- *Reflect*: Turn magic back on caster
- *Feedback*: Target takes damage for each anima spent
- *Mirror*: Copy target's appearance
- *Befriend*: Improve Charisma checks against target
- *Control*: Caster controls target's actions

Skills

Suggested mystic skills include:

- Arcana
- Manipulation
- Negotiation
- Gambling
- History and lore

Health Points

The character's health points represent the soundness of their physical body plus the level of mental and physical fatigue.

This combination of physical condition, mental fatigue and endurance is why characters are able to fight until their last health point and can then quickly regain some of their health points by resting between encounters.

Every character's maximum health points is based on that character's class, constitution and level:

- Health points: Constitution + class health points + ((Constitution modifier + class health points) x (levels -1))

That's pretty complicated when you look at it like that, so let's break it down slightly:

- Level 1: Constitution + class health points
- Level 2+: Constitution modifier + class health points

Starting Health Points

Each character's starting health points is calculated:

- Starting HP: Constitution + class health points

Example:

Rothgar the berserker has 15 Constitution and class health points of 6, giving him 21 HP at Level 1.

Health Increase Each Level

Each level the character's starting health is recalculated (due to the possibility that players can increase their Constitution score) and then additional health points are calculated for each level after the first:

- Level HP: Constitution modifier + class health points

Example:

Rothgar the berserker has just moved from Level 1 to Level 2. With a Constitution of 15, Rothgar's Constitution modifier is +2. Thus when moving to Level 2, Rothgar's maximum health points increase by 8 (+ 2 Con mod + 6 class health points) from 21 HP to 29 HP.

Example:

When Rothgar advances to Level 3, his player decides to increase his Constitution from 15 to 16, increasing his Constitution modifier from +2 to +3.

To recalculate Rothgar's maximum health points:

Starting:	16 + 6 (Constitution + CHP)
Level 2:	+ 3 + 6 (Con mod + CHP)
Level 3:	+ 3 + 6 (Con mod + CHP)
Total:	40 HP

Recovering Lost Health

Details about how characters can recover lost health points are in the Health & Anima Recovery section on Page 62 of the Player's Guide.

Magic & Anima

Characters of spellcasting classes (known as magi) can control their animating life-force, called anima, and channel it into their spell powers.

These spell powers cost anima points (AP) to use, limiting the number and magnitude of the spells that each character can use, but giving them the freedom to choose how and when to use their abilities to greatest effect.

Anima

Rule: Maximum anima points is 5 + Wisdom bonus.

Rule: Magi spend anima points to cast spells.

Rule: All spells have an anima points cost.

Rule: Variable anima cost spells must have at least 1 anima spent on the variable X component.

Rule: Magi cannot spend more than Level + 1 anima points in a single turn.

Rule: Magi can end the ongoing effects of their own spells as a move action.

The amount of anima points that a character has is based on the character's Wisdom score and level:

- Anima points: 5 + Wisdom bonus

Example:

Charlange is a Level 1 warlock with 18 Wisdom and starting anima points of 9 (5 + Wisdom bonus of 4).

At Level 12, Charlange's Wisdom has increased to 22 and his is maximum AP is now 17 (5 + Wisdom bonus of 12).

Each spell has an anima point cost. Trivial spells have a cost of 1, while higher level spells cost more anima points.

Some spells have variable anima costs, represented as X. When using these spells, the caster can put in as much anima as they like, but they have to spend at least 1 for X.

However, characters cannot spend more than Level + 1 anima points in a single turn (this does not apply to spells with casting times of longer than a single round).

Example:

At Level 4, Charlange can cast *Burning Ray* (1 anima + X) for up to 5 anima (level + 1), giving a maximum X value of 4 and a minimum X value of 1.

Anima Progression

This table illustrates the anima progression at higher levels for characters with different Wisdom scores:

	Wisdom				
Level	**16-17**	**18-19**	**20-21**	**22-23**	**23-24**
1	8	9	10	11	12
2-3	9	10	11	12	13
4-5	10	11	12	13	14
6-7	11	12	13	14	15
8-9	12	13	14	15	16
10-11	13	14	15	16	17
Etc.					

Overspending Anima

Rule: Magi can overspend anima at the cost of 4 health points per anima point.

Rule: Magi cannot overspend anima on healing spells.

Magi can choose to use more than their total anima in a single encounter, but each additional anima point spent beyond their limit (called blood anima) deals 4 HP damage to the caster.

Magi cannot overspend anima on healing spells. Each attempt has created a corrupted bond between the physical and magical aspects of the magi's body, which is always lethal.

Manifestations of Magic

Magic has many manifestations, including these.

Spells

Most often, magi spend their anima casting spells from their class's unique spell list or from the common spell list.

Scrolls

Scrolls are created when magi channel their anima into a piece of specially prepared paper.

Scrolls can only be cast by magi.

Potions

Potions are created when magi coalesce their spell effects into a physical elixir. A small bottle (or other receptacle) is required to store the liquid. Only spells with a range of Touch or Self can be made into potions.

Potions can be consumed by any character class.

Wands

Wands are created by magi channeling multiple changes of a spell into a physical implement.

Wands can be used by any character class.

Enchantments

Enhancements are permanent spell effects that have been embedded into physical items, such as weapons, armor, or clothing.

Enchanted items can be used by any character class.

Rifts

Rifts are areas of magical interconnectedness, which can be used to travel across vast distances.

Fluxes

Fluxes are areas of magical instability, which can transform, reflect or transmute spells cast within them.

Ley Lines

Ley lines are areas of natural magical propensity, which can amplify magic in the area.

Recovering Spent Anima

The Health & Anima Recovery section on Page 62 of the Player's Guide details how characters recover spent anima.

Attacks

Rule: Add the relevant attack bonus to attack rolls.

Rule: Add the relevant attack bonus to damage rolls.

Rule: Only the largest magic bonus and the largest magic penalty apply to each of a character's Attacks.

Each character has a set of three attack bonuses, know as **Attacks,** that reflect their skill at attacking with different types of weapons:

- Melee weapons
- Ranged weapons
- Magic attacks

The attack bonuses are:

- Melee bonus: Strength bonus + misc bonuses
- Ranged bonus: Dexterity bonus + misc bonuses
- Magic bonus: Wisdom bonus + misc bonuses

The abbreviations for these are:

- Melee bonus: Melee
- Ranged bonus: Ranged
- Magic bonus: Magic

Attack Rolls

To make an attack, the relevant attack bonus is added to d20 roll and all other modifiers are applied (such as from the attack power or magic bonuses). The result must equal or better the target's relevant defense to hit. Each power specifies the defense against which the attack is made. Different attacks target specific Defenses:

- Melee attacks are against Armor defense
- Ranged attacks are against Armor defense
- Most explosive attacks are against Evasion defense
- Direct magic attacks are against Magic defense
- Poison attacks are against Resilience defense

Damage

Depending on the power or spell, the resulting damage is usually the weapon or spell damage, plus the attack bonus, the power's other modifiers, and any other bonuses or modifiers:

- Melee damage: Weapon dam. + Melee bon + misc
- Ranged damage: Weapon dam. + Ranged bon + misc
- Magic damage: Spell dam. + Magic bon + misc

Attack Adjustments

There are many ways that Attacks are increased or decreased when they are used.

First, each of these Attacks can be enhanced (or reduced) with items that the character has worn or wielded.

- A legendary sword that enhances a character's melee fighting by giving +2 to that character's Melee bonus
- A cursed bow that reduces a character's ranged attacks by giving –2 to that character's Ranged bonus
- A circlet that makes the character's magic more powerful by giving +1 to the character's Magic bonus

Second, the specific power that is being used can increase or decrease the attack roll or the resulting damage.

Finally, magic effects can increase or decrease one or more of a character's Attacks (either directly or through the underlying ability score). In these cases only the largest bonus and the largest penalty are used for each attack bonus or corresponding ability bonus.

Example:

Rothgar the berserker is *Baned* by an enemy mystic, giving him a –2 penalty to his Attacks. Simultaneously, he is also *Booned* by an ally for +4 to Attacks. In this situation, he ends up with a magical bonus of +2 to his Attacks (–2 + 4 = 2).

If Rothgar was knocked prone (–2 to Attacks and Defenses, Movement Speed is 1), then the combination of the magical bonus (+4), the magical penalty (–2) and the physical penalty (–2) would all totally cancel each other out (–2 – 2 + 4 = 0).

Alternatively, if an enemy necromancer appeared and cast *Misfortune* of Rothgar for –6, then this overrides the ongoing –2 of the *Bane*, and negates all of the +4 of the *Boon*, leaving Rothgar with a total penalty of –2 to Attacks (–6 + 4 = –2).

Defenses

Rule: Make attack rolls against one of the target's Defenses.

Rule: Only the largest magic bonus and the largest magic penalty apply to each of a character's Defenses.

Each character and monster has four **Defenses** that reflect different ways they can be attacked:

- Armor defense (AD)
- Evasion defense (ED)
- Magic defense (MD)
- Resilience defense (RD)

The Defenses are calculated:

- Armor defense: 10 + Dexterity bon + armor + misc
- Evasion defense: 10 + Dexterity bon + misc
- Magic defense: 10 + Wisdom bon + misc
- Resilience defense: 10 + Constitution bon + misc

Defense Adjustments

As with Attacks, there are a variety of ways that Defenses are increased or decreased when they are used.

First, spells or powers may make temporary adjustments to one or all of a character's Defenses. For example, the warrior's *Evasive Parry* power temporarily increases their Armor and Evasion defeneses:

Evasive Parry

Condition	Target in melee range.
Attack	Melee vs. AD
Damage	Melee bonus only
Level 9:	Weapon + Melee
Level 13:	2d Weapon + Melee
Level 17:	3d Weapon + Melee
Power Effect	You gain +2 to AD and ED until end of your next turn.

Second, the bonus component of enchanted or improved quality armor applies to all of a character's Defenses:

Example:

Rothgar the berserker has Dexterity 14 and wears hardened leather armor, giving an AD of 15 (10 base, +2 for Dexterity mod, +3 for the hardened leather).

When Rothgar finds and dons a set of +1 hardened leather armor, his Armor defense increases to 16 (10 base, +2 for Dexterity mod, +3 for the hardened leather, and +1 for the armor's bonus) and all of his Evasion, Magic and Resilience defenses also gain +1.

Third, conditions like prone (–2 to Attacks and Defenses, Movement Speed is 1) or immobilized (cannot move intentionally, –2 to Defenses) apply penalties to Defenses.

Finally, magic effects can increase or decrease one or more of a character's Defenses. Again, only the largest bonus and the largest penalty are used for each defense or corresponding ability bonus.

Armor defense

The character's Armor defense represents their ability to evade or withstand the impact of physical impact attacks.

This defense encompasses the character's ability to get out of the way of physical attacks and – failing that – for the attack to be deflected or otherwise negated by the character's armor.

Attacks against Armor defense include:

- Melee weapon attacks
- Ranged weapon attacks
- Magical attacks that manifest a physical force

Armor defense is improved by better armor, increased Dexterity bonus, and magical enhancements.

Evasion defense

Each character's Evasion defense represents their ability to vacate an area where something nasty is happening.

Attacks against Evasion defense include:

- Magical attacks that create an explosive area effect
- Attacks that bypass or ignore target's armor
- Physical explosions

Evasion defense is improved increased Dexterity bonus and magical enhancements.

Magic defense

The Magic defense represents the character's ability to withstand direct magical attacks.

Attacks against Magic defense include:

- Magic attacks that project magical energy
- Magic spells that influence or control behaviors
- Magic spells that hamper or impair targets

Magic defense is improved increased Wisdom bonus and magical enhancements.

Resilience defense

Resilience defense represents a character's hardiness and their ability to endure great physical challenges:

- Suffocation
- Constriction
- Drowning
- Poison

Resilience defense is improved increased Constitution bonus and magical enhancements.

Currencies & Economics

Buliwyf, "I have only these hands. I will die a pauper."
King Hrothgar, "You will be buried as a king."

The trade and economy in the world of *Heroes Against Darkness* are based on currencies and trade items with intrinsic value; precious metal coins and gems.

Coins

There are three types of coins in the world of *Heroes Against Darkness*:

- Gold (gp), worth 10 silver
- Silver (sp), worth 10 copper
- Copper (cp), worth 1 beer

Gold is a rare and sought-after commodity, so characters will very rarely find themselves with much of this currency.

Most standard commerce (general equipment, full meals, accommodation, etc) is done with silver. Smaller purchases – like alcoholic drinks and foodstuffs – are purchased with copper pieces. Large purchases (weapons and armor, property, slaves, livestock, etc) are done with gold.

Gems

Rare gems are a convenient way of transporting larger amounts of wealth, but they can be hard to convert back into a more tradable currency, especially in smaller towns or villages.

- 1gp: Agate, quartz, azurite, obsidian, turquoise
- 10gp: Amber, amethyst, garnet, moonstone, jade
- 50gp: Alexandrite, pearl, aquamarine, topaz
- 100gp: Black opal, fire opal, amethyst, sapphire
- 500gp: Diamond, emerald, jacinth, black sapphire, ruby

Jewelry

Precious metals and rare gems are combined into jewelry. These usually have a price that is twice that of the individual components, the price premium covering the workmanship.

Weapons & Armor

Conan, "The riddle... of steel."

Thulsa Doom, "Yes! You know what it is, don't you boy? Shall I tell you? It's the least I can do. Steel isn't strong, boy, flesh is stronger!"

Rule: Characters are proficient in weapon and armor categories based on their class.

No self-respecting adventurer would sally forth without well-maintained armor, a powerful weapon – or a sharp mind – and a sturdy pair of boots.

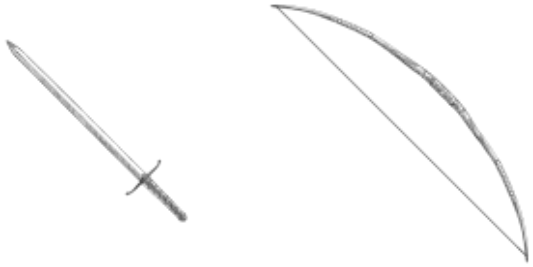
Weapon Categories

Depending on the character's class, he or she is proficient in the use weapons and armor of different categories.

Simple Weapons

These weapons are easy to use, but they are less effective than weapons in the 'higher' categories. Simple melee and ranged weapons are usable by all character classes.

Normal Weapons



Normal melee and ranged weapons are more effective, but require training to use. Normal melee weapons are usable by all classes except for magi. Normal ranged weapons are only usable by hunter and rogue classes.

Martial Weapons

Martial melee and ranged weapons require specialized training and extensive practice to use effectively. Martial melee weapons are only usable by the melee fighting classes; warrior, berserker and barbarian. Martial ranged weapons are only usable by hunters.

Armor Categories

Each suit of armor is a matched set including helmet, gloves and leggings.

Light Armor

Light armor types are made from heavily padded fabric or worked leather and hide. They provide a reasonable level of physical protection without severely constricting the movement of the wearer.

All classes can wear light armor.

Medium Armor

Medium armor types are made of flexible metal and provide moderate protection to the wearer. Shields fall into the medium armor category due to the specialized training required to use one properly.

Medium armor is usable by these classes: warrior, berserker, barbarian, hunter, rogue and hospiter.

Heavy Armor

Heavy armor types are made of rigid metal plates. These types of armor severely restrict the movement of the wearer, but grant significant additional protection.

Heavy armor can only be worn by the warrior class.

Untrained Armor and Weapons

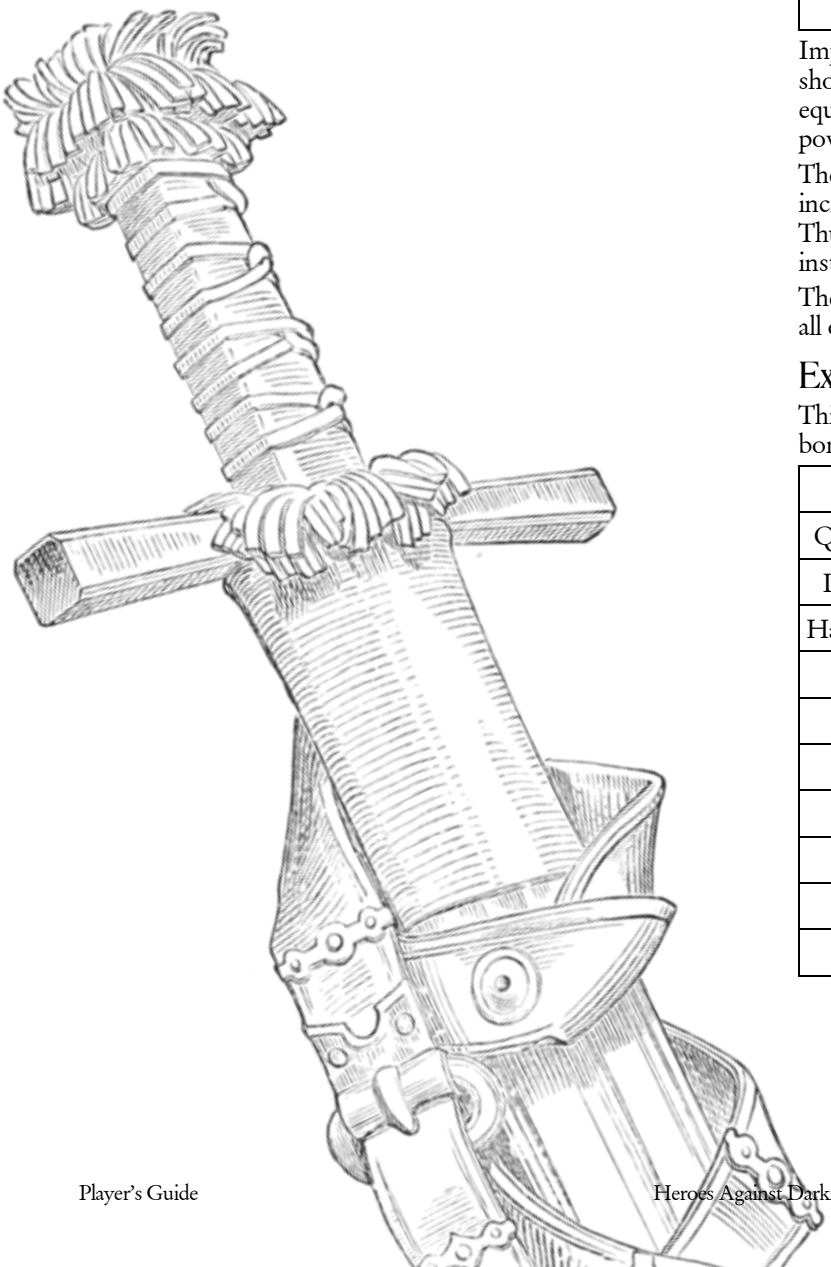
Ahmed Ibn Fahdlan, "I cannot lift this."
Herger the Joyous, "Grow stronger."

Rule: Equipment one category above a character's training is used at –2 to Melee/Ranged bonus or –2 to AD and ED.

Rule: Equipment two categories above a character's training is used at –4 to Melee/Ranged bonus or –4 to AD and ED.

Characters can use any armor or weapons, but if they are not proficient in that equipment, then penalties apply to Defenses (for armor), Melee bonus (for melee weapons), or Ranged bonus (for ranged weapons).

Penalties of –2 apply to equipment one level above the character's proficiency (such as normal weapons when the character can only use simple weapons), and –4 for equipment two levels above (such as martial weapons or armor being used by any magi character). The armor's maximum Dexterity modifier clamp still applies in full.



Improved Weapon and Armor

Elrond, "Anduril, Flame of the West, forged from the shards of Narsil."

Rule: High or low quality or magical weapons offer additional modifiers to the relevant Attack bonus.

Rule: High or low quality or magical armor and shields offer additional modifiers to all of the wearer's Defenses.

Each weapon and armor has an underlying quality that represents the enchantment bonus of the item.

Equipment Bonus and Cost Modifiers

Quality	Attacks or Defenses	Cost Modifier
Shoddy	–1	x ½
Plain	-	-
Masterwork	+1	3x
Heroic	+2	10x
Legendary	+3	30x
Ancient	+4	100x
Named	+5 and above	200x

Improved equipment is very difficult to come by in normal shops and treasure hoards. However, these pieces of equipment can be found in larger towns or in possession of powerful game characters and enemies.

The cost of improved quality shields is one modifier increment higher than that of normal weapons and armor. Thus, the cost of a masterwork shield is 10x its normal cost, instead of 3x.

The equipment bonus from armor and shields is applied to all of a character's Defenses.

Example Armor Defense Bonuses

This table provides an overview of the progression of armor bonus offered by better quality equipment.

Armor	Shoddy	Plain	Mast.	Heroic
Quilted Doublet	-	+1	+2	+3
Leather Armor	+1	+2	+3	+4
Hardened Leather	+2	+3	+4	+5
Brigandine	+3	+4	+5	+6
Mail Armor	+4	+5	+6	+7
King's Mail	+5	+6	+7	+8
Scale Mail	+6	+7	+8	+9
Half-Plate	+7	+8	+9	+10
Full Plate	+8	+9	+10	+11
Shield	-	+1	+2	+3

Melee Weapons

Rule: There are three categories of melee weapons.
Rule: Melee weapons require one or two hands to use.
Rule: Melee weapons can only be used to attack targets in melee range (defined by the weapon).

Melee is French for hitting things. These are melee weapons, which are useful for said hitting.

Melee Weapon Prices and Details

	Weapon	Cost	Dam.	Rng.
Simple	Punch	-	1d2	5’
	Spiked Gauntlet	5sp	1d3	5’
	Dagger	1gp	1d4	5’
	Club	1sp	1d4	5’
	Quarterstaff !!	1sp	1d6	5’
	Blackjack/Sap	1sp	1d3	5’
	Mace, Light	2gp	1d6	5’
	Sword, Short	2gp	1d6	5’
	Axe, Hand	1gp	1d6	5’
	Spear, Short	1gp	1d6	5’
Normal	Sword, Long	6gp	1d8	5’
	Halberd !!	4gp	1d10	5’
	Battleaxe	6gp	1d8	5’
	Spear, Long !!	1gp	1d10	5’
	Warhammer	6gp	1d8	5’
	Mace, Heavy	4gp	1d8	5’
	Morningstar	4gp	1d8	5’
	Scimitar	6gp	1d8	5’
	Flail, Light	4gp	1d8	5’
Martial	Flail, Heavy	10gp	1d10	5’
	Sword, Bastard !/!!	10gp	1d10 1d12 !!	5’
	Sword, Two-Handed !!	15gp	2d6	5’
	Warhammer, Heavy !!	15gp	2d6	5’
	Axe, Great !!	15gp	2d6	5’
	Sword, Great !!	20gp	2d6	5’

!/!! These weapons can be used with one or two hands.
!! These weapons require two hands to use.

Simple Melee Weapons

Dagger: Daggers are small and easily concealed. They can also be used as a ranged weapon if needed.

Spiked Gauntlet: Spiked gauntlets pack a literally devastating punch.

Blackjack: Blackjacks (also known as saps) are used to render foes unconscious without doing permanent damage.

Quarterstaff: Quarterstaffs can be simple staffs, or versions enhanced with carved handles and weighted ends.

Light Mace: The spiked head of the light mace crunches armored foes and penetrates unarmored foes.

Shortsword: This is the standard sword wielded by peasants and men-at-arms in training.

Hand Axe: Properly weighted hand axes can be used as melee or ranged weapons.

Short Spear: The shortened staff of the short spear makes it more practical for close quarters combat.

Normal Melee Weapons

Longsword: The longsword improves on the reach and damage of the shortsword, but requires more training to use effectively.

Light Flail: The light flail allows the wielder to swing the spiked head with greatly increased force.

Heavy Mace: The massive spiked head and longer handle of the heavy mace allows it to crunch armored foes and penetrate unarmored foes.

Warhammer: Warhammers have a double-sided head, with one side for blunt force strikes against unarmored foes and a spike opposite for punching through even the heaviest armor.

Morningstar: The morningstar is a type of spiked mace which combines blunt force and piercing elements into its heavy head.

Battleaxe: The battleaxe has a wide head for lightly armored enemies and a spike on the opposite side for punching through metal armor.

Scimitar: The scimitar's curved blade and sharp point make it a versatile weapon against armored and unarmored foes.

Martial Melee Weapons

Heavy Flail: The heavy flail allows the wielder to impart massive forces into the swinging head.

Bastard Sword: The bastard sword is the largest sword that can be wielded with a single hand, but it can be also used two-handed for extra power.

Two-Handed Sword: The two-handed sword is highly effective, but it cannot be used with a shield.

Heavy Warhammer: This two-handed variant of the warhammer is devastating against armored or unarmored foes.

Greataxe: This greataxe deals damage by slicing or crunching enemies.

Greatsword: If this was a Japanese RPG, this sword would have a gun in it. Like the two-handed sword, this weapon cannot be used with a shield.

Ranged Weapons

Rule: There are three categories of ranged weapons.
Rule: Ranged weapons require one or two hands to use.

Ranged weapons come in all shapes and sizes, ranges and methods of use.

Thrown weapons like rocks, daggers and axes are simple to use but are quickly exhausted and must be recovered during or after the fight.

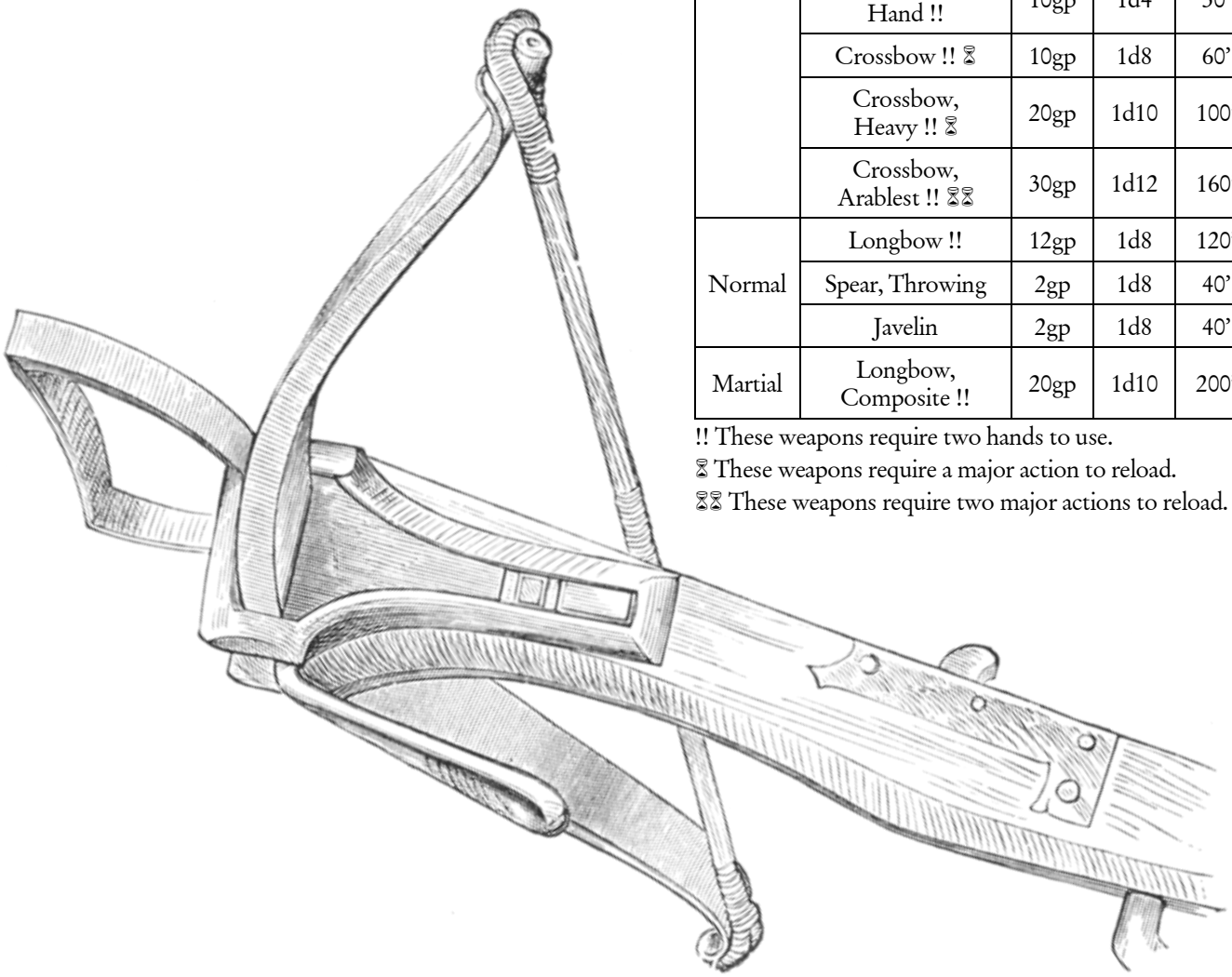
Crossbows are easy to use and do a lot of damage, but require a long time to reload.

Bows range from simple to complicated, with improved damage and range to match.

Ranged Weapon Prices and Details

	Weapon	Cost	Dam.	Rng.
Simple	Rock	-	1d2	20’
	Dart, Throwing	1sp	1d4	20’
	Sling !!	2sp	1d4	20’
	Dagger (Thrown)	1gp	1d4	20’
	Blowgun !!	2gp	1d4	20’
	Bow, Short !!	6gp	1d6	60’
	Axe, Hand (Thrown)	1gp	1d6	20’
	Crossbow, Hand !!	10gp	1d4	30’
	Crossbow !! ⌛	10gp	1d8	60’
	Crossbow, Heavy !! ⌛	20gp	1d10	100’
	Crossbow, Arablest !! ⌛⌛	30gp	1d12	160’
Normal	Longbow !!	12gp	1d8	120’
	Spear, Throwing	2gp	1d8	40’
	Javelin	2gp	1d8	40’
Martial	Longbow, Composite !!	20gp	1d10	200’

!! These weapons require two hands to use.
⌛ These weapons require a major action to reload.
⌛⌛ These weapons require two major actions to reload.



Simple Ranged Weapons

Dagger (Thrown): Daggers can be thrown at ranged targets.

Sling: The sling is one of the simplest ranged weapons, its design comprising a pouch attached to a long leather thong.

Hand Axe (Thrown): Properly weighted hand axes can be used as melee or ranged weapons.

Crossbow: The crossbow is powerful and easy to use. Unfortunately, they are slow to reload, so it's important to make the first shot count.

Short Bow: The short bow is one of the most basic ranged weapons.

Heavy Crossbow: The heavy crossbow is even more powerful than its light counterpart. As with the light variant, this crossbow is slow to reload.

Normal Ranged Weapons

Longbow: The longbow is a fearsome weapon in the right hands, but it requires extensive training to use effectively.

Throwing Spear: The long shaft of throwing spears gives them huge penetrating power when thrown.

Javelin: Like the throwing spear, Javelins are designed to be thrown at distant foes.

Martial Ranged Weapons

Composite Bow: The composite improves on the traditional longbow design by using two types of wood.

Armor

Rule: There are three categories of armor.
Rule: Heavier armor limits Dexterity modifier.

Armor variants start simple and light, and then become progressively more elaborate and rigid. The medium and heavy classes of armor require specialized training to use effectively, such as that of warriors, berserkers, barbarians and hunters.

Armor Prices and Details

	Armor	Cost	AD Bonus	Max. Dex. Mod.
Light	Quilted Doublet	2gp	+1	+8
	Leather Armor	5gp	+2	+7
	Hardened Leather	10gp	+3	+6
Medium	Brigandine	15gp	+4	+6
	Mail Armor (4-in-1)	30gp	+5	+5
	King's Mail (8-in-1)	60gp	+6	+5
	Shield	2gp	+1	-
Heavy	Scale Mail	120gp	+7	+4
	Half-Plate	200gp	+8	+4
	Full Plate	400gp	+9	+3

Light Armor

Quilted Doublet: This heavily padded shirt offers slightly better protection than normal clothing.

Leather Armor: Leather armor is made from leather or hide.

Hardened Leather: These leather pieces have been treated to increase their strength.

Medium Armor

Brigandine: Brigandine armor is cloth or leather over metal plates.

Mail Armor: Mail armor shirts are a mesh of interlinked metal rings.

King's Mail: King's mail armor features a stronger mesh pattern that offers increased protection.

Shield: Held in the character's off-hand, shields aid in fending off melee and ranged attacks. Characters must have medium armor proficiency to use a shield.

Heavy Armor

Scale Mail: Scale mail armor comprises small metal scales over a mail undershirt.

Half-Plate: The half-plate breastplate is made from solid metal with a mail undershirt. This armor offers effective torso protection, but the rigid structure considerably hampers movement.

Full Plate: Full plate armor offers the best protection. However, the rigid metal plates of this armor are heavy and constrain the wearer's mobility.

Equipment

Adventuring Equipment

Item	Cost
Sack, Looting	5cp
Parchment (per sheet)	1sp
Vellum (per sheet)	5sp
Waterskin	1sp
Rope (50')	1sp
Needle and Thread	1sp
Whetsone	1sp
Flint and Steel	1sp
Pick	2sp
Shovel	2sp
Bedding	3sp
Backpack	5sp
Rations (5 days)	5sp
Grappling Hook	5sp
Net	5sp
Hammer	2sp
Tent	1gp
Lantern	1gp
Chest	1gp
Lockpick	2gp
Padlock	2gp
Mirror, Silver	4gp
Candles (10)	1sp
Torches (10)	1sp
Lantern Oil (10)	1sp
Arrows (20)	1gp
Bolts (20)	2gp
Sling Bullets (20)	2sp

Magic Item Price Lists

Magical Consumables

Item	Cost
Potion Bottle	1gp
Scroll Parchment	1gp
Wand Implement	5gp

Potions

Item	Cost
Potion of *Guidance* (+4 to next attack)	2gp
Potion of *Remove* (Removes one condition/effect)	2gp
Potion of *Healing* (10 HP)	2gp
Potion of *Slow Decay* (Slows decay on corpse for 3 days)	3gp
Potion of *Channel* (Character can *Rally* as move action)	4gp
Potion of *Healing* (25 HP)	6gp
Potion of *Obscurity* (+2 to Stealth and Defenses until EoE*)	7gp
Potion of *Buttress* (Reduce each damage by 7 HP until EoE)	9gp
Potion of *Faintness* (+4 to Stealth and Defenses until EoE)	16gp
Potion of *Cleansing* (Remove all conditions/effects)	17gp
Potion of *Stasis* (Halts decay on corpse for 5 weeks)	25gp
Potion of *Feigned Death* (Character appears dead for 5 minutes)	25gp
Potion of *Invisibility* (+6 to Stealth and Defenses until EoE)	26gp
Potion of *Healing* (40 HP)	30gp
Potion of *Warlock's Shield* (absorbs 40 HP damage)	33gp
Potion of *Insubstantiate* (Character becomes insubstantial until EoE)	42gp
Potion of *Recovery* (Returns conscious character to max HP)	50gp
Potion of *Restore Life* (Returns dead character to 1 HP)	100gp

EoE: End of Encounter
EoR: End of Round

Many magic items are based on spells that have variable effects, such as healing or damage. In these cases, the X component of the underlying spell is incorporated into the cost of the item, and when the item is used the random dice effects are considered maximum.

Price Lists

The prices of mounts, vehicles, food, lodging, property and hirelings are more expensive in large settlements, and cheaper in small villages.

Mounts

Item	Low Cost	High Cost
Mule	15gp	30gp
Horse, Riding	30gp	60gp
Horse, Archer's	50gp	100gp
Horse, Draught	100gp	200gp
Horse, Hunting	200gp	400gp
Horse, Thoroughbred	400gp	800gp
Horse, War	800gp	1,600gp

Conveyances

Item	Low Cost	High Cost
Cart, Wooden	20gp	40gp
Cart, Iron-Bound	40gp	80gp
Wagon	80gp	150gp
Carriage	150gp	200gp

Boats

Item	Low Cost	High Cost
Rowboat	10gp	15gp
Sailboat	20gp	30gp
Barge	400gp	600gp
Sail Boat (20')	500gp	700gp
Sail Boat (40')	2,000gp	2,500gp
Sailing Ship (60')	5,000gp	7,500gp
Longship (75')	10,000gp	15,000gp
Penteconter (100')	20,000gp	30,000gp
Bireme (80')	30,000gp	45,000gp
Trireme (120')	40,000gp	60,000gp

Food

Item	Low Cost	High Cost
Ale (swill)	1cp	3cp
Ale (draft)	1cp	3cp
Fine Wine	5cp	1sp
Meal	1sp	3sp
Feast	5sp	1gp

Lodging

Item	Low Cost	High Cost
Stables (horse or poor character)	1cp	5cp
Cot (for servants)	1sp	2sp
Standard Room (two beds)	5sp	1gp
Luxury Room	1gp	2gp
Commoner's House (Per Year)	10gp	20gp
Craftsman's House & Shop (Per Year)	40gp	80gp
Merchant's House (Per Year)	100gp	200gp

Property

Item	Low Cost	High Cost
Peasant's Hovel	30gp	50gp
Commoner's House	100gp	200gp
Craftsman's House & Shop	500gp	1,000gp
Merchant's House	1,500gp	3,000gp
Noble's House	3,000gp	6,000gp
Guildhall	5,000gp	10,000gp

Retainers

Item	Low Cost	High Cost
Serf (Peasant)	1cp/day	2cp/day
Navvy (Worker)	2cp/day	5cp/day
Thug (L1 Minion)	5cp/day	1sp/day
Craftsman/Tradesman	1sp/day	2sp/day
Soldier (L1 Soldier)	5sp/day	1gp/day
Knight (L2 Soldier)	1gp/day	2gp/day

Smithing & Crafting

Weapon Creation Times

Players may wish their characters to create a weapon, or they may wish to have a weapon created for them.

Notwithstanding the requirement of tools and equipment (such as a forge for metalwork), the right materials, and the skills to complete the fabrication, the times to build common weapons are listed below.

Weapon	Creation Time	Material Cost
Arrow	1hr	1cp
Axe, Hand	5 days	5sp
Battleaxe	10 days	1gp
Axe, Great	15 days	2gp
Dagger	5 days	2sp
Sword, Short	20 days	5sp
Sword, Long	30 days	2gp
Sword, Two-Handed	40 days	3gp
Spear	1 days	3sp
Crossbow	15 days	3gp
Crossbow, Heavy	20 days	5gp
Crossbow, Arablest	25 days	7gp
Bow, Short	5 days	2gp
Bow, Long	10 days	3gp
Bow, Composite	15 days	5gp

Armor Creation Times

Weapon	Creation Time	Material Cost
Quilted Doublet	10 days	5sp
Leather Armor	20 days	1gp
Hardened Leather	30 days	2gp
Brigandine	50 days	4gp
Mail Armor	100 days	7gp
King's Mail	300 days	15gp
Scale Mail	500 days	30gp
Half-Plate	700 days	50gp
Full Plate	1,500 days	100gp

Workmanship

These basic costs for hiring a trained craftsman depend on the size of the settlement, demand and skill:

- Day: 1-2sp
- Week: 5-10sp
- Month: 2-5gp
- Year: 25-50gp

Magic Item Creation

The creation of magic items is a time-consuming and mentally draining process. It is rarely undertaken by adventurers, falling instead to retired or permanently injured adventurers.

Value of Magic Items

The market price of magic scrolls, potions and wands is based on the materials cost, the spell level, and its anima points cost (round up to the nearest whole gold piece).

Scrolls

Scroll costs are calculated based on the level of the spell and the amount of AP it takes to cast.

- Scroll cost = 1gp + (5sp x spell level x AP cost)

Using this, some example scroll costs are:

- Scroll of *Burning Ray* = 2gp (Level 1, AP 2)
- Scroll of *Flame Spray* = 3gp (Level 2, AP 2)
- Scroll of *Lightning Chain* = 9gp (Level 4, AP 4)

Potions

As with scrolls, the market cost of potions is calculated based on the level of the spell (or the level that it is cast at for X cost spells) and the amount of AP it takes to cast.

- Potion Cost = 1gp + (5sp x spell level x AP cost)

Using this, some example potion costs are:

- Potion of *Healing* (10 HP) = 2gp (L1, AP 1)
- Potion of *Healing* (25 HP) = 6gp (L3, AP 3)

Wands

Wand costs are calculated based on the level of the spell and the amount of anima it takes to cast, plus the number of charges of the spell that are in the wand. The wand implement must be worth 1gp for each charge.

- Wand Cost = 1gp per charge + (5sp x spell level x AP cost x charges)

Using this, some example potion costs are:

- Wand of *Healing* (10 charges, 10 HP) = 15gp

Costs of Magic Item Creation

Magic item creation has a number of costs:

- Cost of the consumable (potion bottle, scroll parchment, wand implement, or equipment).
- Fixed anima cost of the *Create Scroll*, *Create Potion*, *Create Wand*, *Create Magic Equipment* spell.
- Variable anima cost of the spell (or charges of the spell) that is being fixed into the scroll, potion, wand, or equipment.
- Temporary Wisdom reduction effect of the *Create* spell, equal to the total anima cost of the spell.

The process of crafting magic items is covered in their respective spell powers:

- *Create Scroll*: Page 81 of the Player's Guide
- *Create Potion*: Page 82 of the Player's Guide
- *Create Wand*: Page 82 of the Player's Guide
- *Create Magic Equipment*: Page 82 of the Player's Guide

Movement & Transport

Borimir, "One does not simply walk into Mordor…"

Rule: Movement Speed is 5 + Dexterity modifier.

Rule: Movement on foot, mounted or by boat is at different speeds, affected by effort, duration, armor, encumbrance, terrain, weather and conditions.

Movement Speed

Each character has a Movement Speed (abbreviated to Move Speed or Move) which is based on the following calculation:

- Movement Speed: 5 + Dexterity modifier

Movement uses Dexterity modifier, because characters don't automatically move faster just for gaining a level.

Measurement Units

Although all of the combat measurements in *Heroes Against Darkness* are in feet (usually 5' increments) and miles, these can easily be adjusted to metric measures:

- Convert each 5' measure into 2 meters or 2 yards
- Convert each mile into 2 kilometers

Combat Movement

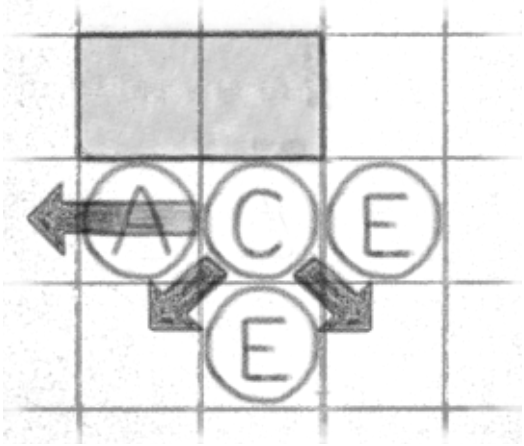
Rule: Movement distance in combat is the character's Movement Speed in 5' increments.

Rule: Characters in combat can move through allies.

Rule: Characters in combat can only move through enemies by winning an opposed ability test (Str/Dex).

Rule: Characters in combat cannot move diagonally around corners (if using a grid).

Rule: Characters in combat can move diagonally between enemies (if using a grid).



In combat, characters can move their Movement Speed in 5' steps. So a character with a Movement Speed of 7 (Dexterity 14), can move 7 steps, which is 35'.

If characters downgrade their major action to use two move actions, then characters can move a total of twice their Movement Speed.

Encumbrance

Rule: Characters carrying 1 item less than their maximum are burdened (–1 to Movement Speed).

Rule: Characters carrying their maximum number of items are encumbered (–2 to Movement Speed).

Characters carrying a lot of equipment (or loot) are first burdened and then encumbered as they overload themselves.

All characters can carry this equipment without penalty:

- Primary hand item: Weapon, etc
- Armor: Armor or clothing
- Off-hand: Weapon (two handed), item or shield
- Slung: Alternate weapon, quiver, bandolier, etc
- Worn item: Magic item, like a cape, girdle, circlet, etc

In addition to their standard equipment, characters can carry an additional number of possessions equal to half their Strength. Generally, each of these possessions is a single item (such as a small sack of coins or a weapon) or a collection of smaller items (such as three potions of *Healing*).

Strength	Maximum Possessions	Encumbered Possessions	Burdened Possessions
3	1 item	1 item	-
4-5	2 items	2 items	1 item
6-7	3 items	3 items	2 items
8-9	4 items	4 items	3 items
10-11	5 items	5 items	4 items
12-13	6 items	6 items	5 items
14-15	7 items	7 items	6 items
16-17	8 items	8 items	7 items
18-19	9 items	9 items	8 items
20+	10 items	10 items	9 items

If carrying 1 item less than the character's maximum number of items, a character is burdened (–1 to Movement Speed).

If carrying the maximum amount of items, characters are encumbered (–2 to Movement Speed).

If a character's Movement Speed is reduced to 0 by being burdened or encumbered, that character cannot move.

Extended Travel

Rule: Parties travel on foot or mounted for 10 hours per day.

A full day's travel for fit adventurous types is 10 hours. For normal people, this is about 7 hours.

On Foot

Rule: Extended travel is based on Movement Speed.

Rule: Worn armor reduces Movement Speed for extended foot travel by 1 for every 3 points of the armor's AD bonus.

Rule: Groups travel at the speed of the slowest member.

Rule: Running and sprinting durations are based on Constitution.

As with any group, adventuring groups undertaking extended travel move at the speed of the slowest member.

Wearing armor reduces the Movement Speed of characters who travel on foot over long distances. For every 3 points of AD bonus, Movement Speed is reduced by 1. For magical or improved quality armor, use the Armor defense value of the normal version of that armor.

Walking

When walking, characters move at half their Movement Speed miles per hour.

Movement Speed	Walking MPH	Running MPH	Average MPD
1	1	1	10
2	1	2	10
3	1 ½	3	15
4	2	4	20
5	2 ½	5	25
6	3	6	30
7	3 ½	7	35
8	4	8	40
9	4 ½	9	45
10	5	10	50

Running

When running, characters move at their Movement Speed miles per hour.

Characters with a Constitution of 12 or higher can run for hours equal to their Constitution modifier (not bonus). Characters with a Constitution of 11 or less can run for minutes equal to three times their Constitution.

Running duration for characters with Constitution of 12 or higher:

- Running duration: Constitution modifier hours

Running duration for characters with Constitution of 11 or lower:

- Running duration: Constitution x 3 minutes

After running their full measure, characters require a short rest before they can walk, run or sprint again.

Sprinting

Characters can sprint for a short amount of time based on their Constitution:

- Sprinting duration: Constitution minutes

After sprinting their full measure, characters require a short rest before they can walk, run or sprint again.

By Horse

Horses were invented so people wouldn't have to walk everywhere. Horses can trot for an hour, canter for 30 minutes, and gallop just a few miles.

Mount	Walking MPH	Trot MPH	Gallop MPH	Average MPD
Mule	3	-	-	30
Nag	4	6	8	40
Riding Horse	5	10	20	50
Thoroughbred	6	12	36	60
Warhorse	5	10	20	50
Cart	4	6	8	40
Wagon	3	4	6	30

By Boat

There are four broad types of boats:

- Oars only
- Sails only
- Pulled by horses (barge)
- Oars and Sails

All types of boats (other than pure sailboats) can travel at double speed for short periods. Obviously, this will tire the rowers (or horses), so this fatigue must be managed.

Boat	Normal MPH	Double MPH	Average MPD
Rowboat	1 ½	2 ½	15
Barge	1 ½	2 ½	15
Sail Boat (40')	4	-	40
Sailing Ship (60')	6	-	60
Longship (75')	7	15	70
Penteconter (100')	9	17	90
Bireme (80')	10	18	100
Trireme (120')	11	20	110

Terrain and Conditions

Both terrain and weather change the speed at which parties can travel.

On Foot or Mounted

Terrain effects:

Terrain	On Foot	Mounted
Road or Open Path	Normal	Normal
Hilly Terrain	¾ Speed	¾ Speed
Forest (path)	¾ Speed	¾ Speed
Forest (off path)	½ Speed	¼ Speed
Mountain (path)	½ Speed	½ Speed
Mountain (off path)	¼ Speed	Impassable
Jungle (path)	½ Speed	Impassable
Jungle (off path)	¼ Speed	Impassable
Swamp	¼ Speed	Impassable

Weather effects:

Weather	On Foot	Mounted
Scorching	½ Speed	½ Speed
Hot	¾ Speed	¾ Speed
Clement	Normal	Normal
Raining	¾ Speed	¾ Speed
Torrential	½ Speed	½ Speed
Blizzard	½ Speed	½ Speed

By Boat

Weather and current effects:

Winds and Water	Sailing	Under Oars
Becalmed	None	Normal
Ideal	2x Speed	Normal
Favorable	Normal	Normal
Calm	½ Speed	Normal
Gale	¾ Speed	½ Speed
Stormy	½ Speed	¼ Speed
Upstream	½ Speed	½ Speed
Downstream	2x Speed	2x Speed

Encounters

There are a number of types of encounters in any role-playing game, including *Heroes Against Darkness*, and each these presents a challenge that must be overcome and each offers various types of rewards, including experience points, loot and more.

Types of Encounters

The main types of encounters are:

- Puzzle encounters
- Trap encounters
- Role-playing encounters
- Combat encounters

Puzzle Encounters

Puzzle encounters offer challenges that tax the brains of the players and their characters.

Usually a puzzle encounter must be solved to offer progress.

Trap Encounters

Trap encounters are closely related to puzzles, in that they must be avoided, circumvented, disabled, defeated, escaped, endured or survived.

Role-playing Encounters

Role-playing encounters are the least mechanical of the types of encounters in *Heroes Against Darkness*. Hints and tips to help players approach Role-Playing Encounters are detailed on Page 53 of this Player's Guide.

Combat Encounters

Combat encounters are the most mechanically structured type of encounter in *Heroes Against Darkness*. They offer opportunities for players to use their characters' unique abilities and powers and to employ tactics and teamwork to defeat enemies.

Full instructions for Combat Encounters are on Page 55 of this Player's Guide.

Rewards from Encounters

Encounters offer a variety of rewards, some tangible (gold and equipment), some intangible (knowledge or the achievement of a goal) and some meta (experience points).

Loot

Gold, gems, armor, weapons, enchanted items. A Jedi might not crave these things, but the rest of us surely do.

Experience Points

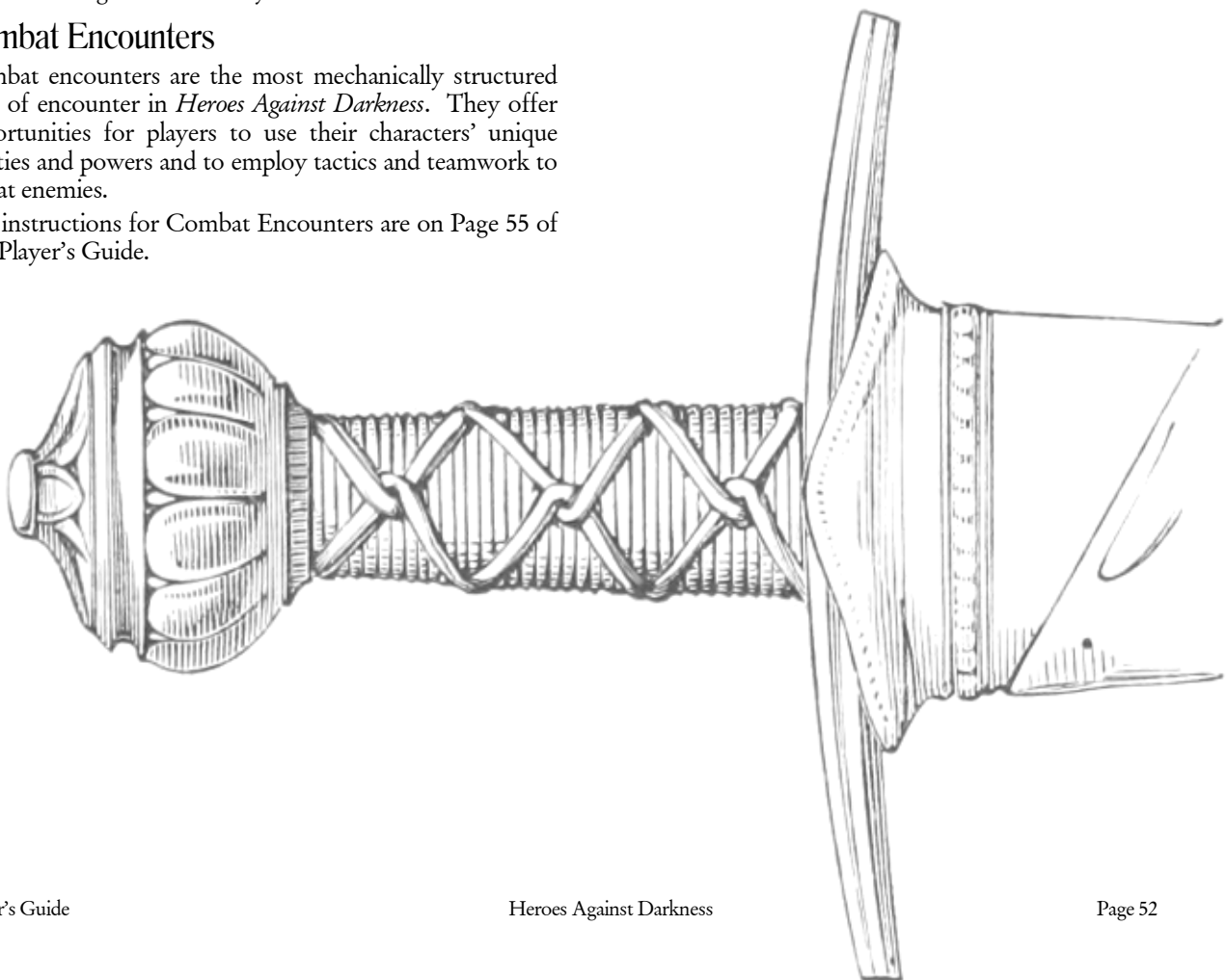
In addition to the tangible and intangible rewards of the encounter, characters also gain experience points from each encounter.

Progression from Encounters

Character progression is measured in experience points, which determine when characters gain levels.

Generally speaking, characters gain levels approximately every 8-10 encounters, depending on a few factors:

- Overcoming encounters
- Additional XP earned for multiple combat encounters in a game day
- Difficulty of the combat encounters
- Achievement of adventure goals and quests
- Exceptional role-playing or gaming



Role-Playing Encounters

By definition, role-playing is when players take on and direct the actions of their character or alter-ego in a game. Role-playing comes to the fore in *Heroes Against Darkness* when the players' characters have role-playing encounters, which run the full gamut from the mundane to potentially deadly:

- Negotiate a better price with a shopkeeper
- Gain information from a known criminal associate
- Befriend an influential game character
- Fast-talk out of (or in to) trouble
- Win a duel of wits in a high society setting
- Pretend to be someone of higher or lower status
- Find out the lore of a region, sect or family
- Gain admittance into a powerful guild
- Mount a defense against false criminal charges
- Bribe a low or high official
- Talk your way out of the lair of an ornery dragon
- Negotiate the return of a ransomed individual
- Seduce a busty wench or handsome rake
- Infiltrate a criminal organization

Role-Playing 101

Role-playing isn't like combat, where player ability scores and powers are combined with dice rolls to determine the outcome.

To role-play, the player's task is to bring their character to life. Here are a few ideas to get started role-playing.

Tip 1: Role-Play Traits

The character creation steps on Page 17 include a list of character traits that can be applied to all characters.

When in a role-playing encounter, try thinking about how a character with that trait would behave. Is the character:

- Boisterous in a serious situation?
- Devout amongst heathens?
- Profligate when celebrating?
- Foolhardy in the face of danger?
- Exaggerator when making promises?

Tip 2: Role-Play Vices and Virtues

In addition to traits, a character's vices and virtues offer a window into their behavior. For example, is the character:

- Proud or humble?
- Envious or kind?
- Lazy or diligent?
- Greedy or charitable?
- Gluttonous or temperate?
- Lustful or chaste?
- Wrathful or forgiving?

Tip 3: Role-Play Rights and Wrongs

Another aspect of a character is their rights and wrongs. These represent the character's moral compass, how they would behave in the face of difficult situations. Would the character:

- Take a job that endangers innocents?
- Distrust an authority figure?
- Seek revenge for a previous wrong?
- Ignore the plight of someone in distress?
- Steal from a rich merchant or a pauper?
- Kill someone of their own race?
- Go against the interests of their family or clan?
- Cheat at a game of chance?

Tip 4: Role-Play Background

The final element of the character details that the player can use to aid in role-playing is their background. All characters are born and raised differently, so each character's background will give them a unique frame of reference in any situation. Does the character's background make them:

- Distrustful of all authority?
- Unable to function properly in social situations?
- Scorned by people of higher caste?
- Fearful of magi?
- Avoid attention from officers of the law?

Tip 5: Role-Play Ability Scores

After mining the character's background, morals and personality, the next aspect for role-playing is the character's physical and mental capabilities. Is the character:

- Physically strong and imposing? (Strength)
- Dexterous and swift? (Dexterity)
- Fit, athletic, and vigorous? (Constitution)
- Spiritual, centered, and calming? (Wisdom)
- Intelligent, convincing, and insightful? (Intelligence)

Tip 6: Role-Play Class

Along with the character's ability scores, their class also offers strong role-playing opportunities:

- Noble and honorable (warriors, hunters, hospiters)
- Fiery and temperamental (berserkers and warlocks)
- Sneaky and subtle (rogues and necromancers)
- Insightful and manipulative (mystics)
- Pious and respectful (canonates and healers)
- Blunt and straightforward (barbarians)

Tip 7: Role-Play Charisma

If all else fails, the character's Charisma is a good indication of whether they perform well in role-playing situations or whether they're more likely to alienate and infuriate others.

Example Role-Playing Encounter

Devin Gets Caught Red-Handed

Jay's character, Devin the rogue, jumps – catlike – from the upper storey window of the home of a wealthy noble. He adjusts the bag full of loot slung over his shoulder, and looks up to see two officers of the watch who have observed his exit.

"What do you do?" the GM asks.

Jay looks over Devin's character sheet to review his traits, vices and virtues, rights and wrongs, and background.

Devin's major trait is extravagance and lying. His appropriate vice is pride, and it's clear that somewhere in his rights and wrongs he's totally cool with stealing from the rich.

Jay decides to start with traits, "*Cough* *Cough* Thank the gods! Don't just stand there gawking, my house is on fire. Help me save my precious artwork!"

The GM is skeptical for a moment.

"Okay," he says, "you'll have to roll for it. You're trying to convince them that you own the place, and that it's on fire (despite the lack of smoke). We'll assume that you're dressed extravagantly, so you possibly could be a noble. I'll give you +2 for your traits, and you can add your Charisma bonus. They're skeptical, so you're gonna need a 15. Let's see if you can convince them."

Devin's Charisma bonus is +3, which combined with his +2 for his trait gives him a total bonus of +5 for the roll.

Jay rolls his d20 and gets an 8, for a total of 13.

"Thirteen," the GM says, "Not quite good enough. The officers want proof, so they tell you to drop the bag while they look inside to see if the place really is on fire. What do you do?"

Without a real fire to back up his story, Jay needs to think fast.

Jay tries something different, "Devin says 'Boys, I'm gonna level with you.' And he pulls a nice gold candlestick out of the bag. 'It ain't my place, but everyone knows that Lungren and his clan are a bunch of swindlers. Now I don't want to have to hurt anyone, so let's call it even.' Then he backs away from the officers, but he carefully pulls out his best knife."

"So it's a bribe with a side of intimidation?"

"Yep."

"The candlestick looks valuable, so I'll give you +2 for that. Another I'll give you +2 for using your low status to get the guards on side. The knife looks sharp, so you can add your Strength bonus for the threat. But because you failed before, the difficulty is 17."

"Man, you're killing me with +2 for almost a quarter of the loot. And Devin's Strength bonus is only +1, so I've got +5 all up. Here goes nothing."

Jay rolls. It's a 7.

"Anyone got a spare +5?" Jay asks, to no answer.

"Roll for initiative," says the GM, "it's on…"

Combat Encounters

Ahmed, "Merciful Father, I have squandered my days with plans of many things. This was not among them. But at this moment, I beg only to live the next few minutes well. For all we ought to have thought, and have not thought; all we ought to have said, and have not said; all we ought to have done, and have not done; I pray thee God for forgiveness."

Combat encounters occur frequently when fighting against the darkness[2].

Combat Terminology

- Initiative: The order that player characters, game characters, and monsters act in each round.
- Encounter: A single challenge; combat, trap, adversarial game character, puzzle or non-trivial ability test.
- Combat: Combat encounters are split into rounds.
- Round: Rounds are approximately 5-10 seconds. All player characters, game characters, and monsters have a turn during a round.
- Turn: The actions of a single player character, game character, or group of monsters during a round.
- Action: A specific physical action that a character can choose. There are four types of actions; full action, major action, move action and minor action.

Order of Action

The high-level order of combat encounters is:

- Determine surprise
- Roll for initiative
- Establish positions
- Surprise round
- Normal rounds

Determine Surprise

Rule: Roll for surprise if either of the groups of combatants could be surprised (ambush or unexpected encounter).

First, the GM needs to determine whether either group of combatants could be surprised, such as through an ambush or un-preparedness of one or both of the groups.

If there is a chance of a group being surprised, then Perception ability tests (Intelligence) should be rolled by that group.

The GM can apply bonuses or penalties and set the target number to these rolls based on the game situation.

- Surprise: d20 + Perception bonus + misc bonuses

If either group is surprised, then the other group gains a surprise round, where they can act while to other group cannot.

If both groups are surprised, then skip the surprise round and proceed directly to a normal combat round.

Roll for Initiative

Rule: Roll initiative to determine turn order.

Rule: Players can hold their characters' initiative or wait to act later in a round.

All player characters, game characters, and groups of monsters roll an initiative roll at the start of combat:

- Initiative: d20 + Initiative bonus

This initiative roll determines the order of each of the participants in the combat rounds (highest roll goes first).

The GM should write a list of the order of initiative and then loop through this list each round. To speed up combat, players should also keep a list of the initiative so that they can prepare for their turns.

Establish Positions

Once surprise and initiative have been established, the GM should determine the positions of all participants.

If using tokens or miniatures, these are placed in position on the grid, hex map or tiles.

If playing with purely descriptive combat (as opposed to a grid or tiles), the GM must ensure the party's marching order is clearly established, and that all players are aware of the geography of the combat area and the position of their character relative to enemy combatants.

Surprise Round

The surprise round only happens if one of the groups in the combat has been surprised, such as in an ambush.

The surprise round is handled like a normal combat round, except that only one of the groups of participants is able to act or the surprised group only has limited actions, such as by being unbalanced (only has move and minor action). If appropriate, the GM can also apply penalties to the Defenses of surprised characters or monsters.

Normal Rounds

Each round the participants take their turn in initiative order. If a character has held their initiative, they can choose when to take their turn as the round progresses.

[2] Darkness cannot be attacked.

Taking Turns

Each character's turn is divided into discrete phases:

- Start of turn
- Actions
- End of turn

Start of Turn

The start of each turn is dedicated to housekeeping tasks:

- Remove effects ending at start of turn
- Ongoing healing: Increase HP for ongoing healing
- Ongoing damage: Decrease HP for ongoing damage
- Dying: Reduce HP for dying characters
- Other effects: Apply regeneration or other effects

Actions

Each combat turn characters can perform one each of these actions (in any order):

- Major action
- Move action
- Minor action

The Combat Actions section below gives examples of activities that fall under each of the separate action types.

All three actions can be combined into a:

- Full action

End of Turn

As with the start of turn, the end of turn is for updating effects:

- Apply any effects triggering at end of turn
- Remove effects ending at end of turn
- Remove effects ending after multiple turns

Combat Actions

Rule: Characters can use a major action, a move action, and a minor action each turn.

Rule: Actions can be traded for a lesser action type.

On each character's combat turn, they can perform one each of these actions:

- Major action
- Move action
- Minor action

Characters can use all of their actions (major, minor, and move) together to make a full action:

- Full action

Full Actions

Rule: A character's major, move, and minor actions can be combined to make a full action.

Some powers take a full action to use, such as healing powers. Full actions take a character's entire turn (major, move, and minor action). Full actions include:

- *Rally* powers
- Full action powers, such as *Wind-Up* or *Steady*

Major Actions

Rules: Major actions are used in combat for attack and spell powers and other significant actions.

Rule: A major action can be downgraded to a move action to allow an additional move action in a turn.

Major actions allow these types of actions:

- Normal melee or ranged attack powers
- Normal spell powers
- Reload a normal or heavy crossbow
- Throw an object
- Activate a wand or other spell implement
- Stabilize a dying character (Wisdom vs. 15)
- Ability test (such as *Shake It Off*)
- Opposed movement ability test (such as to move through an occupied position)

Major actions can be downgraded to allow a character to perform an additional move action in a turn.

Move Actions

Rule: Move actions are used in combat for various movement actions.

Rule: A move action can be downgraded to a minor action to allow an additional minor action in a turn.

Characters can perform move actions for these actions:

- Move up to Movement Speed
- Move action spell power
- Climb a wall, slope, or barrier
- Draw, sling, or sheath a weapon
- Pick up a weapon or object
- Stand up from prone position
- Mount or dismount a horse

Details of movement in combat are in the Movement & Transport section on Page 49 of the Player's Guide.

Minor Actions

Rules: Minor actions are used in combat for various minor actions.

Minor actions include these types of actions:

- Minor action spell power
- Drop a weapon or shield
- Drop prone
- Retrieve a stored item (such as a potion)
- Drink a held potion
- Communicate

Attack Powers

Rule: Characters can use attack powers of their level or lower.

Rule: Attack powers specify the conditions that must be met, the attack bonus used, and the defense targeted.

Rule: Attack powers deal more damage at higher levels.

Rule: Attack powers can have effects when they hit or miss, or other special characteristics.

Attack powers reflect the special melee and ranged attack techniques that are the domain of each of the classes.

For example, warriors off-balance enemies with their attacks, barbarians are more brutal when low on health, berserkers attack multiple enemies, rogues deal extra damage against distracted enemies, and hunters pinpoint their enemy's weakness.

Once a character reaches a level, all of the powers of that level (and all previously gained) are open to the character to use freely in combat, providing their conditions are met.

For the sake of brevity, attack powers abbreviate the following words:

- Ranged bonus is abbreviated to Ranged
- Melee bonus is abbreviated to Melee
- Weapon damage is abbreviated to Weapon

Melee Attack Powers

Rule: Melee attack powers are used against targets in melee range of the character.

In combat, all characters have attack powers, including at least a *Melee Attack*. Martial classes (warriors, barbarians, and berserkers) and specialist classes (hunters, rogues, hospiters) have additional attack powers that offer situational options during the combat and reflect the character's improvement and skills as they gain levels.

Different classes gain the improvements to their attacks at different levels, with berserkers gaining extra damage first, then warriors, then barbarians, then rogues, hunters and hospiters, and finally the magi classes.

Melee Attack (Barbarian)

Condition	Target in melee range.
Attack	Melee vs. AD
Damage	Weapon + Melee
Level 5:	2d Weapon + Melee
Level 9:	3d Weapon + Melee
Level 13:	4d Weapon + Melee
Level 17:	5d Weapon + Melee

Example:

Grok the barbarian wields a great sword, which normally deals 2d6 damage. At Level 5, the barbarian's version of the *Melee Attack* power improves to 2d damage.

When hitting with this attack, the weapon's damage is doubled from 2d6 to 4d6 and then the Melee bonus is added.

Ranged Attack Powers

Rule: Ranged attacks against targets adjacent to the wielder take a –4 penalty.

Rule: Ranged attacks at greater than the weapon's range take a –2 penalty.

Rule: Ranged attacks at more than twice the weapon's range take a –4 penalty.

Rule: Ranged attacks cannot be made at more than three times the weapon's effective range.

Rule: Some ranged weapons require one or more major actions to reload.

As with melee attack powers, all characters have at least a basic ranged attack power. Ranged attack specialist classes like hunters and rogues gain more powerful (and more versatile) ranged attacks as they gain levels. Other classes gain improved ranged attack powers more slowly than the ranged attack specialists.

Ranged Attack

Condition	Target in ranged weapon range.
Attack	Ranged vs. AD
Damage	Weapon + Ranged
Level 3:	2d Weapon + Ranged
Level 7:	3d Weapon + Ranged
Level 11:	4d Weapon + Ranged
Level 15:	5d Weapon + Ranged

Ranged attacks made against targets that are too close or too far away incur penalties.

Ranged attacks against adjacent enemies are made at –4.

Ranged attacks can be attempted at targets up to twice the weapon's defined range, but these are made at –2. Attacks can also be made at targets up to three times the weapon's range at –4. Ranged attacks cannot be made at more than three times the weapon's normal range.

Scaling Attack Powers

As the characters gain levels, their basic attacks improve, increasing the weapon damage that is dealt.

Melee Attack (Level 1)

Condition	Target in melee range.
Attack	Melee vs. AD
Damage	Weapon + Melee
Level 4:	2d Weapon + Melee
Level 8:	3d Weapon + Melee
Level 12:	4d Weapon + Melee
Level 16:	5d Weapon + Melee

Many attack powers deal different amounts of damage and have alternate modifiers to the damage:

Careful Strike (Level 1)

Condition	Target in melee range.
Attack	Melee vs. AD +2
Damage	Weapon + Melee – 2
Level 4:	2d Weapon + Melee –4
Level 8:	3d Weapon + Melee –6
Level 12:	4d Weapon + Melee –8

Finally, some attack powers are only introduced at later levels and then their effectiveness increases:

Stunning Crunch (Level 7)

Condition	Target in melee range.
Attack	Melee vs. AD
Damage	Weapon + Melee
Level 11:	2d Weapon + Melee
Level 15:	3d Weapon + Melee
Hit Effect	Target stunned (only has move and minor action) until end of target's next turn.

Healing Powers

Rule: Characters can use *Rally* once per encounter.

During combat, characters can use their own *Rally* power to regain health points and anima points.

✚ Rally

Action Time	Full action
Power Effect	You regain half of the amount that your HP and AP are depleted. You gain +4 to Defenses until end of your next turn.
Special	This can only be used once per encounter.

Example:

Cra'tha, the Level 4 barbarian has 52 HP.

During a rough combat encounter, Cra'tha is down to 13 HP. Cra'tha uses *Rally* and regains 19 HP (half of the amount his HP is depleted; 39 HP).

When used by magi (or martial characters whose anima has been drained by an enemy necromancer), *Rally* increases depleted health points and anima points:

Example:

Charlange, the Level 4 warlock has 36 HP and 11 AP.

During the same combat encounter, Charlange is down to 20 HP and 0 AP. Charlange uses *Rally* and regains 7 HP and 5 AP (half of the amount his HP is depleted; 16 HP, and half of the depletion of Anima; 11 AP).

Spell Powers

Rule: Magi can use spell powers of their level or lower.
Rule: Some spells have different casting times.
Rule: Some spells have casting condition requirements.
Rule: Offensive spells are against one of the target's Defenses.
Rule: Interrupt spells are cast outside of the caster's turn.
Rule: Spells have different casting effects.

In normal play and in combat magi can channel their anima to cast spells.

There are a number of casting durations of spells, which determine what sort of action is required to cast the spell and whether it can be cast in combat:

- Full action spells
- Major action spells
- Minor action spells
- Interrupt spells
- Non-combat spells

Full Action Spells

Full action spells take a character's entire turn.

Major Action Spells

Most spells are cast as major actions, and may have special requirements or casting conditions.

Burning Touch (X Anima)

Cost	1 anima per dice of damage
Attack	Magic vs. AD
Damage	Xd8 + Magic bonus
Target	Single target
Range	Touch

Move Action Spells

Spells with a casting time of a move action are cast as a move action instead of taking a major action.

Healing Flash (1 Anima)

Casting Time	Move action
Spell Effect	Heal Magic bonus HP.
Target	Single target
Range	Touch or self

Minor Action Spells

Minor action spells are cast as a minor action instead of taking a major action.

Interrupt Spells

Interrupt spells are cast outside the character's turn. The conditions for these spells describe when they can be used.

For example, the mystic spell *Force of Will* can only be cast to adjust the dice roll of another character, either allied or enemy.

Force of Will (1 Anima + X Anima)

Casting Time	Interrupt
Interrupt Condition	Cast immediately after target makes an attack or ability test roll.
Cost	1 anima + 1 anima for each +1 or –1 to the dice roll
Spell Effect	Adjusts the hit roll up or down by 1 for each extra Anima spent.
Range	10' + 10' per level

Meloton the mystic dodges the slashing blade of an enemy orc. As he tumbles to the side, he catches sight of another orc whose rusty sword is about to cleave the head of one of his allies.

Mid-dive, Meloton channels his anima and projects his will at the orc to deflect the hideous monster's sword just enough to miss.

Non-Combat Spells

Many spells have casting times longer than a full action, making them impossible to use in combat.

Rite of Protection (6 Anima)

Casting Time	10 minutes
Spell Effect	Bless the effect area, granting targets +2 to Defenses.
Target(s)	All allies in effect area
Duration	1 hr + 1 hr per level
Effect Area	Radius 5' + 5' per ½ Level bonus

Attack Rolls

Rule: All attacks are made using a d20 roll and adding the relevant attack bonus and miscellaneous bonuses.

Rule: Make separate attack rolls for each target of the attack.

Rule: The GM can apply situational bonuses or penalties to attacks.

Rule: All attacks are made against one of the target's Defenses.

Rule: A die roll of 20 is a critical hit.

Rule: A die roll of 1 is an automatic miss.

Attack all rolls are made by rolling a d20, adding the relevant bonus (Melee, Ranged or Magic), and adding any other bonuses the character has or that are defined in the attack or spell power, or determined by the GM.

Example bonuses and penalties include:

- High or low quality or magical weapons
- Another magical enhancement
- Attack power being used
- Effects of a previously cast spell
- Effects of an on-going condition
- Cover or concealment
- Lack of proficiency in weapon or armor
- Any bonus or penalty the GM applies

If the die roll is a 20, it is a critical hit. If the die roll is a 1, it is an automatic miss, regardless of the attack bonuses.

If the die roll plus bonuses or penalties is equal to or higher than the target's defense, then the attack is a 'hit', otherwise it's a 'miss'.

If the attack targets multiple targets (such as a radius blast spell), then attack rolls are made separately for each target.

Critical Hits

Rule: Critical hits (natural 20) deal maximum damage.

Rule: Damage adjustments apply to critical damage.

Critical hits deal damage as if each dice rolled its maximum.

In some cases, players can roll a critical hit when using an attack power that reduces or increases the amount of damage dealt. In these cases, the damage modification still applies to the final damage.

Example:

Brythil the warrior wields a heavy mace, which deals 1d8 damage.

Brythil is locked in close combat with a fearsome undead knight. The knight's Armor defense is high, so Brythil uses *Careful Strike*, which gives a +2 bonus to the attack at the cost of –2 damage.

The next attack roll is a natural 20, which is a critical hit. This would normally deal 8 damage (plus Brythil's Melee bonus), but the damage reduction of the *Careful Strike* reduces the damage from 8 to 6 (plus Melee bonus).

Calculating Damage

Rule: Roll once for the damage for successful attacks.

Rule: Add the relevant attack bonus (Melee, Ranged, and Magic) and bonuses or penalties to the damage.

If an attack 'hits' then damage is rolled to determine how successful it was. The damage of melee attacks and ranged attacks is determined by the weapon that is used, with modifiers for the attack power plus Melee bonus or Ranged bonus. Furthermore, the damage from these attacks increases at higher character levels:

Ranged Attack

Condition	Target within ranged weapon range.
Attack	Ranged vs. AD
Damage	Weapon + Ranged
Level 3:	2d Weapon + Ranged
Level 7:	3d Weapon + Ranged
Level 11:	4d Weapon + Ranged
Level 15:	5d Weapon + Ranged

The damage of magic attacks is determined by the spell being cast and usually has the magi's Magic bonus added.

Melee attack damage is usually:

- Weapon damage + power modifiers + Melee bonus

Ranged attack damage is usually:

- Weapon damage + power modifiers + Ranged bonus

Magic attack damage is usually:

- Spell damage + Magic bonus (if applicable)

Example:

Rothgar the Level 2 berserker wields a longsword, which deals 1d8 damage.

Rothgar attacks a puny orc with a *Devastating Blow*, which gives him +4 damage at the cost of –4 to his melee attack. Even with the –4 penalty, the attack is successful, so damage must be calculated.

1d8 is rolled for 6, Rothgar's Melee bonus of +5 and the *Devastating Blow's* additional damage of +4 are added, bringing the total damage to 15 (6+5+4).

Some attack powers only deal Melee bonus damage, instead of weapon damage plus Melee bonus:

Yew Strike

Condition	Target in melee range. Character wielding ranged weapon (e.g. bow or crossbow).
Attack	Melee vs. AD
Damage	Melee bonus only
Level 8:	Weapon + Melee
Level 12:	2d Weapon + Melee
Level 16:	3d Weapon + Melee

Conditions and Effects

"Take your stinking paws off me, you damned dirty ape!"

Rule: Conditions apply bonuses and penalties to attacks, defenses and other character abilities and actions.
Rule: Some conditions can be overcome or escaped with *Shake If Off* or an opposed ability test.
Rule: Some conditions affect all targets in an area.

Conditions are ongoing physical or magical states that characters and monsters accrue – willingly or unwillingly.

Condition Durations

The common durations for effects and conditions are:

- End of target's next turn: The effect lasts until the end of the target character or creature's next turn.
- After a number of rounds: The effect lasts for a number of rounds, expiring at the end of the instigating character's turn.
- End of encounter.

Overcoming Ongoing Conditions

All creatures have a *Shake It Off* power to escape from ongoing conditions and spell effects, such as slow, immobilize, daze, stun or magical effects like *Bane* or *Mire*.

Shake It Off

Test Effect	Remove one ongoing condition or spell effect (e.g. daze, bane, poison, immobilize, etc).
Ability Test	Ability bonus vs. 15 + level (of creature or caster that applied the condition/spell effect).

The ability bonus used in *Shake It Off* is based on the original defense targeted. For example, Wisdom bonus is used to shake off an ongoing magical effect.

Escaping Enforced Conditions

Some conditions are continually enforced, such as being pinned, restrained or attached by an enemy creature, or even physically immobilized, such as by animated vines.

In these cases the condition can be escaped by beating the other creature in an opposed ability test. These tests usually offer the choice of using their character's Strength or Dexterity to throw off or slip away from the creature.

Area Conditions

Finally, some conditions affect a location or area, and cannot be avoided or escaped. For example, areas filled with smoke, fog or magically obscured, or a physical obstacle (like quicksand) that slows a character moving through it.

Common Conditions

Condition	Description
Blinded	Slowed, –4 to Attacks and Defenses.
Burdened	–1 to Movement Speed.
Cover	Partial: +2 to Defenses. Moderate: +4 to Defenses. Substantial: +6 to Defenses.
Dazed or Hampered	You only have a major action and a minor action (but can still downgrade actions).
Dead	You're on –10 HP or less. You can only return to life through magic.
Dying	You have no actions. –6 to Defenses. Successful attacks are automatic critical hits. 1 HP damage at the start of turn.
Encumbered	–1 to Movement Speed.
Immobilized	You can't move intentionally, –2 to Defenses.
Insubstantial	You can move through solid objects at half speed and damage taken from attacks against your AD and ED is halved.
Pinned	You cannot physically move. –2 to Attacks, –4 to Defenses. Opposed ability test to escape (Str/Dex), success moves opponent to adjacent square and character becomes prone.
Poisoned	You take damage at the start of your turn equal to the ½ Level of the creature that poisoned you.
Prone	You are on the ground (or similarly unbalanced). –2 to Attacks and Defenses, Movement Speed is 1. Stand (or equivalent recovery) as move action.
Restrained	You cannot perform actions that require free physical movement. No melee or ranged attacks, Movement Speed is 0, –4 to Magic, –4 to Defenses. Opposed ability test to escape (Str/Dex).
Slowed	Your Move Speed halved (no less than 1).
Stabilized	You're under 0 HP but not dying.
Stunned or Unbalanced	You only have a move action and a minor action (but can still downgrade actions).
Unconscious	You cannot perform any actions. –6 to Defenses. Hits are automatic criticals. Without intervention you recover to 1 HP after a short rest.
Visibility	Obscure: +2 to Defenses and Stealth. Faint: +4 to Defenses and Stealth. Invisible: +6 to Defenses and Stealth.
Weakened	Damage that you deal is halved.

Damage, Dying & Death

Melchisidek, "Hurry to meet Death, before your place is taken."

Taking Damage

Rule: Damage is applied immediately.
Rule: Characters are unconscious at 0 HP.
Rule: Characters are dying when on less than 0 HP.
Rule: Unconscious or dying characters fall to the ground.
Rule: No single attack can reduce a character to less than –5 HP.
Rule: Dying characters lose 1 HP at the start of each turn.
Rule: Dying characters are stabilized by another character making an ability test (major action).
Rule: Stabilized characters remain at their current HP.
Rule: Stabilized characters return to dying if damaged.
Rule: Characters die immediately at –10 HP.

Characters take damage in combat (or sometimes outside of combat) through melee, ranged or magical attacks or through ongoing damage from some attack powers.

An attack that deals enough damage to put a character on exactly 0 HP knocks the character unconscious. Characters are unconscious, but stable, at 0 HP.

Unconscious or dying characters fall to the ground, where they are vulnerable to enemy attacks.

If an attack reduces a character to less than 0 HP then that character is dying and requires healing or stabilization.

No single attack can kill a player or game character outright. When an attack would reduce a character's health points to less than –5 HP, the character's health is clamped to –5 HP. Subsequent attacks or damage from dying are applied as normal.

Unconscious

Characters are unconscious but stable at 0 HP.

Dying

Characters under 0 HP are dying (unless already stabilized). At the start of each round that a character is dying, they lose another HP.

When the character reaches –10 HP, the character dies.

Stabilization

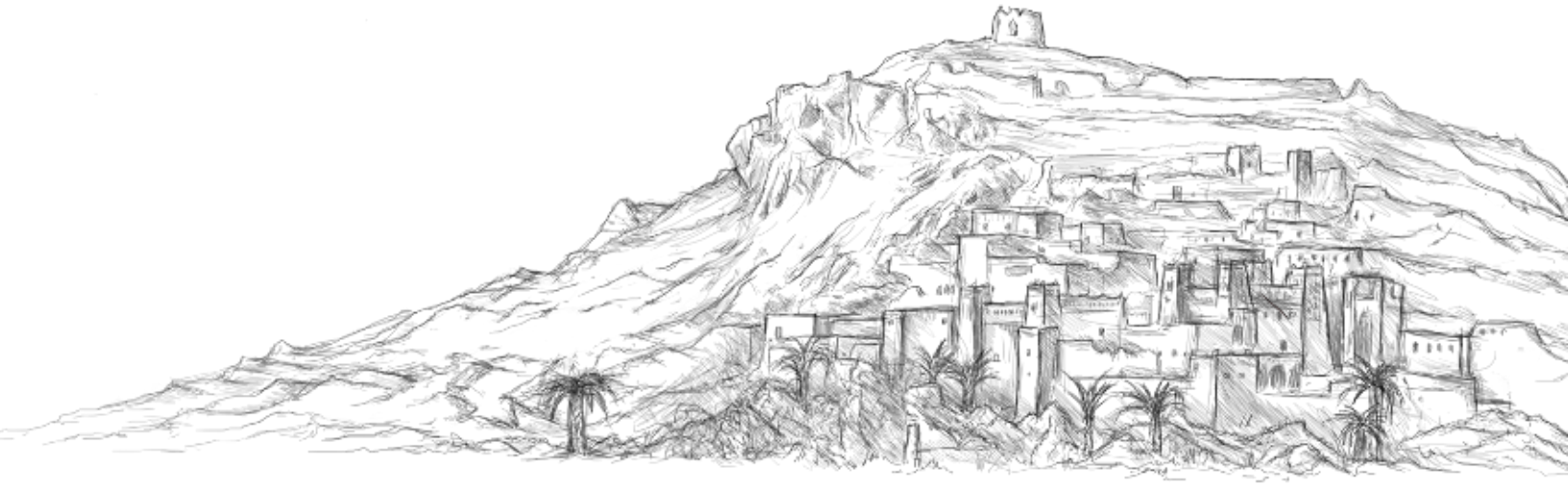
Characters that are dying need to be stabilized or healed before they reach –10 HP. Another character can stabilize a dying party member (or game character) by using a major action to take an ability test (Wisdom vs. 15).

Stabilized characters remain at their current negative HP and do not continue to lose HP every turn.

Death

Death occurs for player characters or game characters either through direct damage on the combat turn of an enemy or game character (or another player character in unfortunate circumstances), or on the character's start of turn phase if they are dying.

A fully dead character can only be revived through magical means (or divine intervention).



Health & Anima Recovery

Ahmed Ibn Fahdlan, "How can you sleep at a time like this?"

Herger the Joyous, "The All-Father wove the skein of your life a long time ago. Go and hide in a hole if you wish, but you won't live one instant longer. Your fate is fixed. Fear profits a man nothing."

Rule: Characters can recover health and anima during combat encounters by using their *Rally* power or through spells or attack powers.

Rule: The *Rally* power can be used once per encounter.

Rule: A character's health points and anima points cannot be healed or recovered to more than their maximums, unless specifically stated.

Rule: Healing a dying or stabilized character first resets their health points to 0, then the healing is applied, and the character is dazed (character only has major action and minor action) until the end of their next turn.

Rule: Healing an unconscious character (on 0 HP) increases their health points and returns them to consciousness.

Combat Healing

During combat encounters, characters can use their *Rally* power to regain health points and anima points.

When characters use *Rally*, they regain health points and anima points equal to half the amount that these are depleted (rounded down in both cases).

Example:

Charlange, a Level 2 warlock as 24 HP and 10 AP.

In the midst of a ferocious battle, he is reduced to 9 HP and 3 AP. Using his *Rally* power, Charlange's health points increase from 9 HP to 16 HP and his anima points increase from 3 AP to 8 AP.

Magic Healing

Some magi, such as hospiters and healers, have spell powers that allow them to channel their anima to heal the wounds and fatigue of their allies.

For example, the spell *Healing Touch* is used by healers and hospiters to aid their allies:

Healing Touch (X Anima)

Cost	1 anima per dice of healing
Spell Effect	Heal Xd6 + Magic bonus HP.
Target	Single target
Range	Touch or self

Resting

Rule: Characters can take short rests after encounters.

Rule: At a short rest, characters can use their *Rally* power to recover health points and anima points.

Rule: At a long rest, characters recover all of their health points and anima points.

Characters can use their *Rally* power at a short rest, and at a long rest they recover all health points and anima points.

Short Rest

Between encounters characters can take a short rest for fifteen minutes and use their *Rally* power to regain health points equal to half of the amount depleted and anima equal to half of the amount depleted (rounded down for both).

While resting, the characters recover, which involves:

- Recovering from exertion and fatigue
- Cleaning, bandaging, stitching wounds
- Maintaining and cleaning weapons and armor
- Using healing poultices, salves, and herbs
- Meditating, centering or praying to recover anima

If practical, characters can take multiple short rests to use *Rally* multiple times. Each subsequent short rest is four times longer than the last.

Example:

Rothgar the berserker, Brythil the warrior and Charlange the warlock have just fought and defeated a vengeful spirit, leaving Rothgar with just 9 HP (out of 31) and Brythil with 16 HP (out of 28). Charlange has emerged unscathed, but his remaining AP is just 3 (out of 10).

When they all use their *Rally* power at a short rest, Rothgar regains 11 HP, taking him up to 20 HP. Brythil regains 6 HP, so he goes to 22 HP. Charlange regains 3 AP, taking him to 6 AP.

Using Healing Spells Between Encounters

Characters can also use their spells to heal between encounters, either before or after using their *Rally* power.

Resting Stabilized or Unconscious Characters

Stabilized or unconscious characters can't perform any actions, so they cannot willfully perform *Rally*. If such characters take a short rest (or an equivalent uninterrupted rest) then they automatically recover to 1 HP.

Long Rest

Once a day, characters can take a long rest of approximately eight hours to return their health and anima to maximum.

If this rest is interrupted, the GM can extend the time required before health and anima points are reset. Alternatively, broken rest can increase health and anima points to some fraction of their maximums.

Powers: Attacks & Spells

All character classes have a series of progressively more potent powers that represent their unique abilities in and (in the case of some spells) out of combat.

Powers have the following elements that describe their use and effects:

- Action Time
- Condition
- Target
- Target(s)
- Attack
- Attack #
- Attacks
- Damage
- Damage #
- Attack Effect
- Hit Effect
- Miss Effect

Spell powers have these additional elements:

- Casting Time
- Interrupt Condition
- Cost
- Spell Effect
- Counter
- Duration
- Range
- Effect Area
- Materials

Finally, some powers (like *Shake It Off*) trigger ability tests:

- Test Effect
- Ability Test

Elements of Powers

Action Time

Unless otherwise noted, all powers are used as major actions. However, some actions have action times other than as a major action, such as a full action for a *War Cry* or *Wind-Up* powers or Interrupt for *Reflex Strike*.

Casting Time

By default, spells require a major action to cast.

Some spells, such as *Healing Flash*, have shorter casting times equivalent to move or minor actions.

Other more powerful spells have longer casting times, ranging from full actions to minutes and hours.

Interrupt Condition

Interrupt spells and powers are activated outside of the character's turn and have a specified interrupt condition. This condition must be met for the spell to be cast or the power to be used. Example interrupt conditions include:

- Cast as interrupt immediately after target makes an attack roll.
- You're hit with an attack that would reduce your HP to 0 or less.

Cost

Spell powers have an anima point cost that must be paid before the spell resolves. Usually the cost is specified next to the title of the spell.

In some cases the spells have additional costs, such as variable cost (shown as X), or a cost based on some other factor, such as the anima points cost of the spell being countered or re-directed.

Condition

Many powers have conditions that must be met for the power to be used. Example conditions include:

- Target in melee range (for melee attacks)
- Target in ranged weapon range (for ranged attacks)
- Hit by the target since the character's last round
- Character on less than ½ health points
- No damage yet inflicted in the combat encounter

Target

Most powers affect a single target. If it specifies ally or enemy, then the power can only target allies or enemies.

Target(s)

Some powers have radius effects or alternatively allow the character to affect multiple targets.

Some radius powers only affect allies within the effect area (such as *Healing Wave* spells) while others only affect enemies.

Attack

The attack section details the attack bonus (Melee, Ranged, Magic), any other bonuses or penalties and the defense that is targeted: AD for Armor defense, ED for Evasion defense, MD for Magic defense, RD for Resilience defense.

Attack

A few rare powers allow attacks against multiple specific targets. These attacks are listed separately as they usually have different bonuses or penalties applied progressively.

Attacks

Attacks against multiple targets which have the same bonuses or penalties list all of the attacks together instead of separately.

Damage

The damage section defines how many damage dice are rolled and what bonuses or penalties are applied when an attack is successful. For melee and ranged attacks, the amount of damage dealt scales as the character gains levels.

Damage of 2d, 3d or 4d means roll twice, three times, or four times as many of the weapon's normal damage dice.

Many spells have variable damage, which is shown as X along with the type of dice, such as Xd6 or Xd8.

Furthermore, some spells change the type of damage dice based on the target of the spell, such as canonates' attacks against undead which deal Xd10 damage instead of Xd6.

Powers usually add the character's Melee, Ranged or Magic bonus to the final damage (or sometimes only this bonus damage is dealt):

- Melee bonus only
- Weapon + Melee (weapon damage + Melee bonus)
- 2d Weapon + Ranged (2d weapon damage + Ranged bonus)
- Xd6 + Magic bonus (d10s against undead)

Damage

If the attack power deals different amounts of damage for each of the separate attacks, such as powers with the Attack # component, then these amounts are detailed here.

Power Effect

The power effect section lists the primary or secondary result of some powers, such as:

- Attack powers with secondary effects
- Healing powers like *Rally*

In attack powers, the power effects section details the secondary effects of the power which happen whether the attack hits or misses. For example, some attack powers hamper the character or reduce their Defenses when used, regardless of whether they hit or not.

Spell Effect

Any spell that does anything other than direct damage has an effect. The spell effect component describes what the spell does when it is successfully cast, such as temporarily increasing the target's Attacks, Defenses, or healing.

If the spell attacks a target's Defenses (shown if it has an attack entry), then the spell effect only triggers if the spell attack is successful.

Hit Effect

Hit effects are often secondary effects that only happen when the power's attack roll is successful.

Example hit effects include:

- Target knocked prone, dazed, stunned or immobilized
- Target is pushed back for each successful hit
- Character and target swap positions

Miss Effect

Some attack powers and spells have alternate effects that occur when the attack roll misses the target. Those effects are listed in the miss effect section.

Ability Test

This section details the ability test, such as:

- Ability bonus vs. 15 + level (of creature or caster that applied the effect).

Test Effect

Powers with ability tests have an effect that triggers only if the test is passed.

Range

The range section defines the range of spell powers. In the case of single target spells, this is the maximum range at which the entity can be targeted. Example ranges include:

- 5'
- Self
- Touch or self
- 10' + 10' per level

For spells with an effect area, the range is the maximum distance at which a spell's effect area can be centered.

Effect Area

Area effect spells have a defined effect area, which is usually a radius from a specified position. All entities within this effect area are potential targets, depending on the power's target(s) details (such as 'All allies within effect area').

The effect area of spells is specified:

- Radius 5' per ½ Level bonus

In this example, the spell effect starts in the square occupied by the caster, and the radial effect spreads from there.

> **Example:**
>
> A Level 4 warlock casts *Fire Blast* (a Level 3 spell). The Caster's ½ Level bonus is 2, so the *Fire Blast* has a radius of 10'. The spell effect starts from the caster, and then stretches 10' from there.
>
> If using a grid, this stretches 2 squares from the caster – not including the square occupied by the caster – giving a total effect radius of 5 squares by 5 squares.
>
> If using descriptive combat, this effect would reach the second rank of monsters (or unfortunate allies) around the caster.

Other alternative effect area types include:

- *Lightning Chain* has a total length of 10' + 10' per ½ Level bonus
- 5' square + 5' square per caster level

Effect Range

Spells that give characters ongoing enhancements, such as *Detect Magic*, have an effect range that details the range of the ongoing effect.

Duration

If a spell's effect is not resolved immediately when cast, then the ongoing duration of the spell's effect is defined in rounds (rnd), minutes (min), hours (hr) or longer.

- Until the end of the target's next turn
- 1 rnd + 1 rnd per level
- 1 min + 1 min per level

If the spell effect lasts for multiple rounds, then it expires at the end of the caster's turn on the final round.

Counter

The counter aspect of a power defines circumstances in which the spell effect is immediately ended.

Special

Special aspects of powers allow unique requirements or effects not covered in the other areas, such as:

- Multiple attacks against the same target that only end on a miss

Materials

Scrolls, wands and potions require specific materials in their creation.

Power Glossary

- ½ Level: The ½ Level bonus of the character who is using the power.
- Ability Test: An ability test during combat, including the relevant ability and difficulty.
- Adjacent (two targets): Standing within 5' of each other.
- Adjacent (three or more targets): Without gaps between the targets (i.e. an unbroken line can be traced between all of the targets).
- Ally/Allies: Allies are the other creatures, adventurers or game characters who fight on the same side as the character (but not the character itself).
- Arc (90°): Effect area, which extends from the character out to the radius or range, but its angle is constrained to 90°.
- Arc (180°): Effect area, which extends from the character out to the radius or range, but its angle is constrained to 180°.
- Attack: A melee, ranged or magic attack.
- Attacker: The creature that has made the attack.
- Aura: Ongoing radial effect area that is centered on a creature. A creature can only have one active aura.
- Bonus: Any modifier that increases an attack roll.
- Caster: The character who is using the spell.
- Caster Level: The level of the character who is using or originally used the spell power.
- Character: The character who is using the power.
- Combatant: Anyone in the combat encounter, including all allies, enemies, and unaligned.
- Contiguous: Without gaps between the targets (i.e. an unbroken line can be traced between all of the targets).
- Creature: Any entity, including all allies and enemies.
- Creature Level: The level of the creature who is using or originally used the power.
- Critical Weapon Damage: The highest possible damage a weapon and power could deal.
- Damage: The amount of damage that is being dealt.
- Dealer: The creature that has made the attack.
- Day: The period of time between long rests, usually starting at dawn.
- Defense: The specific defense being targeted.
- Defenses: All four of the creature's Defenses (AD, ED, MD, RD).
- Encounter: A single challenge in the game; combat, trap, adversarial game character, puzzle, or non-trivial ability test.
- Enemy/Enemies: Monsters, adventurers, or game characters who fight in opposition to the character.
- Engaged: The creature has been the target of a melee attack by someone other than the character since the end of the character's last turn.
- Hit: An attack roll that is successful (it is equal or higher than the defense against which it is rolled).
- Initiative: The order that player characters and game characters act in each round, from highest to lowest.
- Melee Range: Within the melee range of the character's weapon.
- Miss: An attack roll that is unsuccessful (it is lower than the defense against which it is rolled).
- Off-Hand: Character's secondary hand, used for shield, two-handed weapons, alternate weapons or potions.
- Once Per Turn: Powers that can be used once per turn reset at the start of the character's turn.
- Other: Anyone except for the character using the power or spell.
- Origin: The starting location of an action.
- Overlap: Character's line of sight must pass through the closest target and all subsequent targets.
- Penalty: Any modifier that decreases an attack roll.
- Pierce: A type of weapon or projectile that can enter and pass through the body of a target.
- Position: The area occupied by a creature.
- Pushed Back: Target is moved in a straight line away from the character (including diagonally if using a grid), in a direction decided by the character's player.
- Radius: Area of a spell's effect, counted in 5' increments from the caster, but not including the spell's origin. Thus, a 5' radius spell has an actual diameter of 15'.
- Range: The distance at which a spell can reach a target or where the effect area can be centered.
- Ranged Weapon Range: Within the furthest range increment of the character's ranged weapon (penalties may apply).
- Retreat: Move back to the origin of the move or power.
- Round: 5-10 seconds. All player characters, game characters and monsters have a turn during a round.
- Self: The character casting the spell.
- Slung: The character's easily accessible second weapon.
- Step: The incremental effect of a spell.
- Target(s): The target or targets of the spell. Usually allies or enemies, but creative players might try to target non-combatants or inanimate objects (GM discretion applies here).
- Touch: A target close enough to be touched (the same as the character's melee range, i.e. within 5').
- Turn: The actions of a single player character, game character or group of monsters during a round.
- Unaware: The target is not aware of the position of the character, such as through invisibility or Stealth.
- Undead: Creatures with the characteristic 'Undead'.
- Wielding: The character's currently held weapon.
- Worn: A piece of clothing (other than armor) currently worn by the character.
- You: The character or caster who is using the power.

Warrior Powers

CHP	7 health points per level		
Melee	Simple	Normal	Martial
Ranged	Simple		
Armor	Light	Medium	Heavy

Level 1

Melee Attack

Condition	Target in melee range.
Attack	Melee vs. AD
Damage	Weapon + Melee
Level 4:	2d Weapon + Melee
Level 8:	3d Weapon + Melee
Level 12:	4d Weapon + Melee
Level 16:	5d Weapon + Melee

Ranged Attack

Condition	Target in ranged weapon range.
Attack	Ranged vs. AD
Damage	Weapon + Ranged
Level 6:	2d Weapon + Ranged
Level 12:	3d Weapon + Ranged
Level 18:	4d Weapon + Ranged

Careful Strike

Condition	Target in melee range.
Attack	Melee +2 vs. AD
Damage	Weapon + Melee – 2
Level 4:	2d Weapon + Melee –4
Level 8:	3d Weapon + Melee –6
Level 12:	4d Weapon + Melee –8

✚ Rally

Action Time	Full action
Power Effect	You regain half of the amount that your HP and AP are depleted. You gain +4 to Defenses until end of your next turn.
Special	This can only be used once per encounter.

Shake It Off

Test Effect	Remove one ongoing condition or spell effect (e.g. daze, bane, poison, immobilize, etc).
Ability Test	Ability bonus vs. 15 + level (of creature or caster that applied the condition/spell effect).

Level 2

Defensive Stance

Action Time	Full action
Power Effect	You gain +4 to AD and ED until end of your next turn.

Powerful Blow

Condition	Target in melee range.
Attack	Melee – 2 vs. AD
Damage	Weapon + Melee +2
Level 5:	2d Weapon+Melee+4
Level 9:	3d Weapon+Melee+6
Level 13:	4d Weapon+Melee+8

Level 3

Breaching Slash

Condition	Target in melee range.
Attack	Melee vs. AD
Damage	Melee bonus only
Level 6:	Weapon + Melee
Level 10:	2d Weapon + Melee
Level 14:	3d Weapon + Melee
Power Effect	Target takes –2 to AD and ED until end of target's next turn.

Feinting Swing

Condition	Target in melee range.
Attack	Melee vs. AD
Damage	Melee bonus only
Level 6:	Weapon + Melee
Level 10:	2d Weapon + Melee
Level 14:	3d Weapon + Melee
Power Effect	Target takes –2 to Attacks until end of target's next turn.

Level 4

Jolting Crunch

Condition	Target in melee range.
Attack	Melee vs. AD
Damage Level 8: Level 12: Level 16:	1d Weapon + Melee 2d Weapon + Melee 3d Weapon + Melee 4d Weapon + Melee
Hit Effect	Target dazed (only has major and minor action) until end of target's next turn.

Reflex Strike

Action Time	Interrupt
Interrupt Condition	Target moves out of melee range and travels more than 5' in a single move.
Attack	Melee vs. AD
Damage Level 12:	Melee bonus Weapon + Melee
Power Effect	You're hampered (only has major and minor action) until end of your next turn.

Level 5

Blooded Blade

Condition	Target in melee range. You killed an enemy last round.
Attack	Melee + 4 vs. AD
Damage Level 9: Level 13:	2d Weapon + Melee 3d Weapon + Melee 4d Weapon + Melee

Evasive Parry

Condition	Target in melee range.
Attack	Melee vs. AD
Damage Level 9: Level 13: Level 17:	Melee bonus only Weapon + Melee 2d Weapon + Melee 3d Weapon + Melee
Power Effect	You gain +2 to AD and ED until end of your next turn.

Level 6

Sweeping Swing

Condition	Two adjacent targets in melee weapon range.
Attack 1	Melee vs. AD
Attack 2	Melee – 4 vs. AD
Damage 1 Level 10: Level 14: Level 18:	Weapon + Melee 2d Weapon + Melee 3d Weapon + Melee 4d Weapon + Melee
Damage 2 Level 14:	Melee bonus only Weapon + Melee

Level 7

Dual-Strikes

Condition	Target(s) in melee range. You're wielding a simple melee weapon in your off-hand.
Attack 1	Melee vs. AD
Attack 2	Melee – 2 vs. AD
Damage 1 Level 11: Level 15: Level 19:	Weapon + Melee 2d Weapon + Melee 3d Weapon + Melee 4d Weapon + Melee
Damage 2	Weapon + Melee

Level 8

Stunning Blow

Condition	Target in melee range.
Attack	Melee vs. AD
Damage Level 12: Level 16:	Weapon + Melee 2d Weapon + Melee 3d Weapon + Melee
Hit Effect	Target stunned (only has move and minor action) until end of target's next turn.

Level 9

Sidestep Attack

Condition	Target in melee range.
Attack	Melee vs. AD
Damage Level 13: Level 17:	2d Weapon + Melee 3d Weapon + Melee 4d Weapon + Melee
Hit Effect	You and the target swap positions.

Level 10

Distracting Blow

Condition	Target in melee range.
Attack	Melee vs. AD
Damage Level 14: Level 18:	Weapon + Melee 2d Weapon + Melee 3d Weapon + Melee
Power Effect	Target takes –4 to Attacks until end of target's next turn.

Barbarian Powers

CHP	8 health points per level		
Melee	Simple	Normal	Martial
Ranged	Simple		
Armor	Light	Medium	

Level 1

Melee Attack

Condition	Target in melee range.
Attack	Melee vs. AD
Damage Level 5: Level 9: Level 13: Level 17:	Weapon + Melee 2d Weapon + Melee 3d Weapon + Melee 4d Weapon + Melee 5d Weapon + Melee

Ranged Attack

Condition	Target in ranged weapon range.
Attack	Ranged vs. AD
Damage Level 6: Level 12: Level 18:	Weapon + Ranged 2d Weapon + Ranged 3d Weapon + Ranged 4d Weapon + Ranged

✚ Rally

Action Time	Full action
Power Effect	You regain half of the amount that your HP and AP are depleted. You gain +4 to Defenses until end of your next turn.
Special	This can only be used once per encounter.

Reprisal Attack

Condition	Target in melee range. You've been hit by the target since your last turn.
Attack	Melee + 4 vs. AD
Damage Level 5: Level 9: Level 13:	Weapon + Melee 2d Weapon + Melee 3d Weapon + Melee 4d Weapon + Melee

Shake It Off

Test Effect	Remove one ongoing condition or spell effect (e.g. daze, bane, poison, immobilize, etc).
Ability Test	Ability bonus vs. 15 + level (of creature or caster that applied the condition/spell effect).

Level 2

Fierce Attack

Condition	Target in melee range. Your HP is under 50%.
Attack	Melee + 2 vs. AD
Damage Level 6: Level 10: Level 14:	Weapon + Melee 2d Weapon + Melee 3d Weapon + Melee 4d Weapon + Melee

Wind-Up

Action Time	Full action
Power Effect	You gain +4 to next melee attack roll, effect expires on other action.

Level 3

Gathering Assault

Condition	Target in melee range. Your HP is under 50%.
Attack	Melee vs. AD
Damage Level 7: Level 11: Level 15:	Melee bonus only Weapon + Melee 2d Weapon + Melee 3d Weapon + Melee
Power Effect	You gain ½ Level HP

Jolting Crunch

Condition	Target in melee range.
Attack	Melee vs. AD
Damage Level 7: Level 11: Level 15:	Melee bonus only Weapon + Melee 2d Weapon + Melee 3d Weapon + Melee
Hit Effect	Target dazed (only has major and minor action) until end of target's next turn.

Level 4

Dire Attack

Condition	Target in melee range. Your HP is under 25%.
Attack	Melee + 4 vs. AD
Damage Level 8: Level 12: Level 16:	Weapon + Melee 2d Weapon + Melee 3d Weapon + Melee 4d Weapon + Melee

Tripping Attack

Condition	Target in melee range.
Attack	Melee – 2 vs. AD
Damage Level 8: Level 12: Level 16:	Melee bonus only Weapon + Melee 2d Weapon + Melee 3d Weapon + Melee
Hit Effect	Target prone (–2 to Attacks and Defenses, Movement Speed is 1).

Level 5

Smashing Crunch

Condition	Target in melee range.
Attack	Melee vs. ED
Damage Level 9: Level 13: Level 17:	Melee bonus only Weapon + Melee 2d Weapon + Melee 3d Weapon + Melee

Takedown

Action Time	Interrupt
Interrupt Condition	Target moves out of melee range and travels more than 5' in a single move.
Attack	Melee vs. ED
Damage	Melee bonus only
Hit Effect	Target prone (–2 to Attacks and Defenses, Movement Speed is 1).
Power Effect	You're hampered (only has major and minor action) until end of your next turn.

Level 6

Charging Attack

Action Time	Full action
Condition	You begin turn without an adjacent enemy.
Attack	Melee + 2 vs. AD
Damage Level 10: Level 14:	2d Weapon + Melee 3d Weapon + Melee 4d Weapon + Melee
Special	You move up to your Movement Speed. You can then make melee attack against adjacent enemy.

Level 7

Stunning Crunch

Condition	Target in melee range.
Attack	Melee vs. AD
Damage Level 11: Level 15:	Weapon + Melee 2d Weapon + Melee 3d Weapon + Melee
Hit Effect	Target stunned (only has move and minor action) until end of target's next turn.

Level 8

Weakening Blow

Condition	Target in melee range.
Attack	Melee vs. AD
Damage Level 12: Level 16:	Melee bonus only Weapon + Melee 2d Weapon + Melee
Hit Effect	Target weakened (damage dealt is halved) until end of target's next turn.

Level 9

Staggering Attack

Condition	Target in melee range.
Attacks	Melee vs. ED
Damage Level 13: Level 17:	Weapon + Melee 2d Weapon + Melee 3d Weapon + Melee
Hit Effect	Target pushed back 5' per dice of weapon damage.

Level 10

Hard to Kill

Action Time	Interrupt
Interrupt Condition	You're hit with an attack that would reduce your HP to 0 or less.
Power Effect	You immediately reduce the damage by Constitution bonus. The power cannot be used again until the start of your next turn.

Berserker Powers

CHP	6 health points per level		
Melee	Simple	Normal	Martial
Ranged	Simple		
Armor	Light	Medium	

Level 1

Melee Attack

Condition	Target in melee range.
Attack	Melee vs. AD
Damage Level 3: Level 7: Level 11: Level 15:	Weapon + Melee 2d Weapon + Melee 3d Weapon + Melee 4d Weapon + Melee 5d Weapon + Melee

Ranged Attack

Condition	Target in ranged weapon range.
Attack	Ranged vs. AD
Damage Level 6: Level 12: Level 18:	Weapon + Ranged 2d Weapon + Ranged 3d Weapon + Ranged 4d Weapon + Ranged

✚ Rally

Action Time	Full action
Power Effect	You regain half of the amount that your HP and AP are depleted. You gain +4 to Defenses until end of your next turn.
Special	This can only be used once per encounter.

Reaching Attack

Condition	Target in melee range.
Attack	Melee + 2 vs. AD
Damage Level 3: Level 7: Level 11:	Weapon + Melee 2d Weapon + Melee 3d Weapon + Melee 4d Weapon + Melee
Power Effect	You take –2 to AD and ED until end of your next turn.

Shake It Off

Test Effect	Remove one ongoing condition or spell effect (e.g. daze, bane, poison, immobilize, etc).
Ability Test	Ability bonus vs. 15 + level (of creature or caster that applied the condition/spell effect).

Level 2

Thirsting Blade

Condition	Target in melee range. No damage dealt in this combat encounter.
Attack	Melee + 4 vs. AD
Damage Level 6: Level 10: Level 14:	Weapon + Melee 2d Weapon + Melee 3d Weapon + Melee 4d Weapon + Melee

War Cry

Action Time	Full action
Target(s)	Allies within 5' per ½ Level
Power Effect	Targets gain +2 to Attacks until the end of their next turn.

Level 3

Sweeping Swing

Condition	Two adjacent targets within melee range.
Attack 1	Melee vs. AD
Attack 2	Melee – 4 vs. AD
Damage 1 Level 7: Level 11: Level 15:	Weapon + Melee 2d Weapon + Melee 3d Weapon + Melee 4d Weapon + Melee
Damage 2 Level 11:	Melee bonus Weapon + Melee

Reflex Strike

Action Time	Interrupt
Interrupt Condition	Target moves out of melee range and travels more than 5' in a single move.
Attack	Melee vs. AD
Damage Level 11:	Melee bonus only Weapon + Melee
Power Effect	You're hampered (only has major and minor action) until end of your next turn.

Level 4

Full Assault

Condition	Target in melee range.
Attack	Melee vs. AD
Damage Level 8: Level 12:	3d Weapon + Melee 4d Weapon + Melee 5d Weapon + Melee
Power Effect	You take –4 to AD and ED until end of your next turn.

Whirlwind Attack

Condition	All targets in melee weapon range.
Attacks	Melee – 4 vs. AD
Damage Level 8: Level 12: Level 16:	Weapon + Melee 2d Weapon + Melee 3d Weapon + Melee 4d Weapon + Melee

Level 5

Cruel Attack

Condition	Target in melee range.
Attack	Melee vs. AD
Damage Level 9: Level 13:	2d Weapon+Melee+2 3d Weapon+Melee+4 4d Weapon+Melee+6
Power Effect	You take –2 to AD and ED until end of your next turn.

Frenzied Assault

Condition	Target in melee range.
Attack 1	Melee vs. AD
Attack 2	Melee – 2 vs. AD
Attack 3	Melee – 4 vs. AD
Attack N	Etc.
Damage Level 9: Level 13:	Weapon + Melee 2d Weapon + Melee 3d Weapon + Melee
Special	Multiple attacks against the same target that end on first miss.

Level 6

Pressing Assault

Condition	Target in melee range.
Attack(s)	Melee vs. AD
Damage	Weapon + Melee
Hit Effect	With each successful attack, target pushed back 5' and you move into target's previous position.
Special	Multiple attacks against the same target that end on first miss.

Level 7

Leaping Attack

Action Time	Full action
Attack	Melee + 4 vs. AD
Damage Level 11: Level 15:	2d Weapon + Melee 3d Weapon + Melee 4d Weapon + Melee
Special	You first move up to 10'. You can then make a melee attack against an adjacent enemy.
Power Effect	You take –4 to AD and ED until end of your next turn.

Level 8

Twist the Blade

Action Time	Interrupt
Interrupt Condition	When you hit an enemy with a melee attack.
Damage	Weapon + Melee
Power Effect	Automatic damage against damaged target. You're unbalanced (only has move and minor action) until end of your next turn.

Level 9

Dominating Attack

Attack	Melee vs. AD
Damage Level 13: Level 17:	2d Weapon + Melee 3d Weapon + Melee 4d Weapon + Melee
Power Effect	You take –2 to AD and ED until end of your next turn. Target takes –2 to Attacks until end of target's next turn.

Level 10

Who's Next?

Action Time	Interrupt
Interrupt Condition	When you kill an enemy with a melee attack and there is another target in melee range.
Attack	Melee vs. AD
Damage Level 14:	3d Weapon + Melee 4d Weapon + Melee
Power Effect	You attack another target in melee range. You're hampered (only has major and minor action) until end of your next turn.

Rogue Powers

CHP	5 health points per level		
Melee	Simple	Normal	
Ranged	Simple	Normal	
Armor	Light		

Level 1

Melee Attack

Condition	Target in melee range.
Attack	Melee vs. AD
Damage Level 5: Level 9: Level 13: Level 17:	Weapon + Melee 2d Weapon + Melee 3d Weapon + Melee 4d Weapon + Melee 5d Weapon + Melee

Ranged Attack

Condition	Target in ranged weapon range.
Attack	Ranged vs. AD
Damage Level 5: Level 9: Level 13: Level 17:	Weapon + Ranged 2d Weapon + Ranged 3d Weapon + Ranged 4d Weapon + Ranged 5d Weapon + Ranged

Engaged Attack

Condition	Target in melee range. Target engaged by another combatant.
Attack	Melee +2 vs. AD
Damage Level 5: Level 9: Level 13:	Weapon + Melee 2d Weapon + Melee 3d Weapon + Melee 4d Weapon + Melee

✚ Rally

Action Time	Full action
Power Effect	You regain half of the amount that your HP and AP are depleted. You gain +4 to Defenses until end of your next turn.
Special	This can only be used once per encounter.

Shake It Off

Test Effect	Remove one ongoing condition or spell effect (e.g. daze, bane, poison, immobilize, etc).
Ability Test	Ability bonus vs. 15 + level (of creature or caster that applied the condition/spell effect).

Level 2

Backstab Attack

Condition	Target in melee range. Target is unaware of you (e.g. surprise or reduced visibility).
Attack	Melee + 4 vs. AD
Damage Level 5: Level 9: Level 13:	Weapon + Melee 2d Weapon + Melee 3d Weapon + Melee 4d Weapon + Melee
Special	Automatic critical.

Weakpoint Strike

Condition	Target in melee range. You've previously hit the target.
Attack	Melee + 2 vs. AD
Damage Level 6: Level 10: Level 14:	Weapon + Melee 2d Weapon + Melee 3d Weapon + Melee 4d Weapon + Melee

Level 3

Evade

Action Time	Full action
Power Effect	You gain +4 to AD and ED until end of your next turn

Pouncing Strike

Action Time	Full action
Condition	Target within 10'.
Attack	Melee vs. AD
Damage Level 7: Level 11: Level 15:	Melee bonus only Weapon + Melee 2d Weapon + Melee 3d Weapon + Melee
Special	You move 5', attack, then return to origin.

Level 4

By the Tail

Condition	Target in melee range.
Attack	Melee – 2 vs. AD
Damage Level 9: Level13: Level 17:	Melee bonus only Weapon + Melee 2d Weapon + Melee 3d Weapon + Melee
Hit Effect	Target immobilized (–2 to Defenses, cannot move intentionally) until end of target's next round.

Tumbling Roll

Action Time	Move action
Test Effect	You move through a position occupied by an enemy and into an unoccupied space adjacent to the enemy.
Ability Test	Dexterity vs. 15 + level (of the enemy creature).

Level 5

Flashing Blades

Condition	Target 1 in melee range. Target 2 in ranged weapon range. You have a melee weapon wielded and a throwable weapon in your off-hand or slung.
Attack 1	Melee vs. AD
Attack 2	Ranged vs. AD
Damage 1 Level 13	Weapon + Melee 2d Weapon + Melee
Damage 2 Level 13	Weapon + Ranged 2d Weapon + Ranged

Reflex Trip

Action Time	Interrupt
Interrupt Condition	Target moves out of melee range and travels more than 5' in a single move action.
Attack	Melee vs. ED
Damage	Melee bonus only
Hit Effect	Target prone (–2 to Attacks and Defenses, Movement Speed is 1)
Power Effect	You're hampered (only has major and minor action) until end of your next turn.

Level 6

Passing Strike

Action Time	Full action
Attack	Melee vs. AD
Damage Level 10: Level 14: Level 18:	Weapon + Melee 2d Weapon + Melee 3d Weapon + Melee 4d Weapon + Melee
Special	You move up to your Movement Speed. During this move, you can make a melee attack against an adjacent enemy.

Level 7

Volley

Condition	All targets must be in ranged weapon range. Thrown ranged weapons only (e.g. daggers, axes).
Attacks	Ranged vs. AD
Damage	Weapon + Ranged
Special Level 11 Level 15	Two targets Three targets Four targets

Level 8

Leap Aside

Action Time	Interrupt
Interrupt Condition	You are the target of a melee attack.
Power Effect	You gain +2 to your AD and ED until the end of the attacker's turn. You're hampered (only has major and minor action) until end of your next turn.

Level 9

To The Hilt

Condition	Target in 5' + 5' per ½ Level, but not adjacent. You're wielding bladed melee weapon.
Attack	Ranged – 2 vs. AD
Damage Level 13: Level 17:	2d Weapon + Melee 3d Weapon + Melee 4d Weapon + Melee
Special	You throw your melee weapon at target. Weapon drops to ground in target square.

Level 10

Second Strike

Action Time	Interrupt
Interrupt Condition	When you damage an enemy with a melee attack.
Attack	Melee vs. AD
Damage	Weapon + Melee
Special	Another attack against same target.
Power Effect	You're unbalanced (only has move and minor action) until end of your next turn.

Hunter Powers

CHP	5 health points per level		
Melee	Simple	Normal	
Ranged	Simple	Normal	Martial
Armor	Light	Medium	

Level 1

Melee Attack

Condition	Target in melee range.
Attack	Melee vs. AD
Damage Level 6: Level 12: Level 18:	Weapon + Melee 2d Weapon + Melee 3d Weapon + Melee 4d Weapon + Melee

Ranged Attack

Condition	Target in ranged weapon range.
Attack	Ranged vs. AD
Damage Level 3: Level 7: Level 11: Level 15:	Weapon + Ranged 2d Weapon + Ranged 3d Weapon + Ranged 4d Weapon + Ranged 5d Weapon + Ranged

Pinpoint Shot

Condition	Target in ranged weapon range.
Attack	Ranged + 2 vs. AD
Damage Level 3: Level 7: Level 11:	Weapon+Ranged–2 2d Weapon+Ranged–4 3d Weapon+Ranged–6 4d Weapon+Ranged–8

✚ Rally

Action Time	Full action
Power Effect	You regain half of the amount that your HP and AP are depleted. You gain +4 to Defenses until end of your next turn.
Special	This can only be used once per encounter.

Shake It Off

Test Effect	Remove one ongoing condition or spell effect (e.g. daze, bane, poison, immobilize, etc).
Ability Test	Ability bonus vs. 15 + level (of creature or caster that applied the condition/spell effect).

Level 2

Steady

Action Time	Full action
Power Effect	+4 to ranged attack roll, bonus expires on any other action.

Arrow-Split Shot

Condition	Target in ranged weapon range. You hit target with ranged attack last turn.
Attack	Ranged + 2 vs. AD
Damage Level 4: Level 8: Level 12:	Weapon + Ranged 2d Weapon + Ranged 3d Weapon + Ranged 4d Weapon + Ranged

Level 3

Bull's-Eye Shot

Condition	Target in ranged weapon range.
Attack	Ranged – 4 vs. AD
Damage Level 7: Level 11:	3d Weapon + Ranged 4d Weapon + Ranged 5d Weapon + Ranged

Winging Shot

Condition	Target in ranged weapon range.
Attack	Ranged – 2 vs. AD
Damage Level 3: Level 7: Level 11:	Weapon + Melee 2d Weapon + Melee 3d Weapon + Melee 4d Weapon + Melee
Power Effect	Target takes –2 to Attacks until end of target's next turn.

Level 4

Through Shot

Condition	All overlapped targets in ranged weapon range. You're wielding a piercing ranged weapon (bolt, arrow, spear, etc).
Attacks	Ranged – 2 vs. AD
Damage	Weapon + Ranged
Special Level 8 Level 12	Up to two targets. Up to three targets. Up to four targets.

Yew Strike

Condition	Target in melee range. You're wielding ranged weapon.
Attack	Melee vs. AD
Damage Level 8: Level 12: Level 16:	Melee bonus only Weapon + Melee 2d Weapon + Melee 3d Weapon + Melee

Level 5

Hobble Shot

Condition	Target in ranged weapon range.
Attack	Ranged vs. AD
Damage Level 9: Level 13: Level 17:	Weapon + Ranged 2d Weapon + Ranged 3d Weapon + Ranged 4d Weapon + Ranged
Hit Effect	Target immobilized (–2 to Defenses, cannot move intentionally) until end of target's next turn.

Quick Strike

Action Time	Interrupt
Interrupt Condition	Target moves out of melee range and travels more than 5' in a single move.
Attack	Melee vs. AD
Damage Level 11:	Melee bonus only Weapon + Melee
Power Effect	You're hampered (only has major and minor action) until end of your next turn.
Special	Melee attack with either melee or ranged weapon.

Level 6

Kick-Back

Action Time	Full action
Condition	Target in melee range.
Test Effect	Target pushed back 5'. Ranged attack at target.
Ability Test	Strength vs. 15 + creature level.
Attack	Ranged vs. AD
Damage Level 10: Level 14: Level 18:	Weapon + Melee 2d Weapon + Melee 3d Weapon + Melee 4d Weapon + Melee
Special	You make an ability test to push target away. If successful, you make a ranged attack.

Level 7

Multi-Shot

Condition	All targets must be adjacent and in ranged weapon range.
Attacks	Ranged – 2 vs. AD
Damage	Weapon + Ranged
Special Level 11 Level 15	Up to three targets. Up to four targets. Up to five targets.

Level 8

Cover-Step Shot

Condition	Target in ranged weapon range.
Attack	Ranged vs. AD
Damage Level 12: Level 16:	2d Weapon + Ranged 3d Weapon + Ranged 4d Weapon + Ranged
Special	You move 5', attack, then return to origin.

Level 9

Deft Attack

Condition	Target in melee range.
Attack	Ranged vs. AD
Damage Level 15:	2d Weapon + Melee 3d Weapon + Melee
Special	You use your Ranged bonus used for a melee attack.

Level 10

Evasive Shot

Condition	Target in ranged weapon range.
Attack	Ranged vs. AD
Damage Level 14: Level 18:	2d Weapon + Ranged 3d Weapon + Ranged 4d Weapon + Ranged
Power Effect	You gain +2 to AD and ED until end of your next turn.

Hospiter Spells & Powers

CHP	5 health points per level		
Melee	Simple	Normal	
Ranged	Simple		
Armor	Light	Medium	

Hospiters have both spells and combat powers.

In addition to these powers, hospiters also draw spells from the common spells & powers list.

The duplicate *Melee Attack*, *Ranged Attack* and *Rally* powers on the hospiter list supersede those in the common list.

Level 1

Melee Attack

Condition	Target in melee range.
Attack	Melee vs. AD
Damage	Weapon + Melee
Level 5:	2d Weapon + Melee
Level 9:	3d Weapon + Melee
Level 13:	4d Weapon + Melee
Level 17:	5d Weapon + Melee

Ranged Attack

Condition	Target in ranged weapon range.
Attack	Ranged vs. AD
Damage	Weapon + Ranged
Level 6:	2d Weapon + Ranged
Level 12:	3d Weapon + Ranged
Level 18:	4d Weapon + Ranged

Augment (1 Anima)

Spell Effect	Increase one of the target's ability bonuses by your Magic bonus: • Strength bonus • Dexterity bonus • Con bonus This does not affect the target's HP, but does increase relevant Attacks and Defenses.
Target	Single target
Duration	End of target's next turn
Range	Touch or self

Careful Strike

Condition	Target in melee range.
Attack	Melee + 2 vs. AD
Damage	Weapon + Melee – 2
Level 5:	2d Weapon + Melee –4
Level 9:	3d Weapon + Melee –6
Level 13:	4d Weapon + Melee –8

Healing Flash (1 Anima)

Casting Time	Move action
Spell Effect	Heal Magic bonus HP.
Target	Single target
Range	Touch or self

Healing Touch (X Anima)

Cost	1 anima per dice of healing
Spell Effect	Heal Xd6 + Magic bonus HP.
Target	Single target
Range	Touch or self

Quicken (1 Anima)

Spell Effect	Target can use one minor action as a major action each round.
Target	Single target
Duration	End of target's next turn
Range	Touch or self

✚ Rally

Action Time	Full action
Power Effect	You regain half of the amount that your HP and AP are depleted. You gain +4 to Defenses until end of your next turn.
Special	This can only be used once per encounter.

Remove (1 Anima)

Spell Effect	Remove one ongoing condition or spell effect (e.g. daze, bane, poison, immobilize, etc).
Target	Single target
Range	Touch or self

Shake It Off

Test Effect	Remove one ongoing condition or spell effect (e.g. daze, bane, poison, immobilize, etc).
Ability Test	Ability bonus vs. 15 + level (of creature or caster that applied the condition/spell effect).

Staunch (1 Anima)

Action Time	Move action
Spell Effect	Stabilize dying target.
Target	Single target
Range	Touch

Level 2

Brace (2 Anima)

Spell Effect	Reduce each of target's separate amounts of damage taken by caster's Magic bonus.
Target	Single target
Duration	End of target's next turn
Range	Touch or self

Hasten (2 Anima)

Spell Effect	Target can use one move action as a major action each round.
Target	Single target
Duration	End of target's next turn
Range	Touch or self

Healing Word (1 Anima + X Anima)

Cost	1 anima + 1 anima per dice of healing
Spell Effect	Heal Xd6 + Magic bonus HP.
Target	Single target
Range	10' + 10' per level

Powerful Blow

Condition	Target in melee range.
Attack	Melee – 2 vs. AD
Damage	Weapon + Melee + 2
Level 5:	2d Weapon+Melee +4
Level 9:	3d Weapon+Melee+6
Level 13:	4d Weapon+Melee+8

Slow Decay (2 Anima)

Casting Time	1 hour
Spell Effect	Slow decay on a corpse, halving the rate of decomposition.
Target	Single target
Duration	1 day + 1 day per level
Range	Touch

Level 3

Bolster (X Anima)

Cost	1 anima for each +1
Spell Effect	Increase target's Melee bonus by X.
Target	Single target
Duration	1 rnd + 1 rnd per level
Range	Touch or self

Healing Wave (3 Anima)

Spell Effect	Heal Magic bonus HP.
Target(s)	All allies within range
Effect Area	Radius 5' per ½ Level from you

Life Link (3 Anima)

Spell Effect	Damage dealt to target is halved. You take damage equal to the amount that target's damage was reduced. The damage you take can't be reduced or transferred.
Target	Single target
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Seize Initiative (3 Anima)

Casting Time	Interrupt
Spell Effect	Targets add caster's Magic bonus to their Initiative.
Targets	All allies within range
Effect Area	Radius 5' + 5' per ½ Level from you

Steady (X Anima)

Cost	1 anima for each +1
Spell Effect	Increase target's Ranged bonus by X.
Target	Single target
Duration	1 rnd + 1 rnd per level
Range	Touch or self

Strengthening Word (2 Anima + X Anima)

Cost	2 anima + 1 anima for each +1
Spell Effect	Increase targets' Melee bonus by X.
Target(s)	All allies within range
Duration	End of targets' next turn
Effect Area	Radius 5' + 5' per ½ Level from you

Level 4

Buttress (4 Anima)

Spell Effect	Reduce each of target's separate amounts of damage taken by caster's Magic bonus.
Target	Single target
Duration	1 rnd + 1 rnd per level

Cleanse (4 Anima)

Spell Effect	Remove all ongoing conditions/spell effects (e.g. daze, bane, poison, immobilize, etc).
Target	Single allied target
Range	Touch or self

Healing Burst (3 Anima + X Anima)

Cost	3 anima + 2 anima per dice of healing
Spell Effect	Heal Xd6 + Magic bonus HP.
Target(s)	All allies within range
Effect Area	Radius 5' per ½ Level from you

Healing Stream (3 Anima + X Anima)

Cost	3 anima + 2 anima per dice of healing
Spell Effect	Heal Xd6 + Magic bonus HP at the start of the target's turn. Target must be within range each round.
Target	Single target
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Level 5

Reflex Strike

Action Time	Interrupt
Interrupt Condition	Target moves out of melee range and travels more than 5' in a single move.
Attack	Melee vs. AD
Damage Level 9: Level 13: Level 17:	Melee bonus only Weapon + Melee Weapon + Melee 2d Weapon + Melee
Power Effect	You're hampered (only has major and minor action) until end of your next turn.

Reinforce (5 Anima)

Spell Effect	Damage dealt to the target is reduced to 0.
Target	Single target
Duration	End of target's next turn
Range	Touch or self

Stasis (5 Anima)

Casting Time	1 hour
Spell Effect	Halts decay on a corpse, preserving it.
Target	Single target
Duration	1 wk + 1 wk per level
Range	Touch or self

Level 6

Evasive Parry

Condition	Target in melee range.
Attack	Melee vs. AD
Damage Level 10: Level 14: Level 18:	Melee bonus only Weapon + Melee 2d Weapon + Melee 3d Weapon + Melee
Power Effect	You gain +2 to AD and ED until end of your next turn.

Level 7

Feign Death (7 Anima)

Spell Effect	Target's heart stops beating and they appear dead. Target regains consciousness (with no ill-effects) when the duration expires.
Target	Single target
Duration	1 min + 1 min per level
Range	Touch or self

Level 8

Restore Life (X Anima)

Casting Time	8 hours
Cost	1 anima per level of the target + anima for the time since death: • Day(s): 1 AP • Week(s): 2 AP • Month(s): 3 AP • Season(s): 4 AP • Year(s): 5 AP • Decade(s): 6 AP • Centuries: 7 AP Caster's Wisdom temporarily reduced by X, improving by 1 each long rest until normal.
Spell Effect	Returns a dead character to 1 HP.
Target	Single target
Range	Touch or self

Level 9

Fortify (9 Anima)

Spell Effect	Damage dealt to the target is reduced to 0.
Target	Single target
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Insubstantiate (9 Anima)

Spell Effect	Target insubstantial (move through solid objects at half speed and damage taken from attacks against AD and ED is halved).
Target	Single target
Duration	1 rnd + 1 rnd per level
Target	Touch or self

Level 10

Recover (X Anima)

Casting Time	10 minutes
Cost	1 anima per level of the target
Spell Effect	Restores a conscious character to maximum HP.
Target	Single target
Range	Touch or self

Common Spells & Powers

All magi classes (warlock, healer, canonate, necromancer, and mystic) and hybrid classes (hospiter) can use these common spells and powers of their class level.

Level 1

Melee Attack

Condition	Target in melee range.
Attack	Melee vs. AD
Damage Level 6: Level 12: Level 18:	Weapon + Melee 2d Weapon + Melee 3d Weapon + Melee 4d Weapon + Melee

Ranged Attack

Condition	Target in ranged weapon range.
Attack	Ranged vs. AD
Damage Level 6: Level 12: Level 18:	Weapon + Ranged 2d Weapon + Ranged 3d Weapon + Ranged 4d Weapon + Ranged

Cast Scroll (1 Anima)

Spell Effect	Cast a spell from a scroll.

Create Light (1 Anima)

Casting Time	1 minutes
Spell Effect	Create magical light on an object.
Target	One object
Duration	1 hr + 1 hr per level
Effect Range	Radius 10' + 10' per ½ Level

Detect Magic (1 Anima)

Spell Effect	You detect traces of magic.
Target	Self
Duration	1 min + 1 min per level
Effect Range	Radius 5' + 5' per ½ Level from you

Empower (1 Anima)

Casting Time	Move action
Spell Effect	Target gains +2 to next attack or ability roll.
Target	Single target
Range	10' + 10' per level

✚ Rally

Action Time	Full action
Power Effect	You regain half of the amount that your HP and AP are depleted. You gain +4 to Defenses until end of your next turn.
Special	This can only be used once per encounter.

Shake It Off

Test Effect	Remove one ongoing condition or spell effect (e.g. daze, bane, poison, immobilize, etc).
Ability Test	Ability bonus vs. 15 + level (of creature or caster that applied the condition/spell effect).

Level 2

Create Water (2 Anima)

Casting Time	10 minutes
Spell Effect	Creates 1 liter of water.

Identify Magic (2 Anima)

Casting Time	10 minutes
Test Effect	You discern the magical enchantments of an object or area. 1 enchantment per caster level (lowest level enchantment first).
Ability Test	Wisdom vs. 15 + level (of caster that applied the spell effect).
Range	1 object or area

Level 3

Create Food (3 Anima)

Casting Time	10 minutes
Spell Effect	Create one meal.

Create Scroll (2 Anima + X Anima)

Casting Time	2 hours
Cost	2 anima + anima cost of the spell being written on the scroll. Your Wisdom is temporarily reduced by this spell's total cost, improving by 1 each long rest until normal.
Spell Effect	Create a scroll of any spell that the caster can cast.
Usage	Scroll is used by a casting *Cast Scroll* when holding the scroll (major action).
Materials	Magic paper worth 1gp.

Dismiss Magic (3 Anima)

Test Effect	Dispel the spell effect.
Ability Test	Wisdom vs. 15 + level (of caster that applied the spell effect).
Target	A spell effect with a duration not longer than a week (such as bane, mire, fire trap, earthquake, wall of ice)
Range	10' + 10' per level

Level 4

Extend (3 Anima + X Anima)

Casting Time	Casting time is one increment of the current duration of the target spell. If the current spell duration is 5 rounds, then *Extend* takes 1 round to cast and extends the target spell effect to 5 minutes.
Cost	3 anima + 1 anima per level of the target spell. Your Wisdom is temporarily reduced by X, improving by 1 each long rest until normal.
Spell Effect	Extends duration of a spell effect by one step. Rounds → Minutes Minutes → 10 Mins 10 Mins → Hours Hours → Days Days → Weeks Weeks → Months Months → Seasons Seasons → Years Years → Decades Decades → Centuries Centuries → Millennia
Target	Spell effect on an object (GM's discretion)
Range	Touch

Halt Magic (4 Anima)

Casting Time	10 minutes
Target	1 object or area with a permanent magical enchantment
Ability Test	Wisdom vs. 15 + level (of caster that applied the spell effect).
Test Effect	Temporarily remove the permanent magical enchantment. Enchantment resumes when duration expires.
Duration	1 min + 1 min per level
Range	Touch

Level 5

Create Potion (4 Anima + X Anima)

Casting Time	4 hours
Cost	4 Anima + Anima cost of the spell being infused into the potion. Your Wisdom is temporarily reduced by this spell's total cost, improving by 1 each long rest until normal.
Spell Effect	Create a potion of any spell that the caster can cast which has a single target and a touch or self range (such as a healing or detection).
Usage	Potion is used by consuming the contents when held (minor action).
Materials	Empty bottle or other suitable receptacle.

Dispel Magic (5 Anima)

Casting Time	1 hour
Target	1 object or area with a permanent magical enchantment
Test Effect	Dispel the permanent magical enchantment.
Ability Test	Wisdom vs. 15 + level (of caster that applied the spell effect).
Range	Touch

Level 7

Create Wand (6 Anima + X Anima)

Casting Time	4 hours per charge
Cost	6 Anima + Anima cost of each charge of the spell being inserted into the implement. Your Wisdom is temporarily reduced by this spell's total cost, improving by 1 each long rest until normal.
Spell Effect	Create a wand holding multiple charges of any spell that the caster can cast.
Usage	Wand is used by activating the wielded implement (major action).
Materials	Physical implement worth 1gp per charge it holds.

Level 9

Create Magic Equipment (8 Anima + X Anima)

Casting Time	1 day per +1 of the enchantment (during forging or crafting of the equipment)
Cost	8 Anima + 8 Anima for each +1 of the enhancement. Your Wisdom is temporarily reduced by this spell's total cost, improving by 1 each long rest until normal.
Spell Effect	Imbue a permanent magical enhancement into an unenhanced weapon or armor.
Materials	Unenhanced weapon or armor.

Warlock Spells

CHP	4 health points per level		
Melee	Simple		
Ranged	Simple		
Armor	Light		

Level 1

Burning Touch (X Anima)

Cost	1 anima per dice of damage
Target	Single target
Attack	Magic vs. AD
Damage	Xd8 + Magic bonus
Range	Touch

Burning Ray (1 Anima + X Anima)

Cost	1 anima + 1 anima per dice of damage
Attack	Magic vs. AD
Damage	Xd8 + Magic bonus
Target	Single target
Range	10' + 10' per level

Detect Weakness (1 Anima)

Casting Time	Move action
Spell Effect	You detect which of the targets' Defenses are the weakest.
Target(s)	1 target + 1 target per level
Target	Self
Effect Range	Radius 5' + 5' per ½ Level from you

Enforce Object (X Anima)

Cost	1 anima for each multiple of the object's weight
Spell Effect	Increase weight of object X times.
Target	Inanimate object up to 1' cube per level (or equivalent)
Duration	1 hr + 1 hr per level
Range	10' + 10' per level

Finesse Object (1 Anima)

Spell Effect	Apply a delicate force to a small object.
Target	Small inanimate object
Range	10' + 10' per level

Fire Trap (1 Anima + X Anima)

Casting Time	10 minutes
Cost	1 anima + 1 anima per dice of damage
Spell Effect	Create a trap that is triggered when any creature enters the trapped area.
Target(s)	All targets in effect area
Attack	Magic vs. AD
Damage	Xd8 + Magic bonus
Duration	1 hr + 1 hr per level
Range	Touch
Effect Area	5' square + 5' square per caster level

Force Object (1 Anima)

Spell Effect	Apply force to move an object (equivalent movement rate equal to caster's Magic bonus).
Target	Inanimate object up to 1' cube per level (or equivalent)
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Probe (1 Anima)

Casting Time	10 minutes
Spell Effect	Aid in the target in detecting anomalies or flaws in construction or formations that indicate traps or secret areas. Target adds their Magic bonus to Perception (Int) ability tests.
Duration	10 minutes + 10 minutes per level
Range	Touch or self
Effect Range	10' + 10' per level

Level 2

Burning Bolts (2 Anima + X Anima)

Cost	2 anima + 1 anima for each target
Target(s)	X targets
Attack(s)	Magic vs. AD
Damage	1d8 + Magic bonus
Range	10' + 10' per level

Flame Spray (2 Anima + X Anima)

Cost	2 anima + 1 anima per dice of damage
Target(s)	All targets in effect area
Attack(s)	Magic vs. ED
Damage	Xd8 + Magic bonus
Effect Area	90° arc, 5' + 5' per ½ Level from you
Miss Effect	Magic bonus damage

Icy Spray (2 Anima + X Anima)

Cost	2 anima + 1 anima per dice of damage
Target(s)	All targets in effect area
Attack(s)	Magic vs. ED
Damage	Xd8 + Magic bonus
Effect Area	90° arc, 5' + 5' per ½ Level from you
Miss Effect	Magic bonus damage

Prison of Ice (2 Anima)

Spell Effect	Target is trapped by a 5' x 5' block of ice around their lower extremities. Normal-sized targets are immobilized (–2 to Defenses, cannot move intentionally) until the prison of ice is destroyed or expires. Prison of ice has 10 HP + 5 HP per ½ Level, AD and ED 10.
Target	Single target
Attack	Magic vs. ED
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Shocking Touch (1 Anima + X Anima)

Cost	1 anima + 1 anima per dice of damage
Target	Single target
Attack	Magic vs. ED
Damage	Xd8 + Magic bonus
Range	Touch

Sheath of Ice (2 Anima)

Spell Effect	Creates a hollow pillar of ice (5' x 5', 10' tall). If successfully cast, the target is trapped within. Sheath of ice has 5 HP + 5 HP per ½ Level, AD and ED 10.
Target	Single normal-sized target
Attack	Magic vs. ED
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Shocking Ray (2 Anima + X Anima)

Cost	2 anima + 1 anima per dice of damage
Target	Single target
Attack	Magic vs. ED
Damage	Xd8 Magic bonus

Wall of Ice (1 Anima + X Anima)

Cost	1 anima + 1 anima per 2 pillars of ice
Spell Effect	You create a contiguous wall of ice made up of individual pillars (5' x 5', 10' tall). Two pillars are created for each X anima spent. Corporeal creatures cannot move through the pillars or diagonally between them. No pillar can be created in an occupied position. Each pillar has 10 HP + 10 HP per ½ Level.
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Level 3

Eviscerating Bolts (3 Anima + X Anima)

Cost	3 anima + 1 anima for each target
Target(s)	X targets
Attack(s)	Magic vs. RD
Damage	1d8 + Magic bonus
Range	10'+10' per Level

Eviscerating Ray (2 Anima + X Anima)

Cost	2 anima + 1 anima per dice of damage
Target	Single target
Attack	Magic vs. RD
Damage	Xd8 + Magic bonus
Range	10' + 10' per level

Eviscerating Touch (1 Anima + X Anima)

Cost	1 anima + 1 anima per dice of damage
Target	Single target
Attack	Magic vs. RD
Damage	Xd8 + Magic bonus
Range	Touch

Fire Blast (3 Anima + X Anima)

Cost	3 anima + 1 anima per dice of damage
Target(s)	All other targets in effect area
Attack(s)	Magic vs. ED
Damage	Xd8 + Magic bonus
Effect Area	Radius 5' + 5' per ½ Level from you

Icy Blast (3 Anima + X Anima)

Cost	3 anima + 1 anima per dice of damage
Target(s)	All other targets in effect area
Attack(s)	Magic vs. ED
Damage	Xd8 + Magic bonus
Effect Area	Radius 5' + 5' per ½ Level from you

Shocking Bolts (3 Anima + X Anima)

Cost	3 anima + 1 anima for each target
Target(s)	X targets
Attack(s)	Magic vs. ED
Damage	1d8 + Magic bonus
Range	10'+10' per Level

Wall of Fire (2 Anima + X Anima)

Cost	2 anima + 1 anima per 2 pillars of fire
Spell Effect	Creates a contiguous wall of fire made up of individual pillars (5' x 5', 10' tall). Two pillars are created for each X Anima. Creatures moving in and out of the wall of fire in a single turn (including diagonally between individual pillars) or ending their turn within it take 1d8 damage.
Target(s)	All targets in effect area when created
Attack	Magic vs. ED (against targets within wall when created)
Damage	1d8 + Magic bonus
Miss Effect	1d8 damage
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Level 4

Arcane Touch (1 Anima + X Anima)

Cost	1 anima + 1 anima per dice of damage
Target	Single target
Attack	Magic vs. MD
Damage	Xd8 + Magic bonus
Range	Touch

Arcane Ray (2 Anima + X Anima)

Cost	2 anima + 1 anima per dice of damage
Target	Single target
Attack	Magic vs. MD
Damage	Xd8 + Magic bonus
Range	10' + 10' per level

Arcane Bolts (3 Anima + X Anima)

Cost	3 anima + 1 anima for each target
Target(s)	X targets
Attack(s)	Magic vs. MD
Damage	1d8 + Magic bonus
Range	10'+10' per Level

Lightning Chain (3 Anima + X Anima)

Cost	3 anima + 1 anima per dice of damage
Spell Effect	Lightning chain starts from you, extends in 5' segments and cannot cross itself. These segments may travel diagonally.
Target(s)	All targets in effect area
Attack(s)	Magic vs. ED
Damage	Xd8 + Magic bonus
Effect Area	Lightning chain has a total length of 10'+10' per ½ Level.

Level 5

Enshroud (2 Anima + X Anima)

Cost	2 anima + 2 anima per step of reduced visibility (obscure, faint, invisible)
Spell Effect	Reduce visibility (Defenses and Stealth) of the target by up to three steps: • Obscure: +2 • Faint: +4 • Invisible: +6
Target	Single target
Duration	1 rnd + 1 rnd per level
Range	Touch

Fire Ball (5 Anima + X Anima)

Cost	5 anima + 1 anima per dice of damage
Target(s)	All targets in effect area
Attack(s)	Magic vs. ED
Damage	Xd8 + Magic bonus
Range	10' + 10' per level
Effect Area	Radius 5' + 5' per ½ Level
Miss Effect	Magic bonus damage

Level 6

Fire Spirit (6 Anima + X Anima)

Cost	6 anima + 1 anima per dice of damage, +5 HP and +1 to Defenses
Spell Effect	Conjures a fire spirit that engages in melee combat.
Effect Details	Fire spirit appears adjacent to you and occupies 5' x 5'. You can use your move action to control the fire spirit's actions (major and move). The fire spirit will continue to attack its target without intervention. The fire spirit's Movement Speed is your Magic bonus. Fire spirit cannot move out of spell range. Fire spirit melee attacks target with your Magic bonus vs. target's AD. Fire spirit deals Xd6 + your Magic bonus damage on hit. Fire spirit has 10 HP + 5 HP per X, Defenses of 15 + X.
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Level 7

Earthquake (6 Anima + X Anima)

Cost	6 anima + 1 anima per dice of damage
Spell Effect	Creates an earthquake in the effect area. Creatures already in, moving through or ending their turn within the effect area must make an ability test (Dexterity vs. 15 + caster's level) or take Xd8 damage.
Target(s)	All targets in effect area
Attack(s)	Magic vs. ED
Damage	Xd8 + Magic bonus
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level
Effect Area	Radius 5' + 5' per ½ Level
Hit Effect	Targets prone (–2 to Attacks and Defenses, Movement Speed is 1)

Inferno (6 Anima + X Anima)

Cost	6 anima + 1 anima per dice of damage
Spell Effect	Creates a raging inferno of flames that fills the effect area. Creatures already in, moving through or ending their turn within the effect area must make an ability test (Dexterity vs. 15+ caster's level) or take Xd8 damage.
Target(s)	All targets in effect area
Attack(s)	Magic vs. ED
Damage	Xd8 + Magic bonus
Miss Effect	Magic bonus damage
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level
Effect Area	Radius 5' + 5' per ½ Level

Level 8

Poison Cloud (7 Anima + X Anima)

Cost	7 anima + 1 anima per dice of damage
Spell Effect	Creates a cloud of poisonous vapor that fills the effect area. Creatures already in, moving through or ending their turn within the effect area must make an ability test (Constitution vs. 15 + caster's level) or take Xd8 damage.
Target(s)	All targets in effect area
Attack(s)	Magic vs. RD
Damage	Xd8 + Magic bonus
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level
Effect Area	Radius 5' + 5' per ½ Level
Miss Effect	Magic bonus damage

Warlock's Shield (1 Anima + X Anima)

Cost	1 anima + 1 anima per 5 HP of damage absorption
Spell Effect	You create an arcane shield that absorbs damage dealt to you. The shield effect ends when the damage absorption is depleted.
Target	Self
Duration	1 rnd + 1 rnd per level

Level 9

Insubstantiate (9 Anima)

Spell Effect	Target insubstantial (move through solid objects at half speed and damage taken from attacks against AD and ED is halved).
Duration	1 rnd + 1 rnd per level
Target	Touch or Self

Phase Step (X Anima)

Cost	1 anima per 5' of teleportation
Casting Time	Move action
Spell Effect	You instantly teleport to a location within effect range that you can see.
Target	Self
Effect Range	5' per X anima

Level 10

Reincarnate (X Anima)

Casting Time	8 hours
Cost	1 anima per level of the target + anima for the time since death: • Day(s): 1 AP • Week(s): 2 AP • Month(s): 3 AP • Season(s): 4 AP • Year(s): 5 AP • Decade(s): 6 AP • Centuries: 7 AP Your Wisdom is temporarily reduced by X, improving by 1 each long rest until normal.
Spell Effect	Transfers the soul of a dead character into a new body. Reroll or regenerate character ability scores and apply level appropriate ability score increases. Chance of character's race changing as determined by GM (depends on character's previous behavior). New character appears as determined by GM.
Target	Single dead target
Range	Touch

Healer Spells

CHP	4 health points per level		
Melee	Simple		
Ranged	Simple		
Armor	Light		

Level 1

Augment (1 Anima)

Spell Effect	Increase one of the target's ability bonuses by your Magic bonus: • Strength bonus • Dexterity bonus • Con bonus This does not affect the target's HP, but does increase relevant Attack bonuses and Defenses.
Target	Single target
Duration	End of target's next turn
Range	Touch or self

Detect Status (1 Anima)

Casting Duration	Move action
Spell Effect	You detect the current health points of targets.
Target(s)	1 target + 1 target per level
Range	Self
Effect Range	Radius 5' + 5' per ½ Level from you

Healing Flash (1 Anima)

Casting Time	Move action
Spell Effect	Heal Magic bonus HP.
Target	Single target
Range	Touch or self

Healing Touch (X Anima)

Cost	1 anima per dice of healing
Spell Effect	Heal Xd6 + Magic bonus HP
Target	Single target
Range	Touch or self

Healing Word (1 Anima + X Anima)

Cost	1 anima + 1 anima per dice of healing
Spell Effect	Heal Xd6 + Magic bonus HP
Target	Single target
Range	10' + 10' per level

Quicken (1 Anima)

Spell Effect	Target can use one minor action as a major action each round.
Target	Single target
Duration	End of target's next turn
Range	Touch or self

Remove (1 Anima)

Spell Effect	Remove one ongoing condition or spell effect (e.g. daze, bane, poison, immobilize, etc).
Target	Single allied target
Range	Touch or self

Staunch (1 Anima)

Action Time	Move action
Spell Effect	Stabilize dying target.
Target	Single target
Range	Touch or self

Level 2

Bleed (2 Anima)

Spell Effect	Increase each separate amount of damage taken by the target by your Magic bonus.
Target	Single target
Attack	Magic vs. RD
Duration	End of your next turn
Range	10' + 10' per level

Brace (2 Anima)

Spell Effect	Decrease each separate amount of damage taken by the target by your Magic bonus.
Target	Single target
Duration	End of your next turn
Range	Touch or self

Channel (2 Anima)

Spell Effect	Target can use *Rally* as a move action.
Target	Single target
Duration	End of target's next turn
Range	Touch or self

Daze (2 Anima)

Spell Effect	Target is dazed (only has major and minor actions).
Target	Single target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Hasten (2 Anima)

Spell Effect	Target can use one move action as a major action each round.
Target	Single target
Duration	End of target's next turn
Range	Touch or self

Sap (2 Anima)

Spell Effect	Decrease target's Melee bonus by your Magic bonus.
Target	Single target
Attack	Magic vs. MD
Duration	End of target's next turn
Range	10' + 10' per level

Slow (2 Anima)

Spell Effect	Target is slowed (move speed halved).
Target	Single target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Slow Decay (2 Anima)

Casting Time	1 hour
Spell Effect	Slow decay on a corpse, halving the rate of decomposition.
Target	Single target
Duration	1 day + 1 day per caster level
Range	Touch

Tremble (2 Anima)

Spell Effect	Decrease target's Ranged bonus by your Magic bonus.
Target	Single target
Attack	Magic vs. MD
Duration	End of target's next turn
Range	10' + 10' per level

Level 3

Bolster (X Anima)

Cost	1 Anima for each +1
Spell Effect	Increase target's Melee bonus by X.
Target	Single target
Duration	1 rnd + 1 rnd per level
Range	Touch or self

Concuss (3 Anima)

Spell Effect	Target is stunned (only has move and minor actions).
Target	Single target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Healing Wave (3 Anima)

Spell Effect	Heal Magic bonus HP.
Target(s)	All allies in effect area
Effect Area	Radius 5' per ½ Level from you

Life Link (3 Anima)

Spell Effect	Damage dealt to target is halved. You take damage equal to the amount that target's damage was reduced. The damage you take can't be reduced or transferred.
Target	Single target
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Quake (X Anima)

Cost	1 Anima for each –1
Spell Effect	Decrease target's Ranged bonus by X.
Target	Single target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Seize Initiative (3 Anima)

Casting Time	Interrupt
Spell Effect	Targets gain additional Initiative bonus equal to your Magic bonus.
Target	All allies in effect area
Effect Area	Radius 5' per ½ Level

Steady (3 Anima)

Cost	1 Anima for each +1
Spell Effect	Increase target's Ranged bonus by X.
Target	Single target
Duration	1 rnd + 1 rnd per level
Range	Touch or self

Strengthening Word (2 Anima + X Anima)

Cost	2 anima + 1 anima for each +1
Spell Effect	Increase targets' Melee bonus by X.
Target(s)	All allies within range
Duration	End of targets' next turn
Effect Area	Radius 5' per ½ Level from you

Level 4

Afflict (4 Anima)

Spell Effect	Target blinded (slowed, –4 to Attacks and Defenses).
Target	Single target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Buttress (X Anima)

Cost	1 anima per HP of damage reduction
Spell Effect	Decrease each separate amount of damage taken by the target by X.
Target	Single target
Duration	1 rnd + 1 rnd per level
Range	Touch or self

Cleanse (4 Anima)

Spell Effect	Remove all ongoing conditions/spell effects (e.g. daze, bane, poison, immobilize, etc).
Target	Single target
Range	Touch or self

Exhaust (X Anima)

Cost	1 Anima for each –1
Spell Effect	Decrease target's Melee bonus by X.
Target	Single target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Healing Burst (3 Anima + X Anima)

Cost	3 anima + 2 anima per dice of healing
Spell Effect	Heal Xd6 + Magic bonus HP.
Target(s)	All allies in effect area
Effect Area	Radius 5' per ½ Level from you

Healing Stream (3 Anima + X Anima)

Cost	3 anima + 2 anima per dice of healing
Spell Effect	Heal Xd6 + Magic bonus HP at the start of the target's turn. Target must be within range each round.
Target	Single target
Duration	1 rnd + 1 rnd per level
Range	5' + 5' per level

Mask (4 Anima)

Spell Effect	Target's appearance changes.
Target	Single target
Attack	Magic vs. MD (enemy target only)
Counter	Perception ability test (Intelligence vs. 15 + your level). Extreme size, race, or material alterations give bonus to Perception checks (GM's discretion).
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Shudder (X Anima)

Cost	1 Anima for each –1
Spell Effect	Decrease target's Ranged bonus by X.
Target	Single target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Vitiate (4 Anima)

Spell Effect	Target weakened (damage they deal is halved).
Target	Single target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Level 5

Hemorrhage (X Anima)

Cost	1 anima per HP of damage increase
Spell Effect	Increase each separate amount of damage taken by the target by X.
Target	Single target
Attack	Magic vs. RD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Reinforce (5 Anima)

Spell Effect	Damage taken by the target is reduced to 0.
Target	Single target
Duration	End of your next turn
Range	Touch or self

Restrain (5 Anima)

Spell Effect	Target restrained (no melee or ranged attacks, no movement, –4 to Magic and Defenses).
Target	Single target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Stasis (5 Anima)

Casting Time	1 hour
Spell Effect	Halt decay on a corpse, preserving it.
Target	Single target
Duration	1 wk + 1 wk per level
Range	Touch or self

Level 6

Chains (X Anima)

Cost	1 anima per dice of damage, up to the X anima cost of the *Wrack* spell cast on the target.
Damage	Xd8 damage
Target	Single wracked target
Range	10' + 10' per level

Knock Out (6 Anima)

Spell Effect	Target unconscious (no actions, –6 to Defenses, all hits critical). Target can perform *Shake It Off* (or equivalent) on its turn if it has that ability.
Target	Single target
Attack	Magic vs. MD
Counter	Spell effect ends if target is physically touched or injured.
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Wrack (2 Anima + X Anima)

Cost	2 anima + X anima
Spell Effect	Target is wracked (X) until the end of the encounter.
Target	Single target
Attack	Magic vs. MD
Range	10' + 10' per level

Level 7

Feign Death (7 Anima)

Effect	Target's heart stops beating and they appear dead. Target regains consciousness (with no ill-effects) when the duration expires.
Target	Single allied target
Duration	1 minute + 1 minute per caster level
Range	Touch or self

Level 8

Restore Life (X Anima)

Casting Time	8 hours
Cost	1 anima per level of the target + anima for the time since death: • Day(s): 1 AP • Week(s): 2 AP • Month(s): 3 AP • Season(s): 4 AP • Year(s): 5 AP • Decade(s): 6 AP • Centuries: 7 AP Your Wisdom is temporarily reduced by X, improving by 1 each long rest until normal.
Spell Effect	Returns a dead character to 1 HP.
Target	Single dead target
Range	Touch

Level 9

Fortify (9 Anima)

Spell Effect	Damage taken by the target is reduced to 0.
Target	Single target
Duration	1 rnd + 1 rnd per level
Range	Touch or self

Insubstantiate (9 Anima)

Spell Effect	Target insubstantial (move through solid objects at half speed and damage taken from attacks against AD and ED is halved).
Target	Single target
Duration	1 rnd + 1 rnd per level
Range	Touch or self

Level 10

Recover (X Anima)

Casting Time	10 minutes
Cost	1 anima per level of the target
Spell Effect	Restores a conscious character to maximum HP.
Target	Single target
Range	Touch or self

Canonate Spells

CHP	4 health points per level		
Melee	Simple		
Ranged	Simple		
Armor	Light		

Level 1

Bless (1 Anima + X Anima)

Cost	1 anima + 1 anima per +1 to Attacks
Spell Effect	Increases target's Attacks by X.
Target	Single target
Duration	1 rnd + 1 rnd per level
Range	Touch

Detect Life (1 Anima)

Spell Effect	You detect living creatures in effect area.
Duration	1 min + 1 min per level
Range	Self
Effect Area	Radius 5' + 5' per ½ Level from you

Detect Undead (1 Anima)

Spell Effect	You detect undead creatures in effect area.
Duration	1 min + 1 min per level
Range	Self
Effect Area	Radius 5' + 5' per ½ Level from you

Divine (1 Anima)

Casting Time	10 minutes
Spell Effect	Aid the detection of hidden threats, traps or secret areas. You add your Magic bonus to Perception checks.
Duration	10 min + 10 min per level
Range	Self
Effect Range	Radius 5' + 5' per ½ Level from you

Divine Strike (1 Anima + X Anima)

Cost	1 anima + 1 anima per dice of damage
Target	Single enemy target
Attack	Magic vs. MD
Damage	Xd6 + Magic bonus (d10s against undead)
Range	Touch

Shelter (1 Anima + X Anima)

Cost	1 anima + 1 anima per +1 of Defenses
Spell Effect	Increase target's Defenses by X.
Target	Single target
Duration	1 rnd + 1 rnd per level
Range	Touch

Level 2

Aura of Enhancement (2 Anima + X Anima)

Cost	2 anima + 1 anima per +1 to Attacks
Spell Effect	Create an aura around you that increases allies' Attacks by X. You may have only one active aura at any time.
Target(s)	All allies in effect area
Duration	1 rnd + 1 rnd per level
Range	Self
Effect Area	5' radius from you

Aura of Shelter (2 Anima + X Anima)

Cost	2 anima + 1 anima per +1 to Defenses
Spell Effect	Creates an aura around you that increases other allies' Defenses by +1 for each X anima. You may have only one active aura at any time.
Target(s)	All allies in effect area
Duration	1 rnd + 1 rnd per level
Range	Self
Effect Area	5' radius from you

Divine Burst (2 Anima)

Spell Effect	Targets slowed (Movement Speed halved).
Target(s)	All enemies in effect area
Attack(s)	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Effect Area	Radius 5' + 5' per ½ Level from you

Divine Censure (2 Anima)

Spell Effect	Target dazed (only has major and minor action)
Attack	Magic vs. MD
Target(s)	Single enemy target
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Divine Rebuke (2 Anima + X Anima)

Cost	2 anima + 1 anima per dice of damage
Attack	Magic vs. MD
Damage	Xd6 + Magic bonus (d10s against undead)
Target	Single enemy target
Range	10' + 10' per level

Endure Elements (2 Anima)

Spell Effect	Damage from elemental sources (heat or cold) is reduced by Magic bonus per round.
Target	Single target
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Hero (2 Anima)

Spell Effect	Increase target's Attacks and Defenses by +1.
Target	Single target
Duration	1 rnd + 1 rnd per level
Range	Touch

Remove Fear (2 Anima)

Spell Effect	Remove fear effects from the target.
Target	Single target
Range	10' + 10' per level

Level 3

Aura of Glory (3 Anima)

Spell Effect	Create an aura around you in which all enemies are weakened (damage they deal is halved). You may have only one active aura at any time.
Target(s)	All enemies in effect area
Duration	1 rnd + 1 rnd per level
Effect Area	5' radius from you

Aura of Resistance (3 Anima)

Spell Effect	Create an aura around the caster that reduces damage from elemental sources (heat, cold) by your Magic bonus each round. You may have only one active aura at any time.
Target(s)	All allies in effect area
Duration	1 rnd + 1 rnd per level
Effect Area	5' radius around you

Repel (3 Anima)

Spell Effect	Targets repelled (cannot intentionally move closer to caster).
Target(s)	All enemies in effect area
Attack(s)	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Effect Area	Radius 5' + 5' per ½ Level from you

Weaken Undead (X Anima)

Cost	1 anima per –2 to Attacks
Spell Effect	Decrease target's Attacks by X.
Target	Single undead target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Level 4

Aura of Fortification (4 Anima + X Anima)

Cost	4 anima + 2 anima per +1 to Defenses and Attacks
Spell Effect	Create an aura around you that increases allies' Defenses and Attacks by X. You may have only one active aura at any time.
Target(s)	All allies in effect area
Duration	1 rnd + 1 rnd per level
Range	Self
Effect Area	5' radius from you

Champion (2 Anima + X Anima)

Cost	2 anima + 2 anima per +1 to Attacks and Defenses
Spell Effect	Increase target's Attacks and Defenses by X.
Target	Single target
Duration	1 rnd + 1 rnd per level
Range	Touch

Divine Condemnation (4 Anima + X Anima)

Cost	4 anima + 1 anima per dice of damage
Target(s)	All enemies in effect area
Attack(s)	Magic vs. MD
Damage	Xd6 + Magic bonus (d10s against undead)
Effect Area	Radius 5' + 5' per ½ Level from you

Divine Reprimand (4 Anima)

Spell Effect	Target stunned (only has move and minor actions).
Attack	Magic vs. MD
Target	Single enemy target
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Shield (X Anima)

Cost	1 anima per +1 to Defenses
Spell Effect	Increase target's Defenses by X.
Target	Single target
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Rite of Augury (4 Anima)

Casting Time	10 minutes
Spell Effect	Give you divine insight into the probable results of specific courses of action (up to your ½ Level bonus) that can be taken in the immediate future (GM discretion). The insight might be specific (clear image of foes, challenges or results) or general (glory, death. defeat, danger, fortune).
Range	Self

Level 5

Aura of Consecration (5 Anima + X Anima)

Cost	5 anima + 1 anima per dice of damage
Spell Effect	Create an aura around you that automatically deals Xd6 damage to enemies (d10s against undead) at the start of their turn. You may have only one active aura at any time.
Target(s)	All enemies in effect area
Duration	1 rnd + 1 rnd per level
Range	Self
Effect Area	5' radius from you

Embolden (5 Anima)

Spell Effect	Remove all ongoing effects and conditions (poison, bane, daze, immobilization, etc) from the targets at the end of their turn.
Target(s)	All allies in effect area
Duration	1 rnd + 1 rnd per level
Effect Area	Radius 5' + 5' per ½ Level from you

Plague (5 Anima)

Spell Effect	Target infected (loses HP equal to your Magic bonus at the start of their turn, any enemy that starts its turn next to an infected creature must make an ability test, Con vs. 15 + your level, or become infected.)
Target	Single target
Attack	Magic vs. RD
Range	10' + 10' per level

Level 6

Divine Warrior (6 Anima + X Anima)

Cost	6 anima + 1 anima per dice of damage, 5 HP and +1 to Defenses
Spell Effect	Manifest a divine warrior that engages in melee combat.
Effect Details	Divine Warrior appears adjacent to you and occupies 5' x 5'. You can use your move action to control the divine warrior's actions (major and move). The divine warrior continues to attack its current target without intervention. The divine warrior's Movement Speed is your Magic bonus. Divine warrior cannot move out of spell range. Divine warrior melee attacks target with your Magic bonus vs. target's AD. Divine warrior deals Xd6 + Magic bonus damage on hit (d10 against undead). Divine warrior has 10 HP + 5 HP per X, Defenses of 15 + X.
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Rite of Protection (6 Anima)

Casting Time	10 minutes
Spell Effect	Consecrate the effect area, granting targets in area +2 to Defenses.
Target(s)	All allies in effect area
Duration	1 hr + 1 hr per level
Range	Touch
Effect Area	Radius 5' + 5' per ½ Level

Level 7

Aura of Brilliance (7 Anima)

Spell Effect	Create an aura around you. All enemies within the aura at the start of their turn make an ability test (Wisdom vs. 15 + your level) or they must use a move action at their first opportunity to move out of the aura (if able). Enemies ending their turn in the aura take damage equal to your Magic bonus. You may have only one active aura at any time.
Target(s)	All enemies in effect area
Duration	1 rnd + 1 rnd per level
Effect Area	5' radius from you

Level 8

Aura of Mercy (7 Anima + X Anima)

Cost	7 anima + 1 anima per HP of damage reduction
Spell Effect	Create an aura around you that decreases each separate amount of damage taken by the targets by X.. You may have only one active aura at any time.
Target(s)	All allies in effect area
Duration	1 rnd + 1 rnd per level
Range	Self
Effect Area	5' radius from you

Rite of Blessing (8 Anima)

Casting Time	10 minutes
Spell Effect	Consecrate the effect area, granting targets in area +2 to Attacks.
Target(s)	All allies in effect area
Duration	1 hr + 1 hr per level
Range	Touch
Effect Area	Radius 5' + 5' per ½ Level from you

Level 9

Resurrect (X Anima)

Casting Time	8 hours
Cost	1 anima per level of the target + anima for the time since death: • Day(s): 1 AP • Week(s): 2 AP • Month(s): 3 AP • Season(s): 4 AP • Year(s): 5 AP • Decade(s): 6 AP • Centuries: 7 AP Your Wisdom is temporarily reduced by X, improving by 1 each long rest until normal.
Spell Effect	Returns a dead character to 1 HP. All of target's ability scores temporarily reduced by 4, improving by 1 each long rest until normal.
Target	Single dead target
Range	Touch

Level 10

Divine Intervention (5 Anima + X Anima)

Casting Time	Interrupt
Cost	5 anima + anima for the amount of time being rewound: • 1 round: 5 AP • 1 minute: 10 AP • 10 mins: 15 AP Your Wisdom is temporarily reduced by X, improving by 1 each long rest until normal.
Spell Effect	You call on your god to intervene and return the timeline to an earlier state; either one round, one minute (usually to the start of a combat encounter), or five minutes (usually before a combat encounter).

Rite of Sanctification (10 Anima)

Casting Time	10 minutes
Spell Effect	Consecrate the effect area, granting targets in area +2 to Attacks and Defenses.
Target(s)	All allies in effect area
Duration	1 hr + 1 hr per level
Range	Touch
Effect Area	Radius 5' + 5' per ½ Level

Necromancer Spells

CHP	4 health points per level		
Melee	Simple		
Ranged	Simple		
Armor	Light		

Level 1

Compel Undead (1 Anima)

Spell Effect	You control target's actions (major, move, minor). Target can perform *Shake It Off* (or equivalent) on its turn if it has that ability.
Target	Single undead target
Attack	Magic vs. MD
Duration	End of target's next turn
Range	10' + 10' per level

Detect Status (1 Anima)

Casting Duration	Move action
Spell Effect	You detect the current health points of targets.
Target(s)	1 target + 1 target per level
Range	Self
Effect Range	Radius 5' + 5' per ½ Level from you

Detect Undead (1 Anima)

Spell Effect	You detect undead creatures in effect area.
Duration	1 min + 1 min per level
Range	Self
Effect Area	Radius 5' + 5' per ½ Level from you

Draining Touch (X Anima)

Cost	1 anima per dice of damage
Target	Single target
Attack	Magic vs. AD
Damage	Xd8 + Magic bonus
Range	Touch

Draining Gaze (1 Anima + X Anima)

Cost	1 anima + 1 anima per dice of damage
Target	Single target
Attack	Magic vs. MD
Damage	Xd8 + Magic bonus
Range	10' + 10' per level

Exhausting Gaze (1 Anima)

Spell Effect	Decrease target's Strength bonus by Magic bonus.
Target	Single target
Attack	Magic vs. MD
Duration	End of target's next turn
Range	10' + 10' per level

Necrotic Touch (1 Anima)

Spell Effect	If target's HP are less than caster's Magic bonus, then target takes Magic bonus damage and caster gains Magic bonus HP.
Target	Single target
Attack	Magic vs. AD
Range	Touch

Revitalizing Touch (X Anima)

Cost	1 anima per dice of healing
Spell Effect	Heals Xd6 + Magic bonus HP.
Target	Single undead target
Range	Touch

Revitalizing Command (1 Anima + X Anima)

Cost	1 anima + 1 anima per dice of healing
Spell Effect	Heals Xd6 + Magic bonus HP.
Target	Single undead target
Range	10' + 10' per level

Weakening Gaze (1 Anima)

Spell Effect	Target is weakened (damage dealt by target is halved).
Target	Single target
Attack	Magic vs. MD
Duration	End of target's next turn
Range	10' + 10' per level

Level 2

Animate Zombie (2 Anima)

Spell Effect	You animate a zombie, creating an undead creature. You control the zombie's actions (major, move, minor). Zombie's level equal to your ½ Level bonus. Zombie can use Simple Weapons and Armor. You can release your animated undead as move action.
Target	Single dead body
Duration	1 rnd + 1 rnd per level
Range	Touch

Fear (2 Anima)

Spell Effect	At the start of its turn, the target must make a Fear ability test (Intelligence vs. 15 + caster's level) or be unable to attack you.
Target	Single target
Duration	1 rnd + 1 rnd per level
Range	Touch or self

Detect Life (2 Anima)

Spell Effect	You detect living creatures in effect area.
Duration	1 min + 1 min per level
Range	Self
Effect Area	Radius 5' + 5' per ½ Level from you

Devouring Touch (2 Anima + X Anima)

Cost	2 anima + 1 anima per dice of damage
Spell Effect	Caster gains health points equal to half of the damage dealt.
Target	Single target
Attack	Magic vs. AD
Damage	Xd6 + Magic bonus
Range	Touch

Lifebane (2 Anima)

Spell Effect	Target lifebaned (cannot increase health points).
Target	Single target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Misfortune (1 Anima + X Anima)

Cost	1 anima + 1 anima for each –1
Spell Effect	Decrease target's Attacks and ability tests by X.
Target	Single target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Repellent Gaze (2 Anima)

Spell Effect	Target repelled (cannot deliberately move any closer to you).
Target	Single target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Scarify (1 Anima + X Anima)

Cost	1 anima + 1 anima per dice of healing
Spell Effect	Heal Xd4 + Magic bonus HP. Target's maximum HP is reduced by the amount healed until next long rest.
Target	Single target
Range	Touch or self

Spook (2 Anima)

Spell Effect	Target repelled (cannot deliberately move any closer to the caster) and at the start of their turn must pass a Fear ability test (Intelligence vs. 15 + caster's level) or move away from the caster.
Target	Single target
Attack	Magic vs. MD
Duration	End of target's next turn
Range	10' + 10' per level

Level 3

Devouring Gaze (2 Anima + X Anima)

Cost	2 anima + 1 anima per dice of damage
Spell Effect	Caster gains Health equal to half of the damage dealt.
Target	Single target
Attack	Magic vs. MD
Damage	Xd6 + Magic bonus
Range	10' + 10' per level

Dominate Undead (3 Anima)

Spell Effect	You control the target's actions (major, move, minor). Target can perform *Shake It Off* (or equivalent) on its turn if it has that ability.
Target	Single undead target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Paralyze (3 Anima)

Spell Effect	Target immobilized (–2 to Defenses, cannot move intentionally).
Target	Single target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Terrify (3 Anima)

Spell Effect	Target repelled (cannot deliberately move any closer to you) and at the start of their turn must pass a Fear ability test (Intelligence vs. 15 + caster's level) or move away from the caster.
Target	Single target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Enervating Gaze (X Anima)

Cost	1 Anima for each –1
Spell Effect	Decrease target's Strength bonus by X (also effects Melee bonus).
Target	Single target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Prolong Undead (1 Anima + X Anima)

Cost	1 anima + 1 anima per level of the target. Your Wisdom is temporarily reduced by X, improving by 1 each long rest until normal.
Casting Time	Equal to the current duration of the spell. So if the current spell duration is 5 rounds, then Prolong Undead takes 1 round to extend the spell effect to 5 minutes. If the current spell duration is 5 days, then *Prolong Undead* takes 1 day to extend the spell effect to 5 weeks.
Spell Effect	Extends animation of single undead creature by one step. Rounds → Minutes Minutes → 10 Minutes 10 Minutes → Hours Hours → Days Days → Weeks Weeks → Months Months → Seasons Seasons → Years Years → Decades Decades → Centuries Centuries → Millennia
Target	Single undead target
Range	Touch

Level 4

Animate Skeleton (4 Anima)

Spell Effect	You animate a skeleton, creating an undead creature. You control the skeleton's actions (major, move, minor). Skeleton's level equal to your ½ Level bonus. Skeleton can use simple weapons and armor. You can release your animated undead as move action.
Target	Single set of bones
Duration	1 rnd + 1 rnd per level
Range	Touch

Essence of Fear (4 Anima)

Spell Effect	At the start of their turn the targets must make a Fear ability test (Intelligence vs. 15 + caster's level) or be unable to attack you.
Target	All enemies in effect range
Duration	1 rnd + 1 rnd per level
Effect Range	Radius 5' + 5' per ½ Level from you

Necrotic Harvest (4 Anima + X Anima)

Cost	4 anima + 1 anima per dice of damage
Spell Effect	You gain health points equal to half of the total damage dealt.
Target(s)	All enemies in effect area
Attack	Magic vs. MD
Damage	Xd4 + Magic bonus
Effect Area	Radius 5' + 5' per ½ Level from you

Vitiating Touch (3 Anima + X Anima)

Cost	3 anima + 1 anima per anima drained.
Spell Effect	Target loses X anima (cannot lose more than the target has). You gain anima equal to half of the anima drained from the target (you cannot increase your anima to higher than your maximum).
Target	Single enemy target
Attack	Magic vs. AD
Range	Touch

Level 5

Into the Abyss (5 Anima)

Spell Effect	Target is blinded (slowed, –4 to Attacks and Defenses).
Target	Single target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Master Undead (5 Anima)

Spell Effect	You control the targets' actions (major, move, minor). Targets can perform *Shake It Off* (or equivalent) on their turn if they have that ability.
Target(s)	All undead targets in range
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Effect Area	Radius 5' + 5' per ½ Level from you

Soul From Beyond (5 Anima)

Spell Effect	Create an apparition that engages in melee combat with target.
Effect Details	Soul from beyond appears adjacent to you and occupies 5' x 5'. You can use your move action to control the soul from beyond's actions (major and move). The soul from beyond will continue to attack its target without intervention. The soul from beyond's Movement Speed is your Magic bonus. Soul from beyond cannot move out of spell range. Soul from beyond's attacks deal no physical damage. Target attacked by soul from beyond since last turn must make an ability test (Wisdom vs. 15 + caster's level) or is forced to make a melee attack against the soul from beyond.
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Level 6

Animate Ghost (6 Anima)

Spell Effect	You animate a ghost, creating an undead creature. You control the ghost's actions (major, move, minor). Ghost's level equal to your ½ Level bonus. The ghost is insubstantial (damage taken from attacks against target's AD and ED is halved, can move through solid objects at half speed). You can release your animated undead as move action.
Target	Single dead body
Duration	1 rnd + 1 rnd per level
Range	Touch

Essence of Terror (6 Anima)

Spell Effect	Each turn the targets must make a Fear ability test (Intelligence vs. 15 + your level) or be repelled (cannot deliberately move any closer to you) and unable to attack you.
Target	All enemies in effect range
Duration	1 rnd + 1 rnd per level
Effect Range	Radius 5' + 5' per ½ Level from you

Level 7

Hasten Death (X Anima)

Cost	1 anima per HP of damage increase
Spell Effect	Increase each separate amount of damage taken by the target by X.
Target	Single target
Attack	Magic vs. RD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Level 8

Absolve Undead (8 Anima)

Spell Effect	Target undead destroyed.
Target	Single undead target
Attack	Magic vs. MD
Range	10' + 10' per level

Level 9

Vitiating Reap (5 Anima + X Anima)

Cost	5 anima + 1 anima per anima drained.
Spell Effect	Each target loses X anima (each cannot lose more than that target has). You gain anima equal to half of the anima drained from the targets (you cannot increase your anima to higher than your maximum).
Target(s)	All enemies in effect area
Attack	Magic vs. MD
Effect Area	Radius 5' + 5' per ½ Level from you

Level 10

Reanimate (X Anima)

Casting Time	8 hours
Cost	1 anima per level of the target + anima for the time since death: • Day(s): 1 AP • Week(s): 2 AP • Month(s): 3 AP • Season(s): 4 AP • Year(s): 5 AP • Decade(s): 6 AP • Centuries: 7 AP Your Wisdom is temporarily reduced by X, improving by 1 each long rest until normal.
Spell Effect	Returns a dead character to 1 HP. All of target's ability scores permanently reduced by 1.
Target	Single dead target
Range	Touch

Mystic Spells

CHP	4 health points per level		
Melee	Simple		
Ranged	Simple		
Armor	Light		

Level 1

Bane (X Anima)

Cost	1 Anima for each –1 to Attacks.
Spell Effect	Decrease target's Attacks by X.
Target	Single target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Befriend (1 Anima)

Spell Effect	Add Magic bonus to Charisma ability tests (Cha).
Target	Single target
Attack	Magic vs. MD
Duration	1 hr + 1 hr per level
Range	5'

Boon (X Anima)

Cost	1 Anima for each +1 to Attacks
Spell Effect	Increase target's Attacks by X.
Target	Single target
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Detect Intent (1 Anima)

Spell Effect	Add 5 + Magic bonus to Diplomacy ability tests (Cha).
Attack	Magic vs. MD
Duration	1 min + 1 min per level
Range	Touch or self
Effect Range	10' + 10' per level

Discern (1 Anima)

Casting Time	10 minutes
Spell Effect	Aid the target in detecting vestigial traces of subterfuge that indicate the presence of a trap or secret door. Target can add your Magic bonus to Perception ability tests.
Duration	10 minutes + 10 minutes per level
Effect Range	10' + 10' per level

Distract (1 Anima)

Spell Effect	Distract the target, taking –2 to Attacks or ability tests.
Target	Single target
Attack	Magic vs. MD
Duration	End of target's next turn
Range	10' + 10' per level

Force of Will (1 Anima + X Anima)

Casting Time	Interrupt
Interrupt Condition	Cast immediately after target makes an attack or ability roll.
Cost	1 anima + 1 anima for each +1 or –1 to the dice roll
Spell Effect	Increase or decrease the attack or ability test roll by 1 for each anima.
Range	10' + 10' per level

Guide (2 Anima)

Spell Effect	Increase target's Attacks by Magic bonus.
Target	Single target
Duration	End of target's next turn
Range	10' + 10' per level

Nudge (2 Anima)

Spell Effect	Decrease target's Attacks by Magic bonus.
Attack	Magic vs. MD
Target	Single target
Duration	End of target's next turn
Range	10' + 10' per level

Read Language (2 Anima)

Spell Effect	Add 5 + Magic bonus to Reading ability tests (Int) when reading or deciphering written language.
Target	Single target
Duration	1 hr + 1 hr per level
Range	Touch or self

Level 2

Charm (2 Anima)

Spell Effect	Add 5 + Magic bonus to Charisma ability tests (Cha).
Target	Single target
Attack	Magic vs. MD
Duration	1 hr + 1 hr per level
Range	5'

Clamor (2 Anima)

Spell Effect	Create noise at position.
Duration	1 min + 1 min per level
Range	10' + 10' per level

Dark Vision (1 Anima)

Spell Effect	Target gains low-light vision.
Target	Single target
Duration	1 hr + 1 hr per level
Range	Touch or self
Effect Area	10' + 10' per level

Daze (2 Anima)

Spell Effect	Target is dazed (only has major and minor actions).
Target	Single target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Detect Heat (1 Anima)

Spell Effect	Target gains thermal vision.
Target	Single target
Duration	1 hr + 1 hr per level
Range	Touch or self
Effect Area	10' + 10' per level

Muffle (2 Anima)

Spell Effect	Muffle sound in effect area.
Duration	1 min + 1 min per level
Range	10' + 10' per level
Effect Area	Radius 5' per ½ Level

Re-Direct (1 Anima + X Anima)

Casting Time	Interrupt
Interrupt Condition	Cast when a caster uses a spell power targeting an ally.
Cost	1 anima + anima cost of target spell
Spell Effect	Changes the target of the spell to another valid ally.
Range	10' + 10' per level

Understand Language (2 Anima)

Spell Effect	Add 5 + Magic bonus to Listen ability tests (Int) when listening to a spoken language.
Target	Single target
Duration	1 hr + 1 hr per level
Range	Touch or self

Level 3

Cloak (2 Anima + X Anima)

Cost	2 anima + 2 anima per step of reduced visibility
Spell Effect	Reduce visibility (Defenses and Stealth) of the target up to three steps: • Obscure: +2 • Faint: +4 • Invisible: +6
Target	Single target
Duration	1 minute + 1 minute per caster level
Range	Touch or self

Confuse (3 Anima)

Spell Effect	Target attacks closest possible target, ally or enemy (randomly if multiple options). Target can perform *Shake It Off* (or equivalent) on its turn if it has that ability.
Target	Single target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Mirror (3 Anima)

Spell Effect	Caster's appearance copies that of creature that is clearly visible to the caster.
Counter	Perception ability test (Intelligence vs. 15 + caster's level)
Duration	1 min + 1 min per level
Range	Self

Restrain (3 Anima)

Spell Effect	Target is immobilized (–2 to Defenses, cannot move intentionally).
Target	Single target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Stun (3 Anima)

Spell Effect	Target is stunned (only has move and minor actions).
Target	Single target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Speak Language (3 Anima)

Spell Effect	Add 5 + Magic bonus to Communucation ability tests (Int) when speaking a recently heard language.
Target	Single target
Duration	1 hour + 1 hour per caster level
Range	Touch or self

Level 4

Leach (3 Anima + X Anima)

Cost	3 anima + 1 anima for each additional anima
Spell Effect	Target's spells cost an additional X anima.
Target	Single target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Mire (4 Anima)

Spell Effect	Targets immobilized (–2 to Defenses, cannot move intentionally).
Target	All targets in effect area
Attack(s)	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level
Effect Area	Radius 5' + 5' per ½ Level

Obscure (3 Anima + X Anima)

Cost	3 anima + 2 anima per step of reduced visibility
Spell Effect	Reduce visibility (Defenses and Stealth) in the effect area by up to three steps so that targets within it are: • Obscure: +2 • Faint: +4 • Invisible: +6
Duration	1 minute + 1 minute per caster level
Range	10' + 10' per level
Effect Area	Radius 5' + 5' per ½ Level

Visage (4 Anima)

Spell Effect	Target's appearance changes.
Target	Single target
Attack	Magic vs. MD (enemy target only)
Counter	Perception ability test (Intelligence vs. 15 + caster's level). Extreme size, race, or material alterations give bonus to Perception ability tests (GM's discretion).
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Level 5

Control (5 Anima)

Spell Effect	You control target's actions (major, move, minor). Target can perform *Shake It Off* (or equivalent) on its turn if it has that ability.
Target	Single target
Attack	Magic vs. MD
Counter	Immediately broken if you command action that would cause injury to target.
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Enchain (5 Anima)

Spell Effect	Target restrained (no melee or ranged attacks, no movement, –4 to Magic and Defenses).
Target	Single target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Feedback (4 Anima + X Anima)

Cost	4 anima + 1 anima for each HP of feedback
Spell Effect	Target takes X damage for each anima spent.
Target	Single target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Pandemonium (5 Anima)

Spell Effect	Targets attack closest possible target; ally or enemy (randomly if multiple options). Targets can perform *Shake It Off* (or equivalent) on their turn if they have that ability.
Target(s)	All targets in effect area
Attack(s)	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level
Effect Area	Radius 5' + 5' per ½ Level

Level 6

Cognaterem (6 Anima)

Casting Time	1 hour
Spell Effect	You gain impression of significant events that have happened in the vicinity of the object.
Target	Single inanimate object
Range	Touch

Reflect (2 Anima + X Anima)

Casting Time	Interrupt
Interrupt Condition	Cast when a caster uses a targeted magic power.
Cost	2 anima + anima cost of target spell
Spell Effect	Changes the target of the spell to the spell's caster.
Range	10' + 10' per level

Sleep (6 Anima)

Spell Effect	Target unconscious (no actions, –6 to Defenses, all hits critical). Target can perform *Shake It Off* (or equivalent) on its turn if it has that ability.
Target	Single target
Attack	Magic vs. MD
Counter	Spell effect ends if target is physically touched or injured.
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Level 7

Phantom (7 Anima)

Spell Effect	Create a phantom that engages in melee combat with target
Effect Details	Phantom appears adjacent to you and occupies 5' x 5'. You can use your move action to control the phantom's actions (major and move). The soul from beyond will continue to attack its target without intervention. The phantom's Movement Speed is your Magic bonus. Phantom cannot move out of spell range. Phantom's attacks deal no physical damage. Target attacked by phantom since last turn must make an ability test (Wisdom vs. 15 + caster's level) or is forced to make a melee attack against the phantom.
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Level 8

Deflect (3 Anima + X Anima)

Casting Time	Interrupt
Interrupt Condition	Cast when a caster uses a targeted spell power.
Cost	3 anima + anima cost of the target spell
Spell Effect	Changes the target of the spell to another valid target.
Target	Targeted spell
Range	10' + 10' per level

Level 9

Cognatus (10 Anima)

Casting Time	1 hour
Spell Effect	You gain impressions of the events of the target's final living moments.
Target	Dead body of an intelligent creature.
Range	Touch

Level 10

Recall Soul (X Anima)

Casting Time	8 hours
Cost	1 anima per level of the target + anima for the time since death: • Week(s): 1 anima • Month(s): 2 anima • Season(s): 3 anima • Year(s): 4 anima • Decade(s): 5 anima • Centuries: 6 anima Your Wisdom is temporarily reduced by X, improving by 1 each long rest until normal.
Spell Effect	Returns a dead character to 1 HP. Target's Wisdom permanently reduced by 2.
Target	Single dead target
Range	Touch

Game Master's Guide

Tips for GMs

Always Say 'Yes'

If the players want to try an action that isn't in the rules, then (within reason) let them try.

In allowing the player to attempt the action, apply an appropriate bonus/penalty or set an ability test difficulty according to how easy or hard the task should be based on their character's class and background.

Keep in mind that most of the martial powers use trade-offs based on the class's specialties, so you can apply bonuses or penalties to a character's hit bonus, defenses, damage or actions (major, move, minor).

If all else fails, fall back to an ability test against one of the character's ability bonuses.

Design for Your Players

Everyone's gaming groups like different styles of play, and even players within the same group have wildly different preferences. Mine, for example, specialize in griefing the GM. What do the players like:

- Combat, role-playing, puzzles, traps?
- How much time do they have to game?
- High fantasy/low fantasy/swords and sorcery?
- Heroic or ambiguous?
- Epic quests or free exploration?
- Serious or humorous, horrific or conventional?
- Gritty or gleaming?

Be Prepared

The proverb applies here: "*Men plan. God laughs.*"

The distinction here is between planning and preparation. Depending on the type of game you're running, your preparations may be vastly different. For example, an open-world exploration game requires more preparation (which is usually thinking about what sort of events could happen based on expected player actions) while a linear game requires normal planning along the adventure's plot.

- Know the rules, monsters and spells and powers
- Bring dice, pencils, paper, spare character sheets
- Research the genre, setting
- Prepare for possibilities
- Have a backup plan (such as a one-page delve)

Bring the Game to Life

Another way to improve your campaign is to make interesting and unique game characters. A variety of shortcuts can help achieve this:

- Quirks (refer to themselves in third person, etc)
- Traits (greedy, jealous, reckless, wise)
- Accents, speech patterns (repeated phrases or words)

Empower Your Players

Some people call it player agency, others empowerment.

Either way, the goal is to give your players as much control over the course and outcome of the story as they desire. Once again, different player groups want different levels of control over the story, but it's a rare player who wants to jump onto a GM's railroad campaign.

Go With the Flow

Your players are likely to mess with your shit. Expect this and don't let them throw you off your game.

This is where preparation comes in; you should know (at least vaguely) what awaits the players with each of their probable actions. Failing that, with practice and research you should be able to reach into your subconscious and quickly pull something out for them. Try these:

- Grab scene from a film or the plot from a book
- A real life situation (war, disaster, tragedy, etc)
- Bring back a character from earlier in the adventure, such as an ally or an enemy
- Present the players with a moral choice to challenge their character's rights and wrongs

If all else fails, randomly choose some elements from the Inspiration Board (on Page 149 of the Game Master's Guide) and craft these into an encounter.

Let Players Change the World

One of the best ways to engage your players with the campaign is the make sure their characters' actions impact the game world.

This is difficult if you (the GM) have prepared an epic story for them, but unless you have players queuing out the door for a chance to play in that campaign, you're better off creating a campaign where the players are empowered to decide their characters' actions and to have these actions guide the story.

Challenge Your Players

Players return to RPGs because these games allow them to explore worlds that exist in their imagination, to solve problems and puzzles and to overcome hideous monsters. Your job as the GM is to create:

- Engaging plots
- Ambiguous situations to test their characters' morals
- Devious puzzles and traps to challenge their wits
- Unique monster encounters that test their mettle

Reward Players for Taking Risks

Finally, make sure the players are rewarded for taking risks, for putting their characters at risk to rescue another, for taking a chance to achieve their goals.

Have FUN!

Regardless of anything else, *Heroes Against Darkness* is a framework for having fun. If you or your players aren't having fun, then it's time to change things around.

Encounters for GMs

The GM's tool-box includes four major types of encounters, each of which has a different type of challenge and offers different rewards, including experience points, loot and more. The four main types of encounters in the GM's repertoire are:

- Puzzle encounters
- Trap encounters
- Role-playing encounters
- Combat encounters

Puzzle Encounters

Puzzles provide GMs with an encounter that's an interesting alternative to straight combat. However, some gaming groups hate puzzles or just plain don't get them, so take care.

Usually a puzzle encounter must be solved to offer progress, but sometimes players will be totally stumped by the puzzle, so alternative routes need to be available.

Trap Encounters

It's important here to make a distinction between incidental traps that players encounter in the course of normal exploration and traps that are an encounter in themselves.

Trap encounters are similar to puzzles, except they're trying to kill the players. Having said that, these encounters have many of the same problems as puzzle encounters (such as players not getting how to 'solve' them), but the addition of life-threatening danger makes them doubly-risky.

Role-Playing Encounters

In role-player encounters, the players play out their characters' interactions with game characters. These encounters ideally offer players alternate possible outcomes, depending on the result of the interactions.

Combat Encounters

Combat encounters are the bread and butter of RPGs, and it's your job to make sure that each of these that you use is interesting and either challenging or short (GM discretion).

Full instructions for setting up combat encounters start on Page 106 of the Game Master's Guide (don't bother trying to find it, it's right over the page).

Rewards from Encounters

Part of the GM's job is to distribute appropriate rewards from encounters.

Achievement

It takes an extraordinary GM to reward players with a sense of achievement. Having said that, a sense of achievement is something that players get when they overcome an encounter where they think there is a chance of failure.

Loot

The distribution of gold, gems, armor, weapons, and enchanted items is something that players anticipate at the end of encounters. If you need some ideas about how much gold, what magic weapons and armor, or other magic items to give your players then check out the Character Progress chapter on Page 121 of this Game Master's Guide.

Information

Role-playing encounters and even combat encounters can reward players with information that is valuable to their goals or quests.

Favor

Depending on the cause and outcome of the encounter, the characters could find themselves with the passing or eternal gratitude of a game character.

Perhaps the characters were hired by a noble to rescue his comely daughter from a handsome rake before he can despoil her?

Alternatively, perhaps the characters (with no great intent) managed to thwart a robbery, abduction, swindle or assassination and gained the appreciation of the target.

Passage

Often the encounter is a literal or figurative obstacle for the characters' progress. Sometimes the ravine is blocked by an orcish encampment, other times the dungeon door held fast by a complicated lock or finally, there are times when the way is blocked by a mischievous spirit who challenges the party to solve a riddle. In each of these cases the reward for the encounter is continued progress.

Experience Points

Each type of encounter also offers experience points. You can find more information and tips about distributing XP in the appropriately titled Experiernce Points section on Page 119 of this Game Master's Guide.

Combat Encounter Design

The combat encounter is one of the foundation stones of role-playing games. As such, there will likely be many calls for combat encounters, and each of these has a different context, motivations, locations, and enemies.

Why We Fight?

No two campaigns are the same and not two adventure groups are the same. Between these two there are a bunch of reasons for adventuring parties to get into fights, such as:

- Players want the monster's treasure
- The monsters are blocking the adventurers' path
- The monsters have something the players need (key, item, shelter, etc)
- The monsters have ambushed the party
- The monsters are endangering god-fearing folk
- It's a cruel and hateful world overflowing with the vile denizens of chaos, who must all die

What's At Stake?

One thing to consider for a combat encounter is what's at stake (other than the lives of the combatants). Are the groups fighting just for the sake of it, or is there something at stake?

One way of adding another dimension to a combat encounter is to add another element that raises the stakes, such as:

- Rescue a prisoner the monsters are trying to evacuate
- Protecting a target that assassins are trying to kill
- Changing or deteriorating topography
- Preventing the monsters from completing a ritual or project
- Fighting to gain (or keep) possession of an artifact
- Trying to perform a specific action in the midst of a larger combat, such as to gain or hold a position

Number of Monsters

When creating a combat encounter, the GM's first consideration is often the number of monsters that the players face. In considering this, the GM may have a particular type of encounter in mind, such as a fight against one large monster, a large battle against lots of easily defeated minions, or a band of enemies what the adventurers can't hope to defeat in normal combat.

Monster Mix

Heroes Against Darkness makes it easy for the GM to mix up the type of enemies that the players face.

Enemies, whether they're humans, creatures, spirits, or even elementals, can be easily scaled in strength and role to present players with a range of threats and tactics even within a single type of enemies.

When combining multiple types of creatures, the GM needs to keep in mind the practicalities and motivations for the alliance.

- Is one creature type subordinate to the other?
- Are there intelligent creatures with trained animals?
- Do the groups normally work together?
- Have they been temporarily thrown together by circumstances?

So by all means mix up the monsters, but make the alliance make sense.

Encounter Difficulty

The collective strength of a band of monsters is easily established in *Heroes Against Darkness* by calculating the Party Level and applying this power level (or some variation thereof) to the monsters (as described on Page 107 of this Game Master's Guide).

By following the described steps, the GM can create encounters that are:

- Easy relative to the party's strength
- Balanced relative to the party's strength
- Hard relative to the party's strength
- Fixed difficulty

Easy, balanced, and hard encounters allow the GM to control the pace of the player's adventures and to up the tension of the session.

Using fixed difficulty encounters is more of an 'old-school' technique. This is especially useful in sandbox style adventures where the players can tackle encounters at their own pace. In this style of play, the GM may want certain of those encounters to be too hard for the players and others to be potentially easy or balanced, depending on the order that the players tackle them.

Individual Monster Levels

Take care using monsters more than three or four levels higher than the player characters, especially when the characters are at low levels.

These monsters hit more often and deal comparatively high damage; just a couple of hits from a strong monster can kill a low-level character outright. Additionally, they are harder for the players to hit, almost halving the player's chance of scoring a hit.

This combination of high hit probabilities, high damage and low chance of the players landing a strike in return, makes these monsters extremely dangerous.

Low-Level Encounters

Low level encounters are especially susceptible to the vagaries of random dice rolls and when this is combined with beginner players (who aren't familiar with all the rules and all of their character's powers) it's a recipe for unpredictable outcomes.

In this situation it's best to make sure that the encounter is slightly lower difficulty than normal or that it's apparent to the players that they are outclassed and should consider alternate tactics.

Combat Encounter Setup

When introducing combat encounters into your players' adventure, start with a balanced encounter and then adjust the difficulty up or down to suit your players and the requirements of the adventure.

Don't forget: Not all encounters should be balanced.

Most should be balanced (or close to it), but some should be easy, sometimes you'll want a difficult encounter to challenge your players and sometimes you'll want an unwinnable encounter to reinforce that not every opportunity to fight should be taken…

Balanced combat encounters are constructed with the following steps:

- Step 1: Calculate party level
- Step 2: Choose monsters
- Step 3: Adjust party level
- Step 4: Set encounter difficulty
- Step 5: Distribute levels to monsters
- Step 6: Update monster stats

To prevent the combat encounter creation process from slowing down a game in progress, all of these steps can be taken ahead of time and pre-calculated based on the projected state of the party. An experienced *Heroes Against Darkness* GM can set up an encounter in just a couple of minutes (or even quicker) by using the Monster Stat Summary charts on Page 208.

If the party then enters the encounter with significantly different strength, then monsters can be added or removed or the adjustments can be made to the level of the pre-calculated monsters.

Step 1: Party Level

The **party level** is the total number of levels of all of the allied player and game characters in the party.

> **Example:**
>
> The League of Six Rings is a party of six player characters and two game characters. The player characters are all Level 3, and the game characters are Level 2 and Level 1.
>
> The total number of levels is:
>
> - 6 player characters at Level 3 = 6 x 3
> - 1 game character at Level 2 = 1 x 2
> - 1 game character at Level 1 = 1 x 1
> - Total Party Level = 21

The party level is ultimately used to determine the total strength of the monsters needed to provide an encounter of the desired difficulty.

Step 2: Choose Monsters

Each creature type has a number of variations.

Minion

Minions are like normal grunts, except that they only take one or two hits to kill and they deal less damage, making them ideal when you want lots of enemies without overwhelming the players. Minions are worth half XP.

Grunt

Grunts are the melee fighting variants of a creature type.

Brute

Brutes are tough versions of monsters, with twice the HP and XP as a grunt (which means their effective level is twice as high as their actual level). They have additional attack damage and powers to attack multiple enemies and to remove conditions.

Commander

Commanders are the leaders of the groups of enemy monsters, so they usually appear at a higher level than the other combatants. Commanders often have special powers that bolster their allies.

Caster

Casters are magi – or monsters with spell-like abilities – who fight against the party. They attack the party with offensive spells or aid their allies and hamper their enemies.

Striker

Strikers are monsters that strike while avoiding being attacked. They either attack from range or leap in and out of melee range to attack while their quarry is distracted.

Boss

Bosses are any type of monster that is beefed up to be a challenge for a whole party. They have twice the HP and effective level as the monster they're based on, and have two initiatives each round.

Step 3: Adjust Party Level

Is there is a large disparity between the number of individuals in the party and the number of monsters, then the party level must be adjusted to compensate.

If there are fewer monsters than party members, then increase the party level by the difference in the number of monsters than party members.

Conversely, if there are more monsters than party members, then decrease the party level by the difference in the number of monsters than party members.

At higher levels (e.g. Level 6 and higher), it may be necessary to raise or lower the party level by *twice* the difference in the number of combatants.

> **Example:**
>
> The party of the League of Six Rings, which above totaled a party level of 21, is attacked by four fearsome and strong troglodytes.
>
> Because there are only four monsters, the GM increases the party level by 4 from 21 to 25, to compensate for the difference in the number of combatants on each side.

Step 4: Set Encounter Difficulty

The with party level calculated and then adjusted (for the different number of combatants on each side), the next step is to tweak the party level for the desired difficulty.

The GM may take into account the following situational and preferential modifiers:

- Party equipment and consumables
- Party composition (classes)
- Party current health and anima
- Campaign pacing
- Player preference

Party Equipment and Consumables

If the party has powerful equipment like high-quality weapons and armor, then their calculated party level may not accurately reflect their actual combat effectiveness.

Additionally, consumables like healing potions, scrolls, or wands are not factored into the party level.

Similarly, a party that lacks normal equipment, such as one that has been stripped of their usual weapons or armor, is less powerful than a normally-equipped party.

- Increase the party level by 10% if well-equipped.
- Decrease the party level by 10-20% if poorly-equipped.

Party Composition

Every party is different and some are more different than others. Each of the classes in *Heroes Against Darkness* is balanced when used in conjunction with other classes, but some classes can be less powerful in isolation (such as healers or mystics who cannot deal direct magic damage).

If the GM is faced with an unusual class mix in the party, such as a party without melee or ranged combat characters, then the party level may have to be reduced to compensate.

- Increase the party level by 10-20% for parties with lots of martial class characters.
- Decrease the party level by 10-20% for parties with fewer martial class characters.

Party Health and Anima

One of the goals of *Heroes Against Darkness* is to encourage players to attempt to tackle multiple combat encounters in a single game day. This means that parties will often enter combat with their health and anima somewhat depleted.

Assuming the party has taken a short rest and used *Rally* between combats, their health and anima points should probably be at around 60-75%.

If the party has not taken a rest between combat encounters (and depending on the outcome of the previous encounter), then their health and anima could be very low.

- Decrease the party level by 10% when the characters have approximately 75% health and anima.
- Decrease the party level by 20-30% when the characters have approximately 50% health and anima.

Campaign Pacing

Depending on the cadence of the campaign, the GM may want to control the difficulty of combat encounters to increase or release tension, or to speed up or slow down the pace of the game.

- Increase the party level by 10% for a tough fight
- Decrease the party level by 10-20% for a quick fight

Player Preference

Some players prefer the test of role-playing encounters with game characters while other players prefer the excitement and challenge of tactical combat encounters.

If the play group is heavily focused one way or another, the GM can adjust the party level up or down to increase or decrease the overall difficulty of the combat encounter.

- Increase the party level by 10% for a combat-oriented party
- Decrease the party level by 20% or more for a non-combat oriented party.

With all of these modifying factors taken into account, the GM can again adjust the party level up or down.

Example:

The League of the Six Rings has washed up on a desert island without equipment, weapons or armor, so they are relatively poorly equipped.

- Decrease the party level by 10-20% if poorly-equipped.

The party is a fairly well-balanced mix of two main fighters (a warrior and a barbarian), a rogue, a warlock, a mystic, and a healer, so no adjustment is required for the party composition.

The party has already had one tough battle, and after a short rest their health and anima are back up to 75%.

- Decrease the party level by 10% when the characters have approximately 75% health and anima.

The GM wants to move the action at a moderate pace, so no adjustment is required for the campaign pacing.

The playing group strongly prefers combat-oriented encounters compared to role-playing or non-combat encounters.

- Increase the party level by 10% for a combat-oriented party

Taking these factors into account, the GM quickly decides to reduce the total party level by about 20% to take into account the party's lack of equipment and armor, their slightly depleted health and anima, and their skill at (and preference for) combat encounters.

- Party level = 20 (25 x 80%)

Step 5: Distribute Levels to Monsters

The final planning step is for the GM to take the party level and distribute these levels amongst the monsters in the combat encounter.

> **Example:**
> With 20 levels to allocate to the four troglodytes, the GM decides to make one commander troglodyte at Level 6, two grunts at Level 5, and one striker at Level 4.

Step 6: Update Monster Stats

With the monster's levels established, the GM then must work out their stats for that level.

> **Example:**
> The GM then looks up the relevant ability scores, health points, anima points, Attacks, damage, Initiative bonus, Movement Speed and Defenses for the monsters.

The details for each of the monsters can be found in one of three locations.

First, the full details of each pre-made monster available in the Beasts and Bastards section. This is the only section that has details of the types of powers and special abilities of each of the types of monsters.

Second, the monsters are available as templates (up to Level 10) at the end of the full listing of monsters.

Finally, abridged stats for the monsters are available in the Monster Stat Summary on Page 208 of the Beasts and Bastards section.

At the end of this example, we have a combat encounter with 20 levels worth of monsters, like these.

Troglodyte Commander

Troglodyte Cave Master					
Level	6	**Class Health**	8	**Health**	86
½ Level	3	**Commander**		**Anima**	18
Str	22 (+9)	**Melee**	+9	**AD**	22
Dex	20 (+8)	**Ranged**	+8	**ED**	18
Wis	22 (+9)	**Magic**	+9	**MD**	19
Con	18 (+7)			**RD**	17
Int	18 (+7)	**Init**	+8		
Cha	14 (+5)	**Move**	9	**XP**	6
Armor	Hide +4	**Weapon**	Claws 2d8		
Power	*Dazing Blow*: Melee –2 vs. AD, hit target dazed (only has major and minor actions) until end of target's next turn.				
Special	Aura of Stench: Enemies within 5' radius per ½ Level take –2 to Attacks. Low-Light Vision: Creature can see in low-light. Regeneration: Creature gains HP equal to its ½ Level at the start of its turn.				

Troglodyte Grunts

Troglodyte Cave Dweller					
Level	5	**Class Health**	8	**Health**	74
½ Level	2	**Grunt**		**Anima**	12
Str	22 (+8)	**Melee**	+8	**AD**	20
Dex	18 (+6)	**Ranged**	+6	**ED**	16
Wis	18 (+6)	**Magic**	+6	**MD**	16
Con	18 (+6)			**RD**	16
Int	14 (+4)	**Init**	+6		
Cha	14 (+4)	**Move**	8	**XP**	5
Armor	Hide +4	**Weapon**	Claws 2d6		
Special	Desperate Attacker: When under 50% HP, +2 to Attacks, –2 to Defenses. Low-Light Vision: Creature can see in low-light. Regeneration: Creature gains HP equal to its ½ Level at the start of its turn.				

Troglodyte Striker

Troglodyte Cave Lurker					
Level	4	**Class Health**	8	**Health**	57
½ Level	2	**Striker**		**Anima**	10
Str	18 (+6)	**Melee**	+6	**AD**	19
Dex	20 (+7)	**Ranged**	+7	**ED**	17
Wis	16 (+5)	**Magic**	+5	**MD**	15
Con	16 (+5)			**RD**	15
Int	12 (+3)	**Init**	+7		
Cha	12 (+3)	**Move**	9	**XP**	4
Armor	Hide +2	**Weapon**	Rock 2d6 Claw 1d10		
Power	*Death From Above*: If this creature is climbing and above the target, it can drop to attack the target; Melee +2 vs. AD, +1d damage.				
Special	Climber: Creature climbs at Move Speed. Low-Light Vision: Creature can see in low-light. Regeneration: Creature gains HP equal to its ½ Level at the start of its turn.				

Notes

In this case, the monsters are about 2-3 levels higher than the party's characters. Sometimes this can be tricky, because it reduces the player's chance of hitting and increases the monsters chance of hitting them back. However, as there are eight characters vs. the four monsters, this shouldn't be a problem.

This whole process may sound complicated, but most of it doesn't change very often, so the GM can just tweak the established party level up and down slightly for each combat encounter that the characters face. Once the GM has a few encounters under his or her belt, the time they need to set up an encounter is just a minute or two.

Pre-Built Encounters

Adventures for *Heroes Against Darkness* support a much wider level range than is the case in traditional published adventures or modules.

For example, a traditional module of Level 1-3 for 4-6 characters can have a party level range of 4-18. This means that each individual encounter can be tackled by a party that is significantly higher or lower than the middle (expected) force.

Each **pre-built encounter** in a *Heroes Against Darkness* adventure has the following information:

- Boxed text for players
- Encounter setup and tactics instructions for the GM
- Encounter block with details of monsters
- Monster stat blocks (if necessary)

Boxed Text

Boxed text gives players an evocative description of the location of the encounter.

> *You find yourselves in a large crescent-shaped room. The high roof is supported by a handful of thick wooden columns. The curved north wall is hung with tattered wall hangings and the floor is covered with threadbare carpets.*
>
> *The main feature of the room is dais made up of a set of curved steps in the middle of the south wall. The steps lead to a stairway that extends beyond the extent of the room.*
>
> *You immediately notice the skeletal remains of what looks like an adventuring party that has come to a grizzly on the dais. These poor dead souls look to have been felled mid-step, their bony hands still clutching their swords, lanterns and bows.*

Encounter Setup

The encounter setup section gives the GM the details of the encounter and may even include tactics for the monsters.

> The players can enter the room from one of two possible doors, one in the west side of the southern wall, the other in the east side of the southern wall.
>
> The skeletons on the dais steps are a previous adventuring party, but they are now undead and will animate when approached (or at the GM's discretion).
>
> If there is a skeleton archer present, it will attempt to keep distance from the players' party and pick off shots at engaged melee enemies.
>
> If the characters escape past the skeletons and up the stairs in the middle of the south wall, the skeletons will pursue. If the players retreat from the room through one of the doors in the west or east, the skeletons may try to flank them through the other door (if possible) or wait for the characters to return.

In any given encounter there are a multitude of ways that players can deviate from expected tactics and behaviors, so it is important that the GM is flexible and adaptable in running the encounter when things change.

Encounter Block

Encounter blocks give GMs a guide to the number of monsters that are present given the party's party level. The key element of an encounter block is the list of monsters, with their role, level and quantities.

Party Level	Monsters Present
3-8	Monsters for a party of party level 3-8.
9-16	Monsters for a party of party level 9-16.
17-24	Monsters for a party of party level 17-24.
25-32	Monsters for a party of party level 25-32.
33-40	Monsters for a party of party level 33-40.
41+	Monsters for a party of party level 41+.

For example, an encounter against a group of rampaging orcs could look like this:

	Monsters Present			
Party Level	Monster Type	#	Level	Role
3-8	Orc warriors	2	≈1	Grunt
	Orc war chief	1	≈3	Comm.
	Orc archer	1	≈1	Striker
9-16	Orc warriors	2	≈3	Grunt
	Orc war chief	1	≈4	Comm.
	Orc archers	2	≈3	Striker
17-24	Orc warriors	3	≈4	Grunt
	Orc war chief	1	≈6	Comm.
	Orc archers	2	≈3	Striker
25-32	Orc raiders	2	≈3	Minion
	Orc warriors	3	≈5	Grunt
	Orc war chief	1	≈7	Comm.
	Orc archers	2	≈5	Striker
33-40	Orc raiders	4	≈4	Minion
	Orc warriors	3	≈6	Grunt
	Orc war chief	1	≈8	Comm.
	Orc archers	2	≈6	Striker
41+	Orc raiders	6	≈5	Minion
	Orc warriors	4	≈7	Grunt
	Orc war chief	1	≈9	Comm.
	Orc archers	3	≈7	Striker

Monster Stat Blocks

If the monsters used in the encounter differ from standard monsters, then their stat blocks are included with the details of the encounter.

Adjusting the Monsters

Once the encounter is triggered, the GM needs to adjust the levels of the monsters to match the desired difficulty of the encounter. Instructions for this are in the Combat Encounter Setup section on Page 107 of this guide.

Running Combat Encounter

Getting Into Combat

The transition from 'adventuring' to combat can happen in many ways. Sometimes it's planned as part of a story or adventure, other times it happens when the players do something unexpected.

- Players decide to kick in the door of a room where their characters have heard noises
- Players' characters lay ambush for approaching foes
- GM rolls a random encounter when the characters are travelling overland or in a city
- Players decide to have their characters overpower the guards of a shop or temple that they want to loot
- Player botches his character's pick-pocketing attempt on a came character, who decides to retaliate
- Wandering monsters come across the party unexpectedly potentially surprising everyone
- Players' characters botch a roll (knowingly or unknowingly), drawing nearby monsters to their location

Determining Surprise

Surprise can occur when one of the groups of combatants is not immediately expecting to be attacked. This can even mean that a character who is 'on guard' can be surprised by a sufficiently stealthy or unexpected attack.

Surprise is generally determined with a Perception ability test, which is based on a character's Intelligence.

There are two ways of determining surprise:

- Opposed test: Perception (Int) vs. Stealth (Dex)
- Set difficulty: Perception (Int) vs. difficulty

The first method (opposed test) introduces are great deal of variability into the determination of surprise (due to the large range of the d20 compared to the small range of bonuses that the groups are able to apply).

The second method allows the GM to set the difficult directly.

Tactics

Depending on their experience, players' tactics range from effective to ineffective. This extends to individual players who can play their characters optimally or sub-optimally.

The single most effective player tactic is to pick off monsters one at a time, aiming to reduce the number of enemies as quickly as possible.

Depending on how difficult the GM is aiming for the encounter to be, they may need to negate or counter the players' tactics.

Adjusting Difficulty on the Fly

It's not too late to adjust the difficulty of an encounter until all of the characters are dead on the ground.

Once the encounter is in progress, you can progressively adjust the difficulty up or down to take into account unexpected situations:

- Exceptionally good or bad rolls
- Exceptionally good or bad tactics
- Miscalculated difficulty

Here are a few ideas to make encounters harder:

- Introduce another wave of monsters (if possible)
- Concentrate the monster's attacks on key characters like healers or fighters

And a few to make encounters easier:

- Encourage poor tactics for the monsters, such as spreading their attacks amongst multiple player characters and game characters
- Make one of the monster's leaders flee when significantly damaged
- Give the monsters morale tests (Intelligence vs. 10) if the leader dies or flees (even if they still outnumber the players)
- Don't use the monster's combat powers

Ending the Combat

Not all combats should run to the total death of one of the groups (especially if it's the player characters' party).

To the Death

Some groups will fight to the death; humans defending their families, animals defending their territory or lairs.

Morale

Intelligent creatures – generally humans and humanoids, but also creatures like dragons – will be mindful of their strategic position in combat. If they are losing (outnumbered, outskilled, or outwitted), then there is a chance that they will flee to save their own lives. This chance of fleeing is increased if their leader is killed or has himself fled.

Surrender

In some cases, creatures will surrender rather than flee in combat. This can be a risky proposition when the player characters are chaotic with evil tendencies.

Capture

In rare cases the player characters or their opponents will be striving to capture, rather than kill, the other.

Running Away In Combat

In many cases player characters or game characters will try to vacate the combat area, pronto. Although there are no specific rules for how to handle combatants who try to flee, here are a few ideas for how a GM can rule these attempts.

First, give other characters in melee range a free attack at the fleeing character.

Second, if characters in melee range want to stop the other combatant from fleeing, then the GM could run an ability test for the attempted escape. The prospective escapee rolls a Strength or Dexterity ability test (d20 + Str/Dex). The characters trying to stop the escapee all then attempt to match or beat that roll with their own Strength or Dexterity tests (d20 + Str/Dex). If the escapee's roll is matched or beaten, then the move is stopped, and the escape is prevented.

Depending on initiative order, the escapee might attempt to break when the surrounding characters have used both their move and their attack actions for the round (or two move actions). In this instance, the GM could allow the characters to try to stop the escape at –4 on their rolls or allow them to forgo some of their actions in the next turn (such as with the hampered or unbalanced conditions, which gives them only major and minor actions or move and minor actions) in return for the blocking attempt.

Oops, TPK!

I accidentally perpetrated a TPK recently, so I've had to think of ways to recover their campaign. First, ask these questions:

- If it looks like a TPK's coming, can the enemies demand they surrender?
- Are the characters actually dead-dead, or just unconscious or dying so they could be captured?
- Did anyone escape who could effect a rescue?
- Do they have allies nearby who could help, dues ex machina-style?
- If there are surviving enemies, would/could they keep the characters alive?
- Are there other creatures/spirits/enemies/allies that could save the characters?
- What would the enemy characters do with the characters; ransom them, force them to undertake some task for their lives?
- Do they have the favor of their gods?
- Do the dead-dead characters want to start new characters?
- Do the surviving characters have enough resources or the capability themselves to resurrect the dead characters?

Ability Tests

All challenging tasks or contests are resolved with **ability tests**. The basic mechanic for ability tests is simple:

- Ability Test: d20 + ability bonus + misc vs. difficulty

Each ability test is based on one of the character's abilities; Strength, Dexterity, Wisdom, Constitution, Intelligence, Charisma.

To make the test, the player rolls a d20 and then adds the appropriate ability bonus, plus any other bonuses or penalties (as determined by the GM). In determining the bonuses, the GM can use the character's class, any background details or skills that the player has worked up, of even addition bonuses for enthusiastic descriptions.

There are different types of tests that are appropriate in different circumstances:

- Simple
- Composite
- Progressive
- Opposed

Simple ability tests require the player to beat a specific difficulty roll using the ability bonus and any bonuses or penalties for their character's background and skills.

Composite ability tests require the player to beat two or more tests using several different abilities.

Progressive ability tests require the player to succeed at a number of ability tests before a set number of fails, or with each test becoming progressively more difficult.

Opposed ability tests pit two characters against each other, using the same (Str/Str) or different abilities (Str/Dex).

Appropriate Abilities

Different situations call for ability tests using one of the character's abilities:

Strength Tests

Types of Strength tests:

- Jump over a gap
- Lift or throw something heavy
- Climb up a rope
- Smash through a door
- Hold a door shut against an intruder

Dexterity Tests

Types of Dexterity tests:

- Move silently or stealthily
- Disable a mechanical trap
- Pick the lock of a door or chest
- Acrobatics or balance
- Escape from bonds
- Dodge a deadfall trap
- Run quickly through a crowd
- Hit a small target with a throw or shot
- Pick a pocket or cut a purse
- Ride a horse
- Swim across a river

Wisdom Tests

Types of Wisdom tests:

- Discern the source of a magic effect
- Know direction
- Healing

Constitution Tests

Types of Constitution tests:

- Run for several hours
- Drink competitively
- Overcome poison
- Recover from an illness or disease
- Survive a short time in an inferno or freezing location
- Survive a prolonged time in severe weather
- Survive a prolonged time in a desert or frozen tundra

Intelligence Tests

Types of Intelligence tests:

- Knowledge of lore, religion or the arcane
- Research a topic
- Track an enemy in dense woods
- Understand languages
- Listen for sounds
- Perception to spot a hidden trap or ambush
- Spot a character moving stealthily
- Search for a secret door or hidden treasure
- Solve a spatial, mathematic or relationship puzzle
- Work out relationships between seemingly un-related events

Charisma Tests

Types of Charisma tests:

- Calm frightened animal or person
- Negotiate with a hostile game character
- Bluff, deceive or intimidate
- Etiquette to blend into in high society
- Disguise yourself or impersonate someone
- Lead a group of game characters
- Persuade a reluctant game character
- Gather information from strangers
- Perform in front of an audience
- Secure the favors of a busty wench

Determining Target Difficulty

All ability tests have a target difficulty number that the GM determines.

Some types of tests have static difficulties that do not change as the players gain levels. For example, breaking down a normal wooden door is always the same difficulty.

Alternatively, the GM may want to challenge the players with an ability test that is appropriate for their level, in which case the target difficulty is based on the desired difficulty of the task and the level of the characters.

Target difficulties are given below for ability tests at each of these target difficulties (before modifiers):

- Trivial: 90% chance of success
- Easy: 70% chance of success
- Normal: 40% chance of success
- Hard: 15% chance of success
- Infernal: 5% chance of success (with a natural 20)

Keep in mind that some ability tests can be attempted by more than one character. The given percentage chance is for each individual character attempting the ability test.

For example, a party of five adventurers attempting an infernally difficult Perception test actually has (collectively) a 25% chance of achieving the test as opposed to a single character who only has a 5% chance.

This table gives target difficulties for tests at different levels:

Level	Trivial	Easy	Normal	Hard	Infernal
1 - 2	3	7	13	18	23
3 - 4	4	8	14	19	24
5 - 6	5	9	15	20	25
6 - 8	6	10	16	21	26
9 - 10	7	11	17	22	27
11 - 12	8	12	18	23	28
13 - 14	9	13	19	24	29
15 - 16	10	14	20	25	30
16 - 18	11	15	21	26	31
19 - 20	12	16	22	27	32

The GM may also apply situational modifiers to the target difficulty to account for the state of the game or a character's abilities.

Ability Test Bonuses

At the DM's discretion, characters of a specific class or who have a particular background gain bonuses to relevant ability tests. For example:

- Hunters get a bonus to tracking scores
- Rogues get a bonus to disabling traps

Additional, the DM can also grant bonuses for characters that have training, experience or background in an area related to the ability test (such as a bonus to a Tracking check for a character who was abandoned in a forest as a child).

Simple Ability Tests

Simple ability tests are made against a set target difficulty. In these tests, the player must beat the target difficulty number with their roll, ability bonus and other bonuses:

- Ability Test: d20 + ability bonus + misc vs. difficulty

Composite Checks

In some cases ability tests will require successful tests against multiple ability scores.

For example, disabling a magical trap may require successful Dexterity and Wisdom checks. Alternatively, disabling a complicated mechanical trap would require successful Dexterity and Intelligence checks.

Progressive Ability Tests

While some situations – such as arm-wrestling – are easily resolved with a binary ability test, others are more progressive and require a number of ability tests before a resolution can be determined.

For example, imagine a group of player characters trying to track another group of raiders. Instead of a single bad roll failing the entire ability test, the GM could use a variety of progressive test techniques:

- Players must gather a number of successful rolls before reaching a set number of failed rolls
- Each failed roll increases the difficulty of subsequent rolls (such as if the adventurers 'fall behind' while tracking the raiders)

Opposed Ability Tests

Opposed ability tests occur when two characters or two groups are engaged in a non-combat conflict. For example:

- Characters arm-wrestle or tug-of-war (Strength vs. Strength)
- Character tries to lose another by running through a crowd (Dexterity vs. Dexterity)
- Character tries to break free from being physically pinned or immobilized by a monster (Strength or Dexterity vs. Strength or Dexterity)
- Character tries to stop an adjacent enemy from running away (Strength or Dexterity vs. Strength or Dexterity)
- Character tries to out-drink another (Constitution vs. Constitution)
- Character tries to out-argue another (Intelligence vs. Intelligence)
- Two characters compete for the affection of an influential socialite (Charisma vs. Charisma)

Party Ability Tests

There are two ways that the GM can treat situations where all of the party members can take part in the ability test:

- Allow each party member to roll individually in a separate simple ability test
- Add together the characters' ability bonuses and use this bonus in any one of the types of ability tests

Ability Test Difficulties

These target difficulties give examples of difficulties for various ability tests, plus the sorts of modifiers that can adjust the difficulty of the test.

Perception, Spot (Intelligence)

Perception tests are one of the most common types of ability tests that characters will make when adventuring. These can be used for characters to spot ambushes or traps, to find a hidden object or a secret door.

Target Difficulty	Description
1	Huge (20')
5	Large (10')
10	Human-sized (6')
15	Small (3')
20	Tiny (1')
25	Teeny (key or coin sized)
30	Miniscule (needle sized)

Modifiers can be applied to the target difficult based on the thing's distance and any impediments that would affect the character's ability to see it.

Difficulty Modifier	Description
-10	Adjacent
-5	Less than 10' away
-5	Moving
-	10'-25' away
+5	In sparse foliage
+5	Through light smoke, mist or rain
+5	25'-50' away
+5	Camouflaged, color only
+10	In thick foliage
+10	Camouflaged, color and pattern
+10	Through medium smoke, mist or rain
+10	50'-100' away
+15	In total cover
+15	Through thick smoke, mist or rain
+15	100'-500' away
+20	500'-1000' away

Perception, Listen (Intelligence)

Like the spot test, listening tests determine whether characters can hear important (or trivial) sounds.

Target Difficulty	Description
1	Battle, raging
5	Conversation, raised
9	Footsteps, running
13	Conversation, normal
17	Footsteps, normal
21	Conversation, whispered
25	Footsteps, stealthy

Modifiers can be applied to the target difficult:

Difficulty Modifier	Description
-5	Less than 10' away
-	10'-25' away
+5	In rain, wind, noisy area
+5	25'-50' away
+5	Through normal door
+10	50'-100' away
+10	Through wall or sturdy/metal door
+15	100'-500' away
+15	Through thick stone wall
+20	500'-1000' away
+20	Through substantial solid rock

Break Doors (Strength)

Doors are no match for a sturdy boot, as long as the character can beat these target difficulties:

Target Difficulty	Description
9	Flimsy wooden door
13	Wooden door
17	Sturdy wooden door
21	Sturdy wooden door, barred
25	Stone or metal door
29	Hardened metal door
20+	Force wall (20 + caster level)

Characters' ability to break doors has some modifiers:

Difficulty Modifier	Description
-5	Constrained space
+5	Room for run-up
+10	Tool, ram or sledgehammer

Lifting (Strength)

The amount of weight a character can lift is a function of their Strength, and has these example target difficulties:

Target Difficulty	Description
1	¼ own weight
5	½ own weight
9	Own weight
13	1¼ x own weight
17	1½ x own weight
21	2x own weight
25	Wooden portcullis
29	Metal portcullis
33	Thick stone door/boulder

Characters' lifting ability is modified by several factors:

Difficulty Modifier	Description
-5	Lift to knees
-	Lift to chest height
+5	Lift over head
+5	Limited hand-holds
+10	Slippery
+15	No hand-holds (smooth surface)

Lock Picking (Dexterity)

Different types of locks have their own target difficulties:

Target Difficulty	Description
1	Tied rope
5	Knotted rope
9	Thieves' knotted rope
13	Slide key or pin lock
17	Keyless combination lock
21	Rotating key padlock
25	Rotating key ward lock
29	Rotating key pin and tumbler lock
33	Puzzle lock

Characters' ability to open locks has some modifiers:

Difficulty Modifier	Description
-10	Unlimited time
-5	Trained thief/rogue
-5	Thieves tools (mechanical locks)
-5	Force and break lock mechanism
+5	Undetectable entry
+10	Time pressure (e.g. 30 seconds)

Intimidate/Diplomacy (Strength/Charisma)

Taking sweets from a child is easy, but taking sweets from a king is hard:

Target Difficulty	Description
1	Child
5	Peasant
9	Yeoman
13	Constable
17	Knight
21	Baron
25	Count
29	Duke
33	Prince
37	King

Intimidation or Diplomacy tests have various modifiers, and as ever, the GM should use these as a guide and extrapolate from the exact situation that is being tested:

Difficulty Modifier	Description
-10	Same goals
-10	Show of greater force (intimidation)
-10	Familial or clan connection
-5	Aligned goals
-5	Favorable reputation
-5	Owed a favor
-	-
+5	Unfavorable reputation
+5	Unaligned goals
+10	Familial or clan enmity
+10	Show of weaker force (intimidation)
+10	Goals in opposition

Climbing (Dexterity/Strength)

The base difficult of Climbing tests depends on the angle:

Target Difficulty	Description
1	Gentle slope (30°)
5	Moderate slope (45°)
9	Steep slope (60°)
13	Shallow cliff (70°)
17	Cliff (80°)
21	Sheer (90°)
25	Slight overhang (120°)
29	Extreme overhang (150°)
33	Horizontal roof (180°)

Then the climbing difficulty has various modifiers:

Difficulty Modifier	Description
-10	Climbing tools (grapple, rope, spikes)
-10	Unlimited time
-10	Surface with ledges and holds
-10	Brace against opposite wall
-5	Surface with abundant holds
-5	Training
-5	Unencumbered
-5	Brace against perpendicular wall
-	Surface with ample holds
+5	Encumbered
+5	Slippery or moist
+5	Surface with some holds
+10	Raining
+10	Time pressure
+10	Surface with minimal holds
+15	Surface smooth, no holds

Tracking (Intelligence)

The base difficult of Tracking tests depends on the number of creatures being tracked:

Target Difficulty	Description
1	Army (100+)
5	Company (20+), cart or horses
9	Squad (10) or single horse
13	Group of humanoids (5)
17	Pair of humanoids (2)
21	Single humanoid creature (1)

Tracking difficulty modifiers include:

Difficulty Modifier	Description
-10	Heavy foliage, scrub or grass
-10	Muddy or impressionable ground
-10	Creature(s) running
-5	Trained tracker
-5	Light foliage, scrub or grass
-5	Gravely or sandy ground
-5	Creature(s) moving quickly
-	Normal ground, recent tracks
+5	Light rain since creature(s) passed
+5	Tracks several hours old
+5	Firm ground
+5	Creature(s) moving carefully
+10	Heavy rain since creature(s) passed
+10	Tracks over a day old
+10	Creature(s) covering tracks
+10	Road or rocky ground
+15	Tracks over a week old

Swimming (Dexterity)

The base difficult of Swimming tests depends on the current of the water:

Target Difficulty	Description
9	Still water, open ocean
13	Gentle current, bay beach
17	Moderate current, ocean beach
21	Fast current
25	Torrential current

Swimming difficulty modifiers include:

Difficulty Modifier	Description
-5	Unencumbered
-5	Trained swimmer
-	Minimally encumbered and armored
+5	Choppy water, small waves
+5	Lightly encumbered and armored
+5	Rough water, large waves
+10	Heavily encumbered and armored
+15	Huge breaking waves

Skill List

Even though *Heroes Against Darkness* doesn't have a codified skill system, characters still have skills, which are based on their background or through their adventures.

This list covers some possible skills that characters could have acquired based on their background and adventures.

Wilderness

- Nature
- Animal Handling
- Tracking
- Trapping
- Hunting
- Sailing
- Riding
- Survival (Wilderness)
- Survival (Urban)
- Survival (Water)
- Navigation

Social

- Leadership
- Diplomacy
- Bureaucracy
- Seduction
- Etiquette
- Gambling
- Influence
- Appraise
- Bluff
- Tourney
- Trading

Physical

- Melee Combat
- Unarmed Combat
- Mounted Combat
- Brawling
- Swimming
- Interrogation
- Athletics
- Acrobatics
- Climbing

Medical

- Healing
- Medicine
- Physiology

Performance

- Music
- Dance
- Acting
- Art
- Storytelling

Military

- Tactics and Strategy
- Siege Warfare
- Materials
- Supply
- Training

Trades and Professions

- Smithing
- Cooking
- Crafting
- Herbalism
- Masonry
- Farming
- Forestry
- Fishing
- Tanning
- Construction
- Mining

Knowledge

- Research
- Religion
- Ceremony
- Linguistics
- Mathematics
- Literacy
- Lore
- Science
- Alchemy
- Philosophy
- Literature
- History

Thieves

- Mechanisms and Disarming
- Counterfeiting and Forgery
- Shadowing
- Thievery (pick locks, pick pockets)
- Stealth (hiding, move silently)
- Deception
- Disguise and Impersonation

Experience Points

Experience points (XP) are used to track the progress of player characters through the game. Experience points correlate to character levels, which are set milestones at which characters are entitled to increased physical and mental capabilities, as represented by their ability scores, health and anima points, and their Attacks, Defenses and powers.

Experience points are gained by overcoming enemies in combat, solving puzzles, negotiating with adversarial game characters, completing quests.

Bonus experience points are also available to players for exceptional role-playing and for having their characters tackle multiple encounters in a game day.

Levels

The XP requirements for each level are:

Character Level	Experience Points
2	10
3	40
4	85
5	145
6	220
7	310
8	415
9	535
10	670
11	820
12	985
13	1165
14	1360
15	1570
16	1795
17	2035
18	2290
19	2560
20	2845

Advancement Rates

Each encounter generally gives each player character XP equal to the character's current level (i.e. 1 XP for Level 1 characters, 2 XP for Level 2 characters, etc).

The XP requirements for each level are calculated so that player characters advance at a rate of approximately 1 level for each 8-10 encounters (assuming the players don't take a long rest after each combat encounter so that they earn bonus XP).

Depending on how often the game group plays (and for how long), this means that characters in an average party will gain levels every fourth game session.

Gaining Experience Points

Generally speaking, XP are most often awarded for defeating (or otherwise overcoming) monsters in combat. XP are also awarded for solving puzzles, escaping or disarming traps, negotiating with or overcoming adversarial NPCs, and completing quests.

XP gained from each encounter are totaled and then divided evenly amongst the player characters.

- 1 XP per level of monsters defeated
- 1 XP per level for each player character for overcoming an easy challenge (such as an easy puzzle, trap, or non-combat adversary)
- 1-2 XP per level for each player character for overcoming an hard challenge (such as a complicated puzzle, trap or, non-combat adversary)
- 2-3 XP per level for each player character for passing a major challenge (such as defeating a boss adversary)
- 3-4 XP per level for each player character for completing a quest (a series of story-linked encounters leading to a defined goal)
- 4-5 or more XP per level for each player character for completing a campaign (a linked series of quests)

Bonus Experience Points

Bonus experience points can be awarded by the GM to reward specific 'meta' player actions in the game, such as overcoming multiple combat encounters in a single game day or exceptional role-playing interactions with game characters or other player characters.

Bonus Combat XP

To encourage players to press on with their adventures (and discourage them from taking a full day rest after each combat encounter), bonus experience points can be awarded for subsequent combat encounters after the first on a single day.

Example bonus combat XP:

- 1 XP/level bonus XP awarded to each player character for each combat encounter in a single day after the first

The Order of the Flaming Sword, a motley group of adventurers, has just stumbled out of a ruined castle's previously monster-infested dungeon.

They wearily drop down onto fallen masonry outside the ruined castle and set to wiping foul orc blood from their weapons, bandaging their wounds and drawing long pulls of water from their skins.

As they sit recovering, the party's rogue spies a group of mounted bandits crossing the plains below. The bandits are in hot pursuit of a lone rider on a foam-flecked mount.

The adventurers look to each other, measuring their bravery against their accumulated wounds.

Tired and sore, they pick themselves up and unsheathe their weapons, preparing themselves to once more enter the fray in the unending battle against the forces of chaos and darkness...

Bonus Role-playing XP

Sometimes a player will go above and beyond in the role-playing of their character when interacting with game characters or the rest of the player characters.

This may include really living out the character's individual traits, background and goals to bring the adventurer to life. Good role-playing should be rewarded, and a good reward is bonus XP.

Example bonus role-playing XP amounts include:

- 1 XP per level bonus XP awarded to players who role-play their characters exceptionally well

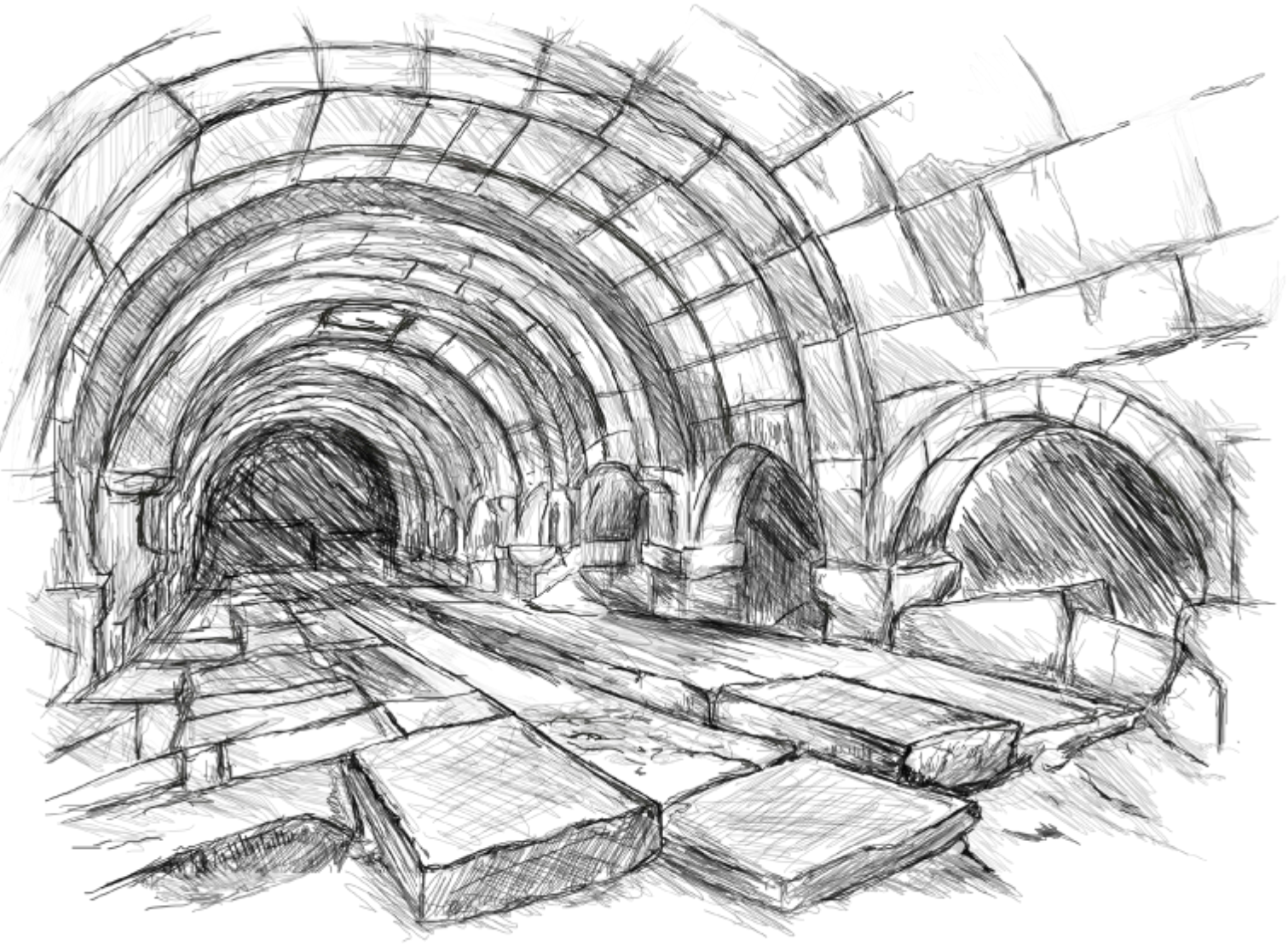
When and How to Award Bonus XP

By its nature, bonus XP is given to reinforce player behaviors that should be encouraged. Here are some examples of behaviors to reward:

- Engage in risky combat encounters when not at 100% health and anima
- Role-playing character and racial traits
- Role-playing a character's background
- Role-playing a character's rights and wrongs
- Utilizing a character's unique powers to achieve goals

When giving bonus XP, try to do the following:

- Award the XP as quickly as possible after the behavior.
- First reward the behavior consistently (every time).
- Transition from consistent rewards to random rewards. For example, for each encounter, roll a d2 for each player exhibiting the behavior to decide whether to reward. Then switch to rolling a d4 after a few encounters. Finally, settle on rolling a d6 for each player to determine whether to reward.



Character Progress

It's often valuable for the GM to be able to roughly predict and control the power level of the players' characters. If the characters get too far ahead or fall too far behind these assumed progression rates, then encounters can become too easy or too hard, making them hard to plan.

With monster Attacks and Defenses increasing by +1 each level, it's important for the Attacks and Defenses of characters to build at roughly the same rate.

For this parity to be present, the character's ability scores, ½ Level bonus and miscellaneous bonuses (like improved quality weapons, armor and other magical enhancements) are balanced to smoothly increase the character's overall Attacks and Defenses.

½ Level Bonus

The ½ Level bonus increases character's Attacks and Defenses predictably by +1 every second level.

This means that half of the overall +1 per level for Attacks and Defenses is automatically accounted for.

Primary Ability Modifier

The expectation is that the character's primary ability score (Strength for melee fighters, Dexterity for ranged fighters, and Wisdom for magi) will increase by 1 every second level, which will increase their relevant ability modifier by +1 every fourth level. This progression accounts for a quarter of the +1 per level increase in a character's primary attack bonus.

Weapon or Miscellaneous Bonus

The one area that the GM has control over the power level of the characters is the speed at which they are rewarded with improved weapons, armor and magical artifacts.

These items allow the GM to compensate for characters whose primary and secondary ability scores are ahead or behind the expected progression. Classes require different items to smooth these peaks and troughs:

- Warrior: Improved melee weapons
- Barbarian: Improved melee weapons
- Berserker: Improved melee weapons
- Hunter: Improved ranged weapons
- Magi: Magical enchantments
- Hospiter: Improved melee weapons and magic enchantments
- Rogue: Improved melee and improved ranged weapons

This weapon or misc progression accounts the final quarter of the +1 per level increase in a character's primary attack bonus.

Secondary Ability Modifier

As with the progression of the character's primary ability score, it's assumed that their secondary ability score will also increase over time, albeit at a slower rate.

From a mechanical point of view, the goal is to match the progression of melee combat character's armor defense to a steady increase of +1 per level, through their ability score increases and progressively better armor.

Attack Bonus Progression

The goal for each of the specialist characters is to have their total attack bonus increase by roughly +1 per level. Different classes rely on different attack bonuses, as below:

- Warrior: Melee bonus
- Barbarian: Melee bonus
- Berserker: Melee bonus
- Hunter: Ranged bonus
- Magi: Magic bonus

The notable omissions from this table are the two cross classes, hospiter and rogue. These classes will have two primary attack bonuses, which are slightly lower than those of the specialist classes (warrior, berserker, barbarian, hunter).

- Hospiter: Melee bonus and Magic bonus
- Rogue: Melee bonus and Ranged bonus

Level	Ability Score Mod.	½ Level Bonus	Weapon or Misc Bonus	Total Attack Bonus
1	+4	-	-	+4
2	+4	+1	-	+5
3	+4	+1	+1	+6
4	+4	+2	+1	+7
5	+5	+2	+1	+8
6	+5	+3	+1	+9
7	+5	+3	+2	+10
8	+5	+4	+2	+11
9	+6	+4	+2	+12
10	+6	+5	+2	+13
11	+6	+5	+3	+14
12	+6	+6	+3	+15
13	+7	+6	+3	+16
14	+7	+7	+3	+17
15	+7	+7	+4	+18
16	+7	+8	+4	+19
17	+8	+8	+4	+20
18	+8	+9	+4	+21
19	+8	+9	+5	+22
20	+8	+10	+5	+23

Armor Defense Progression

The Armor defense of warriors, barbarians and berserkers is likely to increase at +1 per level, but it is susceptible to variation due to a few factors, which are covered below.

First, character's starting Dexterity score is not as predictable as the character's presumed primary ability score (Strength). Randomly generated ability scores are hugely variable, especially when using the less 'powerful' ability score generation options (like 3d6).

Second, players may also choose to maximize their character's Constitution instead of Dexterity (or any other score for that matter), which makes their character's Dexterity lower.

Third, generous or miserly GMs and player choices will significantly affect the rate that characters gain access to tougher and higher quality armor.

Finally, the effect that tougher armor has on Dexterity modifier makes the crossover between Armor defense improvements through Dexterity increases and tougher armor tricky for the GM and players to manage.

In any case, the GM's aim should be to have frontline fighter's Armor defense increase by +1 per level to roughly match increases in monster's Attacks.

The Armor defense of front-line fighters is expected to follow a progression something like this:

Level	Dexterity Mod.	½ Level Bonus	Armor	Armor defense
1	+3	-	+3	16
2	+3	+1	+3	17
3	+3	+1	+4	18
4	+3	+2	+4	19
5	+3	+2	+5	20
6	+3	+3	+5	21
7	+4	+3	+5	22
8	+4	+4	+5	23
9	+4	+4	+6	24
10	+4	+5	+6	25
11	+4	+5	+7	26
12	+4	+6	+7	27
13	+4	+6	+8	28
14	+4	+7	+8	29
15	+5	+7	+8	30
16	+5	+8	+8	31
17	+5	+8	+9	32
18	+5	+9	+9	33
19	+5	+9	+10	34
20	+5	+10	+10	35

Wealth

As characters adventure and gain levels, it can be useful for GMs to have an idea of how much accumulated wealth that the characters need to keep up with the game's steady increase in power.

This wealth can be distributed as treasure or by rewarding players with specific items that are appropriate for their level and class.

Weapons and Armor

Most of the characters' wealth will be tied up in weapons and armor, especially at higher levels.

Level	Weapon Bonus and Cost	Armor Bonus and Cost	Total Value
1	- (5gp)	+3 (10gp)	15gp
2	- (15gp)	+3 (10gp)	25gp
3	+1 (50gp)	+4 (15gp)	65gp
4	+1 (50gp)	+4 (15gp)	65gp
5	+1 (50gp)	+5 (30gp)	80gp
6	+1 (50gp)	+5 (30gp)	80gp
7	+2 (150gp)	+5 (30gp)	180gp
8	+2 (150gp)	+5 (30gp)	180gp
9	+2 (150gp)	+6 (60gp)	210gp
10	+2 (150gp)	+6 (60gp)	210gp
11	+3 (600gp)	+7 (180gp)*	780gp
12	+3 (600gp)	+7 (180gp)*	780gp
13	+3 (600gp)	+8 (600gp)*	1200gp
14	+3 (600gp)	+8 (600gp)*	1200gp
15	+4 (1500gp)	+8 (600gp)*	2100gp
16	+4 (1500gp)	+8 (600gp)*	2100gp
17	+4 (1500gp)	+9 (1200gp)*	2700gp
18	+4 (1500gp)	+9 (1200gp)*	2700gp
19	+5 (3000gp)	+10 (2400gp)*	5400gp
20	+5 (3000gp)	+10 (2400gp)*	5400gp

* These are assumed to be higher quality armor, rather than heavier armor.

Magic Weapons & Armor

This breakdown gives a guide to the level that these magical weapons and armor are roughly appropriate for player characters. Feel free to deviate from this as necessary.

Level 1–2

Light Armor

+1 Leather: +2 to AD, +1 to all Defenses (inc. AD)
Total Armor defense bonus: +3

Level 3–4

+1 Melee Weapon

Variants: Simple, Normal and Martial melee weapons
Enchantment: +1 Melee bonus

+1 Ranged Weapons

Variants: Simple, Normal and Martial ranged weapons
Enchantment: +1 Ranged bonus

Level 5–6

Light Armor

+2 Leather: +2 to AD, +2 to all Defenses (inc. AD)
+1 Hard. Leather: +3 to AD, +1 to all Defenses (inc. AD)
Total Armor defense bonus: +4

Medium Armor

+1 Brigandine: +4 to AD, +1 to all Defenses (inc. AD)
Total Armor defense bonus: +5

Level 7–8

+2 Melee Weapon

Variants: Simple, Normal and Martial melee weapons
Enchantment: +2 Melee bonus

+2 Ranged Weapons

Variants: Simple, Normal and Martial ranged weapons
Enchantment: +2 Ranged bonus

Level 9–10

Light Armor

+3 Leather: +2 to AD, +3 to all Defenses (inc. AD)
+2 Hard. Leather: +3 to AD, +2 to all Defenses (inc. AD)
Total Armor defense bonus: +5

Medium Armor

+2 Brigandine: +4 to AD, +2 to all Defenses (inc. AD)
+1 Mail Armor: +5 to AD, +1 to all Defenses (inc. AD)
Total Armor defense bonus: +6

Level 11–12

+3 Melee Weapon

Variants: Simple, Normal and Martial melee weapons
Enchantment: +3 Melee bonus

+3 Ranged Weapons

Variants: Simple, Normal and Martial ranged weapons
Enchantment: +3 Ranged bonus

Medium Armor

+3 Brigandine: +4 to AD, +3 to all Defenses (inc. AD)
+2 Mail Armor: +5 to AD, +2 to all Defenses (inc. AD)
+1 King's Mail: +6 to AD, +1 to all Defenses (inc. AD)
Total Armor defense bonus: +7

Level 13–14

Light Armor

+4 Leather: +2 to AD, +4 to all Defenses (inc. AD)
+3 Hard. Leather: +3 to AD, +3 to all Defenses (inc. AD)
Total Armor defense bonus: +6

Medium Armor

+4 Brigandine: +4 to AD, +4 to all Defenses (inc. AD)
+3 Mail Armor: +5 to AD, +3 to all Defenses (inc. AD)
+2 King's Mail: +6 to AD, +2 to all Defenses (inc. AD)
Total Armor defense bonus: +8

Heavy Armor

+1 Scale Mail: +7 to AD, +1 to all Defenses (inc. AD)
Total Armor defense bonus: +8

Level 15-16

+4 Melee Weapon

Variants: Simple, Normal and Martial melee weapons
Enchantment: +4 Melee bonus

+4 Ranged Weapons

Variants: Simple, Normal and Martial ranged weapons
Enchantment: +4 Ranged bonus

Level 17–18

Medium Armor

+5 Brigandine: +4 to AD, +5 to all Defenses (inc. AD)
+4 Mail Armor: +5 to AD, +4 to all Defenses (inc. AD)
+3 King's Mail: +6 to AD, +3 to all Defenses (inc. AD)
Total Armor defense bonus: +9

Heavy Armor

+2 Scale Mail: +7 to AD, +2 to all Defenses (inc. AD)
+1 Half-Plate: +8 to AD, +1 to all Defenses (inc. AD)
Total Armor defense bonus: +9

Level 19–20

+5 Melee Weapon

Variants: Simple, Normal and Martial melee weapons
Enchantment: +5 Melee bonus

+5 Ranged Weapons

Variants: Simple, Normal and Martial ranged weapons
Enchantment: +5 Ranged bonus

Medium Armor

+5 Mail Armor: +5 to AD, +5 to all Defenses (inc. AD)
+4 King's Mail: +6 to AD, +4 to all Defenses (inc. AD)
Total Armor defense bonus: +10

Heavy Armor

+3 Scale Mail: +7 to AD, +3 to all Defenses (inc. AD)
+2 Half-Plate: +8 to AD, +2 to all Defenses (inc. AD)
+1 Full Plate: +9 to AD, +1 to all Defenses (inc. AD)
Total Armor defense bonus: +10

Magic Items

Level 1–2

Eyepiece of Clear Seeing

Type	Activated, once per day
Action	1 minute
Effect	+5 to Perception ability tests.
Location	Held
Value	10gp

Potion of Healing, Minor

Type	Consumable, 1 use
Action	Minor action
Effect	Heal 10 HP.
Location	Stored in inventory (minor action to retrieve) or Slung (no action required to retrieve)
Value	2gp

Potion of Dragon's Breath, Minor

Type	Consumable, 1 use
Action	Major action
Location	Held, Stored in inventory (minor action to retrieve) or Slung (no action required to retrieve)
Value	2gp
Effect	As below.
Attack(s)	d20 + 5
Against	Evasion defense
Damage	2d8 + 5
Target(s)	All targets in effect area
Effect Area	90° arc, 10' from character
Miss Effect	5 damage

+1 Boots of Evasion

Type	Passive
Effect	+1 to your Evasion defense.
Location	Worn
Value	20gp

Level 3–4

+1 Belt of Bolstering

Type	Passive
Effect	+1 to your two weakest Defenses.
Location	Worn
Value	40gp

+1 Circlet of the Magi

Type	Passive
Action	None
Effect	+1 to your Magic bonus. +1 to your two weakest Defenses.
Location	Worn
Value	60gp

Cloak of the Wardens

Type	Passive
Effect	+5 to Stealth ability tests in wilderness environments.
Location	Worn
Value	40gp

Cloak of Shadows

Type	Passive
Effect	+5 to Stealth ability tests at night or low-light conditions.
Location	Worn
Value	40gp

Conduit Stone, Minor

Type	Activated
Action	Special
Effect	You can store 1 anima in the stone. When casting a spell, anima can be redrawn from the stone to augment the total cost of your spell. This allows you to spent level + 2 anima on a single spell. Any anima stored in the stone is reset at a long rest.
Location	Held
Value	40gp

Dazzling Shield

Type	Armor with activated power, once per day
Passive Effect	Shield is Medium Armor and adds +1 to Armor defense.
Action	Minor action
Activated Ability Test	When activated, character must make and ability test against the target (Dexterity vs. target's ED) to dazzle it with the shield.
Activated Hit Effect	Target is dazed (only has major action and minor action) until the end of their next turn.
Location	Off-Hand
Value	Shield +40gp

+1 Girdle of Fortification

Type	Passive
Action	None
Effect	+1 to character's three weakest Defenses.
Location	Worn
Value	60gp

Gloves of Nimble Manipulation

Type	Passive
Effect	+5 to Pickpocket, Pick Locks and Disarming ability tests.
Location	Worn
Value	40gp

+1 Horselord's Hardened Leather

Type	Armor with passive ability
Passive Effect	In addition to the normal Defense enhancements of +1 hardened leather, the wearer also adds +5 to Riding ability tests.
Location	Armor
Value	+ 1 Hardened Leather +20gp

Talisman of Luck

Type	Activated, once per day
Action	Interrupt (when you make an attack or ability test)
Effect	Roll a d4 and add the result to your attack or ability test roll.
Location	Worn or Held
Value	50gp

Level 5–6

+1 Battle Standard of Might

Type	Activated, once per encounter
Action	Major action to plant standard in ground (occupies 5' x 5' but does not block creatures)
Effect	+1 to allies' Attacks in effect area.
Effect Area	5' radius from standard
Location	Held or Slung (no action required to retrieve)
Value	60gp

+1 Battle Standard of Valor

Type	Activated, once per encounter
Action	Major action to plant standard in ground (occupies 5' x 5' but does not block creatures)
Effect	+1 to allies' Defenses in effect area.
Effect Area	5' radius from standard
Location	Held or Slung (no action required to retrieve)
Value	60gp

Elven Climbing Rope

Type	Passive
Effect	+5 to Climbing ability tests when used in a climbing attempt.
Location	Slung, Stored in inventory (minor action to retrieve)
Value	60gp

+1 Horn of Might

Type	Activated, once per day
Action	Major action
Effect	+1 to allies' attacks until end of your next turn.
Location	Slung
Value	60gp

Necklace of Sanctuary

Type	Activated, once per day
Action	Minor action
Effect	Until the end of your next turn, you cannot be the target of melee, ranged or spell powers that only target one creature.
Location	Worn
Value	60gp

Potion of Dragon's Breath, Moderate

Type	Consumable, 1 use
Action	Major Action
Location	Held, Stored in inventory (minor action to retrieve) or Slung (no action required to retrieve)
Value	10gp
Attack(s)	d20 + 10
Against	Evasion defense
Damage	4d8 + 10
Target(s)	All targets in effect area
Effect Area	90° arc, 10' from character
Miss Effect	10 damage

Potion of Healing, Moderate

Type	Consumable, 1 use
Action	Minor action
Effect	Heal 20 HP.
Location	Held, Stored in inventory (minor action to retrieve) or Slung (no action required to retrieve)
Value	10gp

Level 7–8

+2 Belt of Bolstering

Type	Passive
Effect	+2 to your two weakest Defenses.
Location	Worn
Value	150gp

+2 Circlet of the Magi

Type	Passive
Effect	+2 to your Magic bonus. +2 to your two weakest Defenses.
Location	Worn
Value	200gp

+2 Girdle of Fortification

Type	Passive
Effect	+2 to your three weakest Defenses.
Location	Worn
Value	200gp

Level 9–10

+2 Horn of Might

Type	Activated, once per day
Action	Major action
Effect	+2 to allies' Attacks until end of your next turn.
Location	Slung
Value	250gp

Hourglass of the Ages

Type	Consumable, 1 use
Action	Major action
Effect	When you break the hourglass and release the sand, the timeline returns to its state ten minutes earlier.
Location	Held
Value	200gp

Phase Boots

Type	Activated, once per day
Action	Move action
Effect	You teleport up to their move distance to an empty space you can see.
Location	Worn
Value	250gp

Potion of Healing, Major

Type	Consumable, 1 use
Action	Minor action
Effect	Heals 30 HP.
Location	Held, Stored in inventory (minor action to retrieve) or Slung (no action required to retrieve)
Value	40gp

Level 11–12

+3 Belt of Bolstering

Type	Passive
Effect	+3 to your two weakest Defenses.
Location	Worn
Value	600gp

+3 Circlet of the Magi

Type	Passive
Effect	+3 to your Magic bonus. +3 to your two weakest Defenses.
Location	Worn
Value	800gp

+3 Girdle of Fortification

Type	Passive
Effect	+3 to your three weakest Defenses.
Location	Worn
Value	800gp

Potion of Dragon's Breath, Major

Type	Consumable, 1 use
Action	Major action
Location	Held, Stored in inventory (minor action to retrieve) or Slung (no action required to retrieve)
Value	40gp
Attack(s)	d20 + 15
Against	Evasion defense
Damage	6d8 + 15
Target(s)	All targets in effect area
Effect Area	90° arc, 10' from character
Miss Effect	15 damage

Level 13–14

Conduit Stone, Major

Type	Activated
Action	Special
Effect	You can store 2 anima in the stone. When casting a spell, anima can be redrawn from the stone to augment the total cost of your spell. This allows you to spent level + 3 Anima on a single spell. Any anima stored in the stone is reset at a long rest.
Location	Held
Value	800gp

+3 Horn of Might

Type	Activated, once per day
Action	Major action
Effect	+3 to allies' Attacks until end of your next turn.
Location	Slung
Value	1,000gp

Level 15–16

+4 Belt of Bolstering

Type	Passive
Effect	+4 to your two weakest Defenses.
Location	Worn
Value	2,500gp

+4 Circlet of the Magi

Type	Passive
Effect	+4 to your Magic bonus. +4 to your two weakest Defenses.
Location	Worn
Value	3,200gp

+4 Girdle of Fortification

Type	Passive
Effect	+4 to your three weakest Defenses.
Location	Worn
Value	3,200gp

Level 19–20

+5 Belt of Bolstering

Type	Passive
Effect	+5 to your two weakest Defenses.
Location	Worn
Value	10,000gp

+5 Circlet of the Magi

Type	Passive
Effect	+5 to your Magic bonus. +5 to your two weakest Defenses.
Location	Worn
Value	13,000gp

+5 Girdle of Fortification

Type	Passive
Effect	+5 to your three weakest Defenses.
Location	Worn
Value	13,000gp

On Magic

What is Anima?

Anima is the physical manifestation of a person's will and lifeforce. Through training and practice magi learn to control and channel their anima.

Some magi do this to execute the will of their gods, others to heal and bolster their allies, some form their anima into physical manifestations like fire or ice and others still use theirs to control and influence the living or the dead.

How Does Anima Work?

As an aspect of a character's will and lifeforce, anima is a flexible and malleable medium that magi can mould and direct.

Each of the magi classes has trained and practiced for years to learn how to use their anima in their particular manner. Thus, the training and techniques of warlocks are different from those of mystics, just as the divine foundations of canonates' magic are different from the physiological basis of healers' magic.

When casting a spell, the magi first forms the intent, then he or she can channel their anima to achieve this intent. The channeling of anima can occur internally, such as when a magus uses his anima to heal his own physical body, or the magi can cause the anima to manifest externally, utilizing it to touch another or even to project it over a distance to strike a distant enemy.

Anima is inherently unstable, so it quickly dissipates into the phlogiston after it has been channeled.

Can Spells Be Adjusted

Many spells can be powered up by spending more anima in their X component.

However, players often want to extend the duration of a spell when it's cast outside of combat. When this is reasonable, it can be accommodated by allowing the spell to be cast before an encounter at +1 anima for each duration step (rounds to minutes, minutes to 10 minutes, 10 minutes to hours, etc).

Can Magic Be Stopped?

As an aspect of a character's will, it is very difficult to prevent magi from unleashing their anima. A subdued magi is usually shackled, blindfolded and clamped in a heavy leaden helm to stop him or her from casting spells.

Can New Magic Be Created?

There's nothing to stop an intelligent and resourceful magi from researching, practicing and perfecting new ways of using their anima – of course the work would have to be based on the specialties of the character's chosen class.

Players should be encouraged to learn the elements of magic powers and to mix these in different ways to create new and exciting spell powers.

About Anima Costs

The anima costs of each spell power represent the amount of a magi's animating lifeforce that each spell depletes.

Some spells have variable costs, where the magi can pour in as many anima points as they can (or as little as they have left). Other, even more powerful spells have additional ongoing costs on the caster, weakening them for days or weeks, which makes their use something that is not undertaken lightly.

The spell's anima costs are based on the individual components of the spell, which are roughly covered here.

Anima Cost Overview

This list of the anima points costs of spell components gives a guide to how to determine overall spell costs.

Range

This component is for spells that affect targets at range.

- Has Range: +1 anima (e.g. for spells with range: 10' + 10' per level)

Effect Area

This component is for spells that have an area effect.

- Fixed Effect Area Radius: +1 anima (e.g. for spells with effect area: 5' radius)
- Scaling Effect Area Radius: +1½ anima (e.g. for spells with effect area: 5' radius per ½ Level)
- Larger Scaling Effect Area Radius: +2 anima (e.g. for spells with effect area: 5' + 5' radius per ½ Level)
- Restricted Effect Area: –½ anima (e.g. for spells with effect area: 90° arc)
- Affects Allies/Enemies Only: +½ anima (e.g. for spells with targets: All allies/enemies in effect area)

Duration and Persistence

This component covers spells that have duration or create some persistent effect in the world.

- Effect Duration: +1 anima (e.g. for spells with durations: 1 rnd + 1 rnd per level)
- Effect Duration: +2 anima (e.g. for spells with durations: 1 min + 1 min per level)
- Effect Duration: +3 anima (e.g. for spells with durations: 10 mins + 10 mins per level)
- Effect Duration: +4 anima (e.g. for spells with durations: 1 hr + 1 hr per level)
- Effect Duration: +5 anima (e.g. for spells with durations: 1 day + 1 day per level)
- Effect Duration: +6 anima (e.g. for spells with durations: 1 wk + 1 wk per level)
- Physical Persistence: +½ anima (e.g. for spells that create effects in the world: Creates a 5'x5' column of flame)

Targets

This component is for spells that affect multiple specific targets, such as the warlock spell *Plasma Bolts*:

- Scaling Targets: +2 anima (e.g. for spells with targets stating: 1 + 1 per ½ Level targets)
- Scaling Damage Targets: +2 anima (e.g. for spells that have damage and with scaling targets: 1 + 1 per ½ Level targets)
- Scaling Healing Targets: +2 anima (e.g. for spells that have healing and with scaling targets: 1 + 1 per ½ Level targets)

Damage

These costs apply to spells that deal damage, specifically the amount of damage and the defense against which they target:

- Minor Damage: +½ anima (e.g. for spells with Damage: Magic bonus damage)
- Damage Against Evasion/Resilience/Magic defense: +1 anima (e.g. for spells that deal damage with Against stating: Evasion/Resilience/Magic defense)
- Damage Miss Effect: +1 anima (e.g. for spells with Miss Effect: Xd8 + Magic bonus damage)
- Damage Magnitude: +1 anima per dice (e.g. for spells with Damage: Xd8 + Magic bonus damage)
- Damage Conditional: –½ anima per dice (e.g. for spells with Targets stating: All Undead within effect area)

Healing

This component is for spells that heal allies, and includes the costs for the amount and type of healing:

- Single Target Minor Healing: +½ Anima (e.g. for spells with Effect: Heal Magic bonus HP)
- Area Effect Minor Healing: +1 Anima (e.g. for spells with Effect: Heals Magic bonus HP)
- Single Target Healing Magnitude: +1 anima per dice (e.g. for spells with effect: Heal Xd6 + Magic bonus HP)
- Area Effect Healing Magnitude: +2 anima per dice (e.g. for spells with effect: Heal Xd6 + Magic bonus HP)
- Temporary HP Gain: +1 anima per dice (e.g. for spells with effect: Grants Xd6 + Magic bonus temporary HP)

Casting Time

The spell's casting time affects its cost:

- Cast as Interrupt Action: +1½ anima
- Cast as Minor Action: +1½ anima
- Cast as Move Action: +1 anima
- Cast as Major Action: 0 anima (default)

Actions

Spells that add or promote actions have these costs:

- Extra Move Action: +1 anima (e.g. for spells that allow a minor action to be used as a move action)
- Extra Major Action: +2 anima (e.g. for spells that allow a move action to be used as a major action)

Bonuses and Penalties

A spell's bonus or penalty costs are detailed here:

- Minor Bonus: +½ anima (e.g. for spells that have Effect: +2)
- Major Bonuses: +1 anima (e.g. for spells that have Effect: +Magic bonus for 1 round or +2 for multiple rounds)
- Huge Bonuses: +2 anima (e.g. for spells that have Effect: +Magic bonus for multiple rounds)
- Minor Penalty: 0 anima (e.g. for spells that have Effect: –2)
- Major Penalty: +½ anima (e.g. for spells that have Effect: – Magic bonus)
- Huge Penalty: +2 anima (e.g. for spells that have Effect: – Magic bonus for multiple rounds)

Conditions

Spells that apply conditions have their component costs detailed in this section:

- Minor Condition: 0 anima (e.g. for spells that have Effect: slowed, dazed)
- Moderate Condition: +1 anima (e.g. for spells that have Effect: stunned, weakened, immobilized)
- Major Condition: +2 anima (e.g. for spells that have Effect: Blinded (–4 to Defenses and Attacks))
- Critical Condition: +3 anima (e.g. for spells that have Effect: Restrained (–4 Defenses and Magic, no physical actions))
- Critical Condition: +4Anima (e.g. for spells that have Effect: Unconscious (–6 to Defenses, no actions))

Special Spell Effects

Some spells have effects that are not easily costed, such as those that affect an enemy's behavior:

- Change Minor Behavior: +1 anima (e.g. for spells that have an Effect: Change target of enemy attack to another valid ally)
- Change Major Behavior: +2 anima (e.g. for spells that have an Effect: Change target of enemy attack to an enemy)
- Change Critical Behavior: +3 anima (e.g. for spells that have an Effect: Caster control's enemy's actions)

Tuning and Modding

These rules represent the 'default' settings for *Heroes Against Darkness*, but they are by no means the only way to play the game.

Here are ideas for ways that *Heroes Against Darkness* can be modded to expand (or limit) the scope of the game.

Combat

Combat in *Heroes Against Darkness* is based underlying progression and balance that gives players approximately a 45% chance of hitting a target in normal melee attacks. As with any area of the game, the GM is empowered to deviate from the normal combat settings as they want, and here are a few ideas.

Easier Combat

Aside from the usual way of making combat easier – which is to present the players will an encounter based on a lower party level – the GM has other methods at his or her disposal to make the combat easier.

One alternative method is to simply reduce the Defenses of the enemies by 1 (or more). This gives the players a slight advantage (5% more chance of hitting for each –1), but this adds up over the course of multiple attacks each round and multiple rounds of the encounter.

Another method is to supply equipment to the players that gives them more than the normal attack bonuses for their level. This gives the players a larger chance of hitting monsters that are at their level, but it's harder for the GM to undo at a later time.

Harder Combat

The flipside of easier combat is harder combat. Aside from the GM using more effective tactics for the monsters or increasing the party level when stocking an encounter, the other way that he or she can make combat harder is to adjust the player's chance of hitting their targets.

As with easier combat, the two most effective methods the GM has for making combat encounters hard are to increase the monsters' defenses by 1 (or more) and to withhold improved quality equipment (or gold with which to buy equipment) from the players.

Faster Initiative

One method of speeding up the process of determining initiative for combat encounters is to forego the dice roll and to simply determine initiative from each character and monster's Initiative bonus, with character or monster with the highest Initiative bonus going first, and the rest following in order.

Party Initiative

Another even faster method of resolving initiative is to divide the round into the party's initiative and the enemy's initiative, so that all party members act simultaneously, and all enemies act simultaneously. Using this method, initiative can be resolved with a simple roll-off between the two groups (with appropriate modifiers added).

Healing and Recovery

In the beginning, role-playing games generally took a more realistic approach to healing, where the time it took for an injured character to recover was closer to real-life recovery times. Many modern role-playing games take a more gamist approach, where even serious injuries are washed away with a good night's sleep.

In this area *Heroes Against Darkness* is unashamedly less realistic, with half of a character's depleted health and anima points restored through a *Rally*, and a long rest restoring these to full. The intent of these particular settings is to encourage players to tackle more than one encounter each game day, to minimize the 15-minute work day and to reduce the pressure on the party to 'return to town to rest' after getting a beating.

In practice in *Heroes Against Darkness* it is likely that a party comes out of most easy encounters with their health and anima at around 50%, so a short rest and *Rally* returns them to about 75% strength. Harder encounters reduce a party to approximately 30% of their health and anima, which increases to about 65% with a short rest.

Less Recovery at Short Rests

If the GM finds that their players' characters emerge from every combat and then take a short rest that takes them close to full health and anima, but the GM wants the characters to have some accumulated damage or depletion, then one option is to reduce the health and anima recovery to 33% or even 25% at a short rest.

This adjustment can be combined with easier combat to give players a more progressive deterioration of their characters' health and anima across a number of combat encounters in a single day, which would be an interesting way to play.

No Rally

With this modification the GM removes *Rally* from the game entirely. This has the effect of only allowing health and anima recovery once per day at a long rest, or through healing spells.

Less Recovery at Long Rests

If the GM has removed or reduced short rests, then he or she can also reduce the day-to-day recovery by reducing the health and anima recovery at long rests.

There are many options here, including:

- 50% or less health and anima recovery
- Health point recovery based on Constitution (derived from score, modifier or bonus)
- Anima recovery based on Wisdom (derived from score, modifier or bonus)

Magic

The magic system in *Heroes Against Darkness* relies on the interaction of various sub-systems:

- Available anima points
- Additional blood anima
- Class spell lists
- Class health points
- Anima point cost per spell

All of these sub-systems are designed to work together to govern the amount of power that magi can bring to bear in and out of combat.

More or Less Anima

At its default setting, *Heroes Against Darkness* calculates a magi's anima thusly:

- Anima Points: 5 + Wisdom bonus

This usually gives a magi 9 anima at Level 1, with .75 extra anima per level. To increase or decrease the amount of usable magic in the game, the formula for Anima can be adjusted up or down:

- High Anima: 10 + Wisdom bonus
- Low Anima: Wisdom bonus

Health, Not Anima, For Magic

So, what if magi had to spend their health to channel spells, rather than anima? In this mod to the system, all spell costs are paid in health, at a cost of 3 HP per AP.

The interesting part of this modification is that means the magi really put some skin in the game, literally.

A Level 1 magi with Constitution of 16 and class health points of 4 will have 20 HP. This buys the equivalent of 6 anima points, with just over 1 extra anima each level.

Blood Anima

The blood anima feature in *Heroes Against Darkness* allows magi to continue to cast spells, even when they are out of anima. This gives the magi a larger pool of anima than they would otherwise have, at the cost of their own health and safety.

The cost of blood anima is 4 HP per AP, which gives about 5 extra anima at Level 1 and 1 extra each subsequent level (because magi have class health points of 4).

Changes to blood anima are possible, including:

- Blood Anima: None
- Low-Cost Blood Anima: 2 HP per anima
- High-Cost Blood Anima: 8 HP per anima

Alternatively, the use of blood anima could be more far-reaching, using the same or similar rules that govern powerful spells:

- Your Wisdom is temporarily reduced by 1 per blood anima, improving by 1 each long (or short) rest until normal.

Level Progression

Level progression in *Heroes Against Darkness* is based on approximately 8-10 encounters per level, depending on how often the GM awards players bonus XP, such as when players manage to complete more than one encounter in a single game day. Depending on how often groups meet and for how long they play, this rate of progression can be too fast or too slow.

Slower Level Progression

Some groups and GMs prefer to spend more time at each level and to have the advancement to a higher level be a significant event. This is easily accommodated by simply adjusting the XP rewards for each encounter:

- Level the players at an appropriate point in the campaign.
- Halve the XP for encounters (tricky at Level 1).

Faster Level Progression

Many gaming groups prefer a fast progression pace, with the GM leveling the players as fast as every session.

This obviously doesn't give a lot of time to explore all of the powers of each specific level, but it does allow the group to get a good look at the progression of the game at all of the supported levels of play.

The options open to the player for faster progression include:

- Level the players at the end of each session (or some other suitable time increment).
- Double the XP rewards for encounters.

Power Progression

Heroes Against Darkness is underpinned by a linear +1 per level progression of characters' primary attack bonus. This +1 per level progression has contribution from the following aspects of the game:

- 50%: ½ Level bonus every second level
- 25%: Ability score increases every second level, giving +1 to an ability modifier every fourth level
- 25%: Improved weapons or magic enhancements for the characters' primary attack bonus (Melee, Ranged or Magic) every fourth level

Two aspects of this power progression can be easily modded, the ability score increases and the distribution of improved weapons and magical enhancements.

Reduced Magic or Weapon/Magic Enhancements

For example, a GM who's running a low-magic campaign could want to remove the improved weapons and magical enhancements from the game. This is easily achievable, and the expected +1 per level power progression can be achieved by tweaking the ability score increases every second level.

The change would be:

- Every second level from Level 3 (Level 3, 5, 7, 9, 11, etc), players can increase two different ability scores, one by 2 points and another by 1 point.

This change gives the following progression:

- 50%: ½ Level bonus every second level
- 50%: Ability score increases every second level, giving +1 to an ability modifier every second level

Reduced Ability Score Progression

Alternatively, the GM may not want to have the players increase their ability scores as often. To compensate for this, the GM would need to grant characters improved weapons or magical enhancements every third level, instead of every fourth level.

The change would be:

- Every fourth level from Level 3 (Level 3, 7, 11, 15, etc), players can increase two different ability scores by 1 point.

This change gives the following progression:

- 50%: ½ Level bonus every second level.
- 12.5%: Ability score increases every fourth level, giving +1 to an ability modifier every eighth level.
- 37.5%: Improved weapons or magic enhancements for the characters' primary attack bonus (Melee, Ranged or Magic) every third level.

Classes

One of the defining characteristics of *Heroes Against Darkness* is that each of the character classes is easily encapsulated, having only a few core properties:

- Class health points
- Melee weapon proficiency
- Ranged weapon proficiency
- Armor proficiency
- Powers and spells

This makes it easy to create new and unique classes with just a few details. As mentioned at the start of the classes section on Page 22 of the Player's Guide, here are a bunch of interesting classes:

- Paladin: Melee combat and divine protective magic
- Warlord: Melee combat and destructive magic
- Death Knight: Melee combat and necrotic magic
- Swordmaster: Melee combat and controlling magic
- Blackguard: Melee, ranged, and sneak combat
- Warden: Melee and ranged combat
- Summoner: Magi that manifests and controls creatures
- Elementalist: Specialist in elemental magic

Old School Feel

'Old School' gaming is based on different underlying assumptions than those that underpin *Heroes Against Darkness*, but many of the characteristics of this style of gaming can be easily reproduced, while still maintaining the underlying structure of *Heroes Against Darkness*[3]:

- Character health is lower
- Monster health is lower
- Basic Melee and Ranged attacks only (no damage scaling)
- Damage is lightly modified
- Healing through rest is slower
- Death is less forgiving
- Magic is Vancian

Old School Character Health

Old School games are characterized by low starting HP and linear progression of HP increases with each level. One way to reproduce this is to determine health points based on class health points x level only, with additional HP for high Constitution (e.g. + Con mod HP each level).

For the really brave, random health points can be used instead of fixed amounts.

Class	Fixed HP	High Random HP	Low Random HP
Barbarian	8	d12	d8
Warrior	7	d10	d8
Berserker	6	d8	d6
Hunter, rogue, hospiter	5	d8	d6
Magi (all)	4	d6	d4

Old School Monster Health

When using reduced-health characters, monsters need to have their health reduced by 15 HP (except for minions).

Old School Attacks

On older games, the characters are limited to the equivalent of the basic Level 1 damage version of the *Melee Attack* and *Ranged Attack* (even at higher levels):

- *Melee Attack* only
- *Ranged Attack* only

Old School Damage

Early role-playing games used lower damage bonuses, which are the equivalent of *Heroes Against Darkness*' Strength or Dexterity modifier, instead of these bonuses.

- Melee damage bonus = Strength modifier
- Ranged damage bonus = Dexterity modifier
- Magic damage bonus = Wisdom modifier

[3] Of course there are some great old-school games you could be playing instead, if that's *your* Pepsi.

Old School Healing

Aside from magic healing, early RPGs had very slow rates of natural healing:

- Long rest = +1 HP per day

Alternatively:

- Long rest = 1 + Constitution bonus HP per day

Old School Lethality

Another key aspect of old-school RPG play was that the games were lethal (dead dead at 0 HP). Over time this lethality has been weeded out of RPGs are replaced with various more forgiving 'dying' rules for characters who take damage that reduces their HP to less than 0.

This lethality can easily be replicated for brave (and foolish) adventurers:

- Characters are unconscious at 0 HP
- Characters are dead at –1 HP

Old School Magic, Vancian

Vancian magic systems, such as those used in the earliest editions of *Dungeons & Dragons*, are based on the writings of Jack Vance. In his novels, each spell is completely separate, each spell must be prepared in advance, and is then exhausted when used, and each magus has a specific capacity for memorizing spells, based on the magi's level.

A Vancian magic system is possible in *Heroes Against Darkness*, with a few adjustments:

- Spells memorized at the start of the game day.
- Once a spell is used, it can't be used until it is memorized again.
- Spells can be memorized multiple times.
- Variable power spells are always assumed to have 1 Anima put into the variable X component.

Here is the progression of spells castable by a magus as they gain levels in a Vancian system:

	Castable Spells of Each Level								
Level	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**
1	1								
2	2								
3	3	1							
4	3	1							
5	4	2	1						
6	4	2	1						
7	5	3	2	1					
8	5	3	2	1					
9	6	4	3	2	1				
10	6	4	3	2	1				
11	7	5	4	3	2	1			
12	7	5	4	3	2	1			
13	8	6	5	4	3	2	1		
14	8	6	5	4	3	2	1		
Etc									

World-Building Toolkit

Although *Heroes Against Darkness* is not a campaign setting, the following pages give details of universal elements are ubiquitous enough to fit into any medieval fantasy role-playing game, even yours.

The elements are:

- Languages
- Governments
- Feudal territories
- Feudal hierarchy
- Tribal hierarchy
- Clan hierarchy
- Organizations
- Proclamations, edicts
- Taxes, tithes & tributes
- Settlements

Languages

Languages are related to particular races and origins.

Middle-Tongue

Humans and their trade partners speak Middle-Tongue.

Draconic

Dragons, kobolds, lizardmen speak Draconic.

Elven

Elven is language of elves, drow and other forest-races.

Dwarven

Dwarven is the language of dwarves.

Giant

Gaints, orcs and ogres all speak Giant.

Infernal

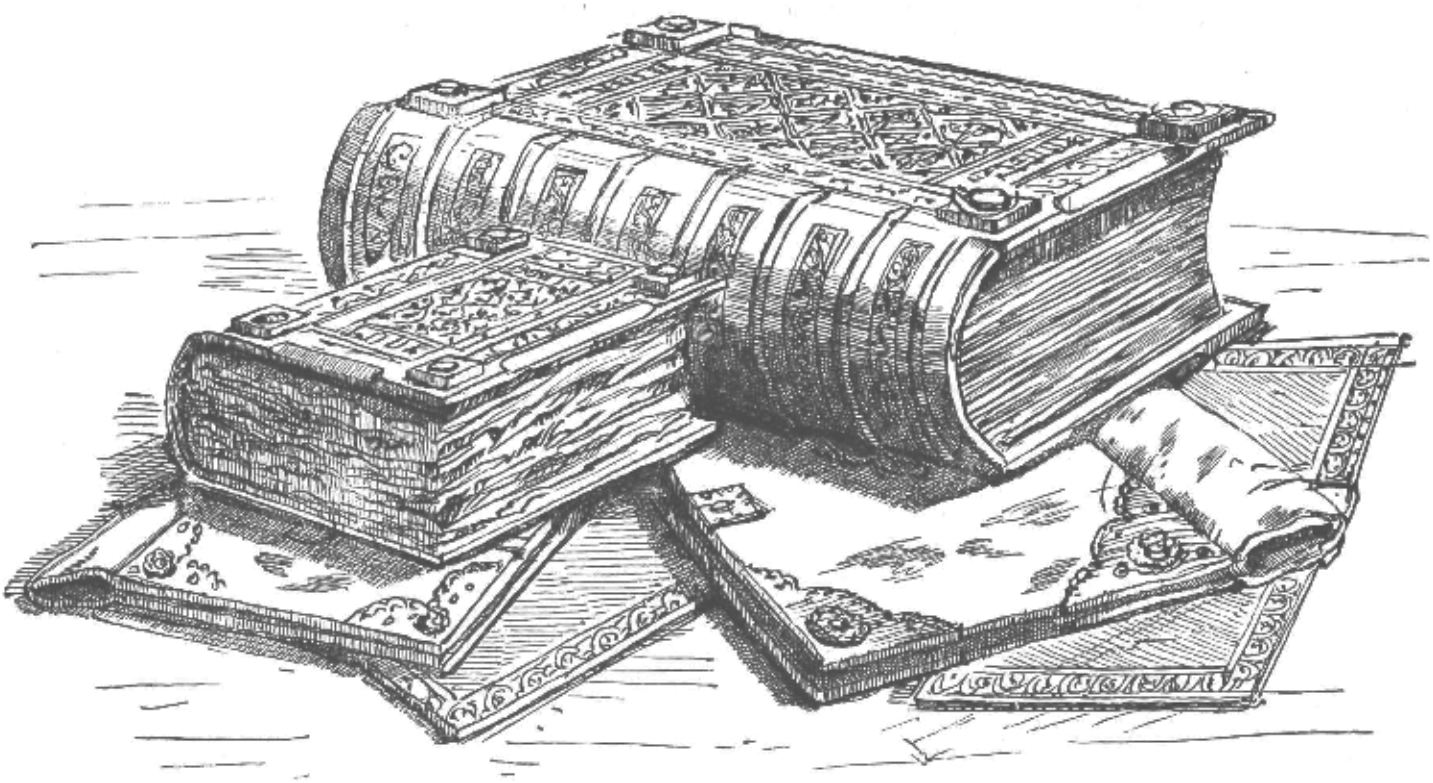
Infernal is the language of demons and other sentient creatures from the underworld (including tartareans).

Goblin

Goblin is the language of goblins and their oversized ilk.

Thieves' Cant

Thieves' Cant is a secret language that is used by thieves, swindlers, boosters and hustlers so that their planning and plotting cannot be easily understood by outsiders.



Governments

Anarchy

Anarchy is a society based around disorder and the absence of government.

Androcracy

Androcracy is a form of government in which the government rulers are male.

Aristocracy

Aristocracy is a form of government in which a few elite citizens rule, often a wealthy, privileged minority. Aristocracies were conceived of as rule by the best qualified citizens, in contrast with monarchies.

Autocracy

An autocracy is a form of rule in which one person possesses unlimited power. The leader of an autocracy has unlimited executive and legislative power, but not power over every aspect of citizens' public and private lives.

Constitutionalism

A constitutionalism is a government that is derived from (and limited by) a written constitution.

Demarchy

Demarchy is a form of government where the state is controlled by a group of randomly selected decision-makers from a pool of eligible citizens.

Democracy

Democracy is a form of government in which all people have an equal say in the decisions that affect their lives, in practice this usually involves the periodic free election of representatives to office.

Despotism

Despotism is a form of government where a single entity rules with absolute power. This ruling entity may be an individual (like in an autocracy) or a group (like in an oligarchy).

Dictatorship

A dictatorship, like a despotism, is an autocratic government in which absolute power rests with one person, usually without the consent of the citizens.

Duarchy

A duarchy is a government or coalition of two people who have joint authority.

Dyarchy

A dyarchy is a government where responsibility is shared by two independent parties, such as a colonial government and native ministers.

Empire

An empire is a geographically extensive group of states and people who are united and ruled under a monarch or an oligarchy.

Ethnocracy

An ethnocracy is a form of government where an ethnic group holds disproportionately large amount of control of the government. In many cases, the political system offers participation to citizens of the dominant group.

Exilarchy

An exilarchy is an informal government of exiled people.

Fascist State

Fascist states are authoritarian governments based on establishing oppressive, centralized national regime with an emphasis on a common national identity through ancestry, culture and blood.

Federation

A federation is a union of self-governing states.

Feudalism

Feudalism is a system of government in which the nobility are granted land holdings by the crown in exchange for military service and labor. The three elements of feudalism are lords, vassals and fiefs.

Lords are tenants with holdings from the crown.

Vassals are people who are given possession of the land (fiefs) and protection by the lord, and in return was obliged to offer military service to the lord.

Gerontocracy

Gerontocracy is a form of oligarchic government ruled by elders.

Hagiocracy

Hagiocracy is government by an individual or a group of individuals who are believed to be holy.

Hierocracy

Hierocracy is government ruled by a priest or a ruling group of priests.

Interregnum

An interregnum is a gap or period of discontinuity in a government, usually a monarchy.

Kratocracy

Kratocracy is government by anyone strong enough to seize that power through force or cunning.

Kleptocracy

Kleptocracy is a form of government where the government exists for the sole purpose of increasing the

wealth and power of its officials and the ruling class at the expense of ordinary citizens.

Kritarchy

Kritarchy is rule by judges.

Matriarchy

A matriarchy is a government, often a monarchy, in which power rests with females with descent reckoned through the female line.

Meritocracy

Meritocracy is a form of government where appointments and responsibilities are assigned based on merits, such as through skill or intellectual achievement.

Monarchy

Monarchies are governments with an absolute hereditary ruler who serves for life and is succeeded by their heirs.

Nomocracy

A nomocracy is a government which is ruled by rational laws and civic rights, where ultimate and final judgment exists in these laws.

Ochlocracy

Ochlocracy – also known as mob rule – is government by mob or a mass of people, or through the intimidation of the legitimate authorities. Examples include popular uprising in ancient Rome, the witch trials in Salem, and lynchings in southern America.

Oligarchy

Oligarchy is government by small group of privileged individuals, characterized by royalty, wealth, family ties, commercial or military power.

Pantisocracy

Pantisocracy is a form of utopian social organization in which all are equal in social position and responsibility.

Parliamentary State

Parliamentary government is a system where the executive leader is chosen by the democratically elected legislature from among its members.

Patriarchy

Patriarchy is a form of government or monarchy in which power rests with the males, where fathers have authority over women, children and property and where property and title are inherited through the male line.

Plutocracy

Plutocracy is government by the wealthy, with a ruling class whose power is derived from their wealth.

Republic

A republic is a country with a government in which the people elect representatives of citizenry to government office.

Stratocracy

Stratocracy is government by the military.

Sultanism

Sultanism is a form of despotism that is characterized by extreme personal presence of the ruler in all elements of governance.

Thalassocracy

Thalassocracy is a government that presides over a maritime realm, an empire at sea. Though this form of government will have control of land cities, much of its power is derived from control of oceans and their sea lanes.

Theocracy

Theocracy is a government which is guided by direct divine guidance, where priests (or other divinely guided individuals) rule in the name of a god or where the doctrine of a religion or sect guides the government.

Timocracy

A timocracy is a government where either property owners are able to participate in government or a government where love of honor is the ruling principle.

Totalitarianism

Totalitarianism is an authoritarian dictatorial system in which the state's power is unlimited and strives to regulate all aspects of public and private life. Totalitarian regimes use propaganda, cultism, economic control, regulation, restriction of speech, surveillance and terror to control their citizens.

Tribal

Tribal states are organized based on clan and kinship, and exist outside of nations and states. Tribes are often led by a big-man, chief or elders.

Tyranny

Tyranny is government by single absolute authority, who seizes power and exercises cruel and oppressive power against his own citizens.

Feudal Territories

The places of a feudal medieval world are made up of progressively smaller sub-divisions, some of which are covered here:

- Empire
- Kingdom
- Viceroyalty
- Duchy
- Palatinate
- March/Mark
- County/Earldom
- Barony
- Manor
- Knights-Fee
- Hundreds
- Tithing
- Hide

Empire

An empire is a collection of kingdoms or countries that is united under a monarch or oligarchy. Most of the individual states are culturally different from those of the ruling state. Empires are ruled by emperors or empresses.

Kingdom

A Kingdom is a nation that is ruled by a king or a queen.

Viceroyalty

A viceroyalty is the province, state or territory that is under the authority of a viceroy or vicereine.

Duchy

A Duchy is a territory or fief that is ruled by a duke or duchess. Some rare duchies are sovereign states that are not part of a larger kingdom.

Palatinate

Palatinates are counties (usually on the frontiers of a kingdom) where the lord exercises special authority and autonomy from the state, usually including the full powers normally reserved for the king. These territories are ruled by a palatine lord, who pledges allegiance to the king.

March/Mark

A march (or mark) is a county that is on the border of a territory, making it more prone to attack or invasion, and thus being of higher rank and importance than normal counties. Marches are ruled by a marquis or marquise.

County/Earldom

Counties and earldoms are territorial divisions that are under the sovereignty of a count, countess, or earl. This division replaced the more archaic shire, and many counties still carry the –shire suffix; leandershire.

Barony

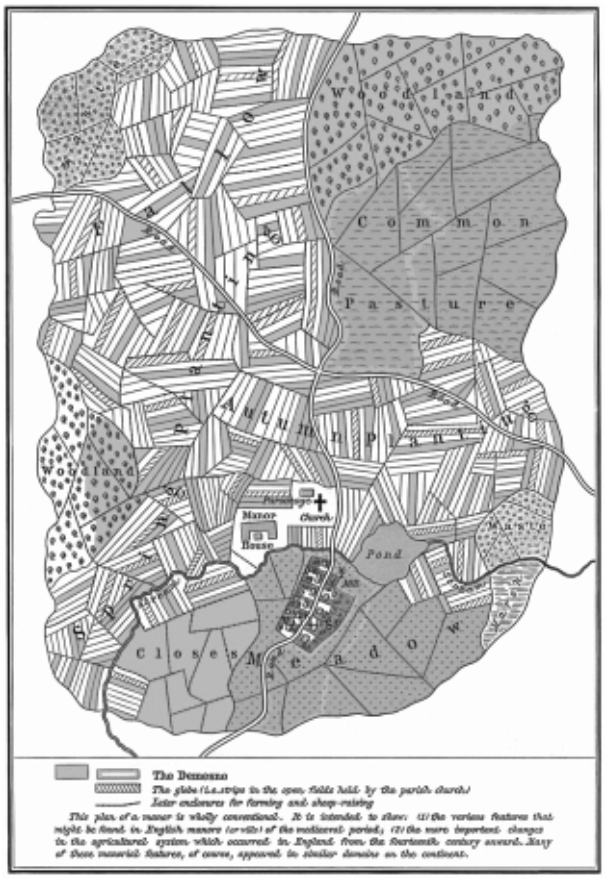
A barony is the territory (or scattered territories) of a baron. Baronies are either divisions that are of lower rank and importance than counties, or they may form separate territories within a county.

A barony may comprise more than one manor or fief. The principal manor of a barony is often the site of its castle.

Borough

Boroughs are townships or cities that have been granted autonomy and rights of self-government by the monarch. Boroughs are often able to send representatives to the king (or queens) court or parliament. Many boroughs exercise their autonomy by gaining permission from the king to replace their appointed lord with an elected mayor.

Manor



The manor is the lowest form of feudal territory, and is an estate that has the right to hold a manor court.

The lord of the manor is usually led by a baron or count. The lands of the manor are divided into several sub-parts:

- Demesne: the lands controlled directly by the lord and used for the benefit of his household or dependents
- Dependent/Serf/Villein: lands tended by peasants who are obliged to supply the lord with labor services (such as working the lord's demesne lands) or part of the crop (or cash in lieu of crop).
- Free land: lands that are leased from the lord but are free of other obligations.

Over time, a manor builds up a custumal, which is a written document that tracks the customs, laws, agreements and traditions of the manor.

The peasants or serfs of the manor usually live in a village, or in farmsteads on their land.

Knights-Fee

A knights-fee is an area of land that is deemed to be sufficient to support a knight, his squires and equipment.

Knights-fee is also used as the basic unit of taxation for a territory, so a barony could be said to be worth 60 knights-fees, while a county could have 100 or more.

Village

Villages are settlements usually associated with a manor and have a population of 100-200 people.

Hundred

A hundred is a territorial classification of ten groups of tithings (which is ten houses). Each hundred has a constable with his own court, which meets monthly to handle civil and criminal law. Some (archaic) examples of the responsibilities of a hundred include:

- *That they meet always within four weeks: and that every man do justice to another.*
- *That a thief shall be pursued… If there be present need, let it be known to the hundred-man, and let him [make it known] to the tithing-men; and let all go forth to where God may direct them to go: let them do justice on the thief.*
- *And the man who neglects this, and denies the doom of the hundred, and the same be afterwards proved against him; let him pay to the hundred thirty pence, and for the second time sixty pence; half to the hundred, half to the lord. If he do so a third time, let him pay half a pound: for the fourth time, let him forfeit all that he owns, and be an outlaw, unless the king allow him to remain in the country.*
- *And we have ordained concerning unknown cattle; that no one should possess it without the testimonies of the men of the hundred, or of the tithing-man; and that he be a well trusty man: and, unless he have either of these, let no vouching to warranty be allowed him.*
- *We have also ordained: if the hundred pursue a track into another hundred, that notice be given to the hundred-man, and that he then go with them. If he neglect this, let him pay thirty shillings to the king.*
- *If any one flinch from justice and escape, let him who held him to answer for the offense pay the anylde. And if any one accuse him of having sent him away, let him clear himself, as it is established in the country.*
- *In the hundred, as in any other gemot, we ordain: that folkright be pronounced in every suit, and that a term be fixed when it shall be fulfilled. And he who shall break that term, unless it be by his lord's decree, let him make bot with thirty shillings, and, on the day fixed, fulfil that which he ought to have done before.*
- *An ox's bell, and a dog's collar, and a blast-horn, either of these three shall be worth a shilling, and each is reckoned an informer.*
- *Let the iron that is for the threefold ordeal weigh three pounds; and for the single, one pound.*

Tithing

Tithings (also known as frankpledges) are groups of ten houses of peasants or yeomen, which have a designated 'tithingman' who is responsible for ensuring the collection of tithes for the church.

Additionally, each member of a tithing is responsible for the behavior of all other members, so if a member of the tithing is accused of committing a crime, then the other members are responsible for ensuring that that person appears before court or if the accused fled then the members were required to pursue and capture the person, or to pay compensation to the injured party.

Hide

A hide (also known as a curacate) is originally known as the amount of land sufficient to support a household, originally around 120 acres but in practice often more or less than this. Hides became a measure of taxation, with the payable taxes of a county, barony or manor being measured based on the number of Hides that it contained.

Feudal Hierarchy

Many medieval settings have forms of government based on a feudal monarchy (or something very close to it), with royalty, nobles, and serfs.

This overview shows the hierarchy of a monarchy, with examples of equivalent roles from various other cultures.

Emperor/Empress (Royalty)

An emperor or empress is the leader of an empire, which encompasses multiple separate countries or territories. Emperors and empresses are higher in status than high kings (or high queens (!)) and normal kings or queens.

Emperors and empresses are referred to as 'Your imperial majesty'.

- Imperatore
- Kaiser
- Tsaz
- Cesar

High King (Royalty)

A high king is a king who holds a position of authority over other kings.

High kings are referred to as 'Your majesty'.

Examples of high kings from other cultures include:

- Ard Ri
- Nam-Lugal
- Dae Wang
- Shananshah
- Bretwalda
- Pharaoh
- Mepe-Mepeta
- Anax
- Khagan
- Maharaja

King/Queen (Royalty)

The King is the head of a monarchy, and rules a kingdom.

This title of king is usually inherited by birth, and the holder occupies the throne until death. In some other cultures, kings are the head of representative monarchies, where they are elected instead of coming to power through inheritance. Kings and queens can rule as autocrats or hold purely ceremonial positions.

Kings and queens are referred to as 'Your majesty'.

Other equivalents of monarchs include:

- Rex
- Malik/Malikah
- Kabaka
- Kuningas
- Arasan/Arasi
- Khan
- Cyning
- Hari
- Raja/Rani
- Sultan/Sultana
- Shogun
- Ri
- Oba
- Hofðing
- Ban
- Shah
- Sheikh
- Emir

Regent (Nobility)

A regent is a person or a group that acts as the head of state (usually for a king), while the ruler is underage, absent or incapacitated. The period of rule under a regent is called regency.

Regents are referred to as 'My lord (or lady) protector'.

Some examples of regents include:

- Interrex
- Caliph
- Guardians
- Steward

Viceroy/Vicereine (Nobility)

A viceroy is a royal official who runs a country, colony state or province as the representative of a monarch.

Viceroys and vicereines are referred to as 'Your excellency'.

Equivalents include:

- Namestnik
- Exarch
- Khedive
- Vicegerent

Grand Duke/Duchess (Royalty)

Grand dukes and duchesses are members of royalty whose territory is a grand duchy.

The title of grand duke is synonymous with grand prince and is often used to differentiate dukes of larger territories from those in control of smaller fiefdoms.

In rare cases a grand duke (or duchess) can be the head of state of a grand duchy.

Reigning grand duke and grand duchesses are referred to as 'Your royal highness' while lower grand dukes and duchesses are 'Your grand ducal highness'.

- Magnus Dux
- Gran Duque
- Storhertug
- Groothertog

Archduke/Archduchess (Royalty)

The title of archduke is used rarely. An archduke or archduchess controls an archduchy.

Archdukes and archduchesses are referred to as 'Your imperial and royal highness'.

Some other examples of this rank are:

- Archeduc
- Archidux

Prince/Princess (Royalty)

Princes and princess are members of the family of a hereditary ruler. In some cultures the heir apparent is the most senior of the princes of princesses, whereas in other cultures the title of princes or princesses is used more widely and does not assume entitlement to the throne.

In yet other cases the title of reigning prince can be used for the head of state of a principality.

Princes and princesses are referred to as 'Your royal highness'.

- Furst/Furstin
- Emir/Emira
- Aeðeling/Hlæfdige
- Shahzada/Shahzadi
- Vurst/Vurstinna
- Infante/Infanta
- Sheikh
- Mirza

Duke/Duchess (Royalty/Nobility)

Dukes and duchesses are part of the nobility, and usually (but not always) control a duchy. Thus, the rank of dukedom does not always come with control of a duchy.

Dukes and duchesses are referred to as 'Your highness' or 'Your grace'.

Equivalents of dukes and duchesses are:

- Dux
- Doge
- Duce
- Duc
- Ras
- Kung
- Kazoku
- Herzog

Marquis/Marquise (Nobility)

A marquis (or marquess) or marquise (or marchioness) is the holder of a hereditary title of nobility.

Marquis is the equivalent of an earl or count, with the distinction that the marquis controls a 'march' or 'mark' which is a territory on the border of a country, while the earl's land, a county, was not. Thus, the marquis is higher ranked than the earl due to the trust given to this noble to fortify and defend the border territory.

Marquis and marquise are referred to as 'My Lord' and 'My Lady'.

- Margrave/Margravine
- Marc/Sivage
- Marcher Lord
- Markiz/Markiza

Count/Earl/Countess (Nobility)

Earls, counts and countesses are nobles who have had the title conferred on them as an honorific or who have gained the title as the holder of a territory. Furthermore, this title is also used by their children, just to make things simple.

The domain of a count is a countship or county and the domain of an earl is an earldom. Historically, earls have had responsibility for the courts in their territory and have been entitled to the 'third penny'; one third of the taxes and fines they collect on behalf of the king.

The power, rank and rights of earls and counts have waxed and waned depending on the balance of power between this rank of nobility and those of the ruling royalty.

Counts, earls and countesses are referred to as 'My lord' and 'My lady'.

Some other examples of this rank are:

- Dauphin
- Jarl
- Greve/Grevinna
- Kont/Kontessa

Viscount/Viscountess (Nobility)

Viscounts and viscountesses are nobles whose rank is lower than counts and earls but higher than barons.

Some viscounts gained the title through royal honor, while others have inherited theirs. The territory of a viscount is a viscountcy.

The viscount title is also sometimes conferred onto the heir of an earl or marquis, much like the title of earl or count can be used by the children of dukes.

Viscounts and viscountesses are referred to as 'My lord' and 'My lady'.

Alternative equivalents of this rank are:

- Vicegreve/Vicegrevedine
- Varakreivi/Varakreivitar
- Vikomt
- Iarll/Iarlles

Baron/Baroness (Nobility)

Barons are nobles who have traditionally had feudal tenure over land holdings, such as several estates, one or more manors, which are not necessarily contiguous. In most cases the baron has a castle on his or her main territory.

As part of their title, barons were obliged to provide soldiers and knights to the royal army on demand from the king. The number of knights that the Baron was required to provide was not calculated based on population, rather it was arbitrarily decided by the king. The baron would offer parts of his fiefdom (from 100 to 1000 acres) to a knight in return for that knight's pledge of service (as well as the service of that knight's retinue).

The amount of land offered is called a 'knight's fee'. This land had to be enough for the knight to derive income that is enough for the knight to support himself and his squires, as well as to keep his equipment ready to fight for his lord.

If the baron did not have enough knights sub-enfeoffed, then he was obliged to buy the services of mercenary knights, who were known as 'stipendary knights.'

Barons and baronesses are referred to as 'My lord' and 'My lady' or 'Your lordship' or 'Your ladyship'.

Some alternative titles for this rank are:

- Barwn/Barwnes
- Baro/Baronissa
- Paroni/Herra
- Varanos/Varoni

Knight/Dame (Nobility)

Knights are members of the lower nobility. This rank became progressively associated with codes of chivalry, and with various knightly orders.

In one form, knights are simply well-equipped horsemen. In a more developed form, knights are associated with knightly orders, and involved in religious wars. In a final form, title of knight is conferred as a social rank indicating prestige and distinction, rather than as a military rank.

The knight's code of chivalry urges them to 'Protect the weak, defenseless, helpless, and fight for the general welfare of all,' although these ideals are not always followed, and it is common for knights to slaughter commoners and defeated enemies, while other enemy knights are treated with great respect.

Knights are referred to as 'Sir' while ladies are referred to as 'My lady'.

Names for knights from other cultures include:

- Chevalier
- Ritter
- Lovag
- Rystar
- Aatelinen/Ritari
- Rytier
- Hippotis
- Marchog
- Eques
- Vitez

Squire

Squires are aspiring or trainee knights. This is a three stage process, where the future knight first becomes a page for seven years until they turn 14, at which point they are promoted to the position of squire for another seven years.

The squire performs a number of duties for the knight, including:

- Carrying the knight's armor, shield, and sword.
- Rescuing the knight should he be held prisoner.
- Ensuring an honorable burial if his knight is killed.
- Replacing the knight's sword if dropped.
- Replacing the knight's horse if injured or killed.
- Helping the knight to don his armor.
- Carrying the knight's flag.
- Protecting the knight (if needed).
- Taking care of the knight's horses.
- Maintaining the knight's weapons and armor.

Page

Pages are young boys who are trainee knights. They start work with the knight from the age of 7, before graduating to squire at 14.

Merchant

Merchants are freemen who run a business buying and selling goods in a town or between locations.

Craftsman

Craftsmen have completed their apprenticeships and have been accepted into a craft guild as a full member.

Freeman/Yeoman

A yeoman is a free man who owns his own land or rents land from the lord on a manorial estate. Yeomen often hold positions of authority, such as constable, sheriff or bailiff.

Serf/Villein

Serfs are in hereditary bondage to the land belonging to their lord. In return for their lord's protection and section of land to farm, these peasants agree to give service to their lord (such as by assisting the lord in farming his land), and to supply the lord with a part of their crop (or gold in lieu of the crop).

Serfs are not property, so they cannot be bought or sold, but they are assigned a job on the manor (such as farmer, baker, etc), and are punished if they fail to fulfill their assigned role.

Slave

Slaves are a form of property and have little legal standing and few rights, so their owner has a great deal of latitude in their treatment.

Where legal, slaves can be bought and sold. The offspring of slaves are the property of the slave's owner. Slaves are often paid a wage, which they can spend or save to buy their freedom.

It's possible to become enslaved by various means:

- Born into slavery.
- Debt-slavery (person pledges himself to another to repay a loan or debt).
- Punishment for crime or inability to pay a fine.
- Prisoners of war.
- Child abandonment (person taking up the child is entitled to that child as a slave).
- Being of a different religion, pagan or atheist.

Slaves can become freemen (a process called manumission) through a number of mechanisms:

- Converting to the dominant religion (if enslaved due to religion).
- Freed by owner as an act of benevolence.
- Freed after their owner's death.
- Purchasing freedom.
- Slave becomes redundant or a burden on the owner.

Freed slaves generally have fewer rights than typical yeomen, such as:

- Prohibition from running for elected office.
- Requirement to perform certain residual duties for their former owner.
- Condition that they continue to live nearby their former owner.

Tribal Hierarchy

Tribes are primitive social unit that consists of multiple families or bands.

Chief

The Chief is the head of the tribe and wields considerable power, through verbally and by example.

In some cases, the position of chief will be filled by a council of elders or even a medicine man.

War Chief/Warlord

The war chief is a leader who has control over both the civil and the military aspects of tribal life. This position may be a temporary one that is enacted during wartime, or a permanent position at the head of a warlike tribe.

This form of tribal leadership is prevalent in states without a central government (or with a weak government), and was seen with the Mongols, the Tokugawa era in Japan and even contemporary Somalia.

Elders

Elders are tribe members whose longevity has given them wisdom and authority to lead their people or to provide counsel in a council.

The position of elder is present in many cultures, both primitive and advanced:

- Alderman
- Gerousia
- Oday
- Hor Chan
- Senator
- Shaikh
- Vanem
- Witan

Medicine Man

Medicine men and medicine women are the traditional healers and spiritual leaders of their tribes.

Medicine people have great knowledge of natural medicines, surgery, spirituality, lore, and the tribe's rituals, rites and ceremonies. They form a bridge for their people between the physical and the spirit world.

- Shaman
- Witch Doctor

Clan Chief

The clan chief is leader of a single family within a tribe. This person may also hold the position of elder in a tribal council.

Big Man

A tribal big man has no official position or authority in the tribe, but they exert strong influence through persuasion and wisdom.

Band Hierarchy

Bands are the smallest unit of organized society. They usually have no more that 30-50 individuals, and although they have strong familial ties, they have a loose hierarchy, weak leadership and fluid structure.

Bands have a tradition of oral law and customs and make decisions by consensus, rather than through a directive.

Band Chief

The band chief is leader of a band, however not all bands have a single formal head.

Elders

Like in a tribe, bands are frequently led by formal or informal councils of elders.

Organizations

Guilds

Guilds are associations of merchants or craftsmen of a specific trade. Guilds are often granted monopolies over their trade by a relevant official, leader or monarch. These monopolies are often given through letters patent.

Guilds controlled the number of shops in their trade, set prices, establish standards and ensured quality of work.

In controlling their trade, guilds could impose fines for illicit trading by non-guild members or even fine members for violating the rules of the guild (including its working hours). The benefits of becoming a guild member (in addition to actually being able to practice the craft) were protection and support if taken ill or care of the member's family in the event of premature death. Finally, forming a guild allowed its members to resist excessive taxes by the local lord.

Types of guilds:

- Apothecaries
- Armorers
- Blacksmiths
- Bakers
- Bowyers
- Brewers
- Carpenters
- Goldsmiths
- Masons
- Mercers (Merchants)
- Saddlers
- Scriveners
- Thieves

Merchant guilds, as opposed to craft guilds, negotiate trade levies with the local lord and regulate the trade between

Members of craft guilds:

- Master
- Journeyman
- Apprentice

Apprentice

Aspiring craftsmen are apprenticed to a master in their early teens, and the apprenticeship lasts for 5-9 years, depending on the trade. During this time, the apprentice receives no wages, but receives training, lodging and board.

Journeyman

Once a craftsman has completed his apprenticeship, he becomes a journeyman. Journeymen work for masters for a wage, and must create a 'masterpiece' to demonstrate to the guild that they are accomplished enough to be elevated to master level. Craftsmen are not allowed to marry until they reach journeyman level.

Master

Only masters can have their own workshops, and only masters can take apprentices.

Orders

Orders are societies or brotherhoods of knights who pledge themselves to fight against an external entity or group. These chivalric orders are usually religious in nature and motivation, seeking to free the heathens from their beliefs.

Court

Court is the social, familial and administrative circles of the ruler (as opposed to courts of law). Courts are made up of the family and attendants of the ruler.

In the case of attendants, some examples include:

- Almoner (chaplain)
- Butler
- Chamberlain (household manager)
- Chancellor
- Constable
- Cup-bearer
- Dapifer (chief servant)
- Doorward (protector of king's chambers)
- Falconer
- Gentleman of the bedchamber (waits on king in chambers)
- Groom of the Stool
- Herald (messenger)
- Jester
- Keeper of the seal
- Earl marshall
- Lady-in-waiting (attends spouse of male ruler)
- Maid of honor (subordinate attendants of spouse)
- Page (low-ranking servant)
- Panter (responsible for bread and pantry)
- Secretary (communicates ruler's wishes to government)
- Standard Bearer

Decrees, Edicts, Proclamations

Decrees

Decrees are laws that are created by a leader without a parliamentary or legislative process, and without rights of challenge or appeal.

While decrees are available to most rulers in times of crisis or emergency, there are also situations where countries are ruled by decree for a period of time. Ruling by decree is often enacted in times of crisis, when the ruler is temporarily able to exercise enough power to guarantee unfettered power for a longer period of time through the suspension of existing laws and governance.

Edicts

Edicts are the announcement of a law, usually by a monarch.

These are often related to religious activities (banning or permitting a religion, expelling worshippers of a specific religion, etc). Other edicts include attempts to standardize the appointment of public officials, the guaranteeing of rights and the ordering the constructions of fortifications against an enemy.

- Edict of Expulsion (whole religions)
- Edict of Worship (sacrifice and offering for the idols)
- Edict of Toleration (removed restrictions on religions)
- Edict of Seizure (seizing of all property and debts of a people)
- Edict of Worms (declaration of individual as an outlaw, and permitted anyone to kill him without legal consequence).

Proclamations

Proclamations are official declarations of important information that the ruler wants to be known to the whole population.

These proclamations are usually to call attention to and reinforce existing laws, and to remind subjects of their duties and responsibilities to satisfy those laws.

As most of the ruler's subjects are illiterate, proclamations are announced by town criers.

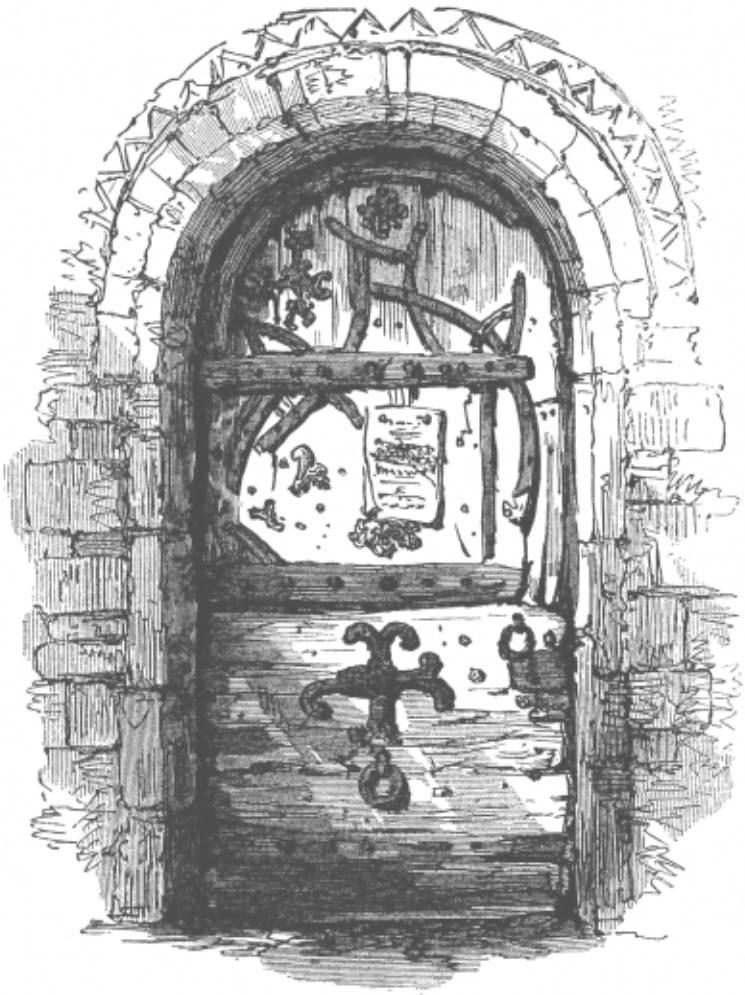
Examples include:

- Declaration of war
- State of emergency
- Declaration of truce

Miscellaneous Stuff

Here's some other cool stuff to use:

- Banishment, exile, petalism, ostracism
- Royal charters and letters patent
- Warrants (authorize an otherwise illegal act)
- Letter of marquee (authorized piracy)
- Military commissions and roving commissions
- Indulgences



Time

Time has been charted and chronicled for as long as there have been intelligent creatures and instinctive animals. Cultures through the ages have progressively defined and demarcated the passage of time:

- Year
- Season
- Month
- Week
- Day
- Hour

Year

Years and days are the only two divisions of time that are able to be strictly quantified; on our planet a year is made up of 365.25 days.

Ancient cultures chart the point of the New Year differently, but most begin their 'new' year at a point somewhere between the winter solstice (the shortest day of the year) and the vernal equinox (the day when the duration of the day and the night are equal). In our contemporary culture, these dates for the New Year fall between December and March.

The contemporary Chinese calendar names the years after animals (on a twelve-yearly cycle):

- Rat
- Ox
- Tiger
- Rabbit
- Dragon
- Snake
- Horse
- Goat
- Monkey
- Rooster
- Dog
- Pig

Season

The four seasons of the year correspond to the gradual changes of weather, climate and daylight/night duration. We call the seasons:

- Winter
- Spring
- Summer
- Autumn

Temperate regions have generally established a cycle of four seasons, but some tropical and sub-tropical cultures recognize just two or three seasons:

Two seasons:

- Dry
- Wet

Three seasons:

- Hot
- Rainy
- Cold

Some cultures divide the year into six seasons (dates for the northern hemisphere):

- Prevernal (Pre-Spring, 2 months, 1 March–1 May)
- Vernal (Spring, 1½ months, May–15 June)
- Estival (Summer, 2 months, 15 June–15 Aug)
- Serotinal (Late Summer, 1 month, 15 Aug–15 Sept)
- Autumnal (Autumn, 1½ months, 15 Sept–1 Nov)
- Hibernal (Winter, 4 months, 1 Nov–1 March)

Many ancient cultures had agricultural festivals based on the season, such as the Pagan festivals:

- Imbolc (Beginning of spring)
- Beltaine (Start of summer)
- Lughnasa (Harvest festival, start of autumn)
- Samhain (Death festival, start of winter)

These festivals occur on the cross-quarter days, which fall on the midpoints between the solstices and the equinoxes.

Month

Months divide the year into more manageable chunks. Our months were originally derived from the passage of the moon, so each month is roughly the duration of a lunar cycle (29.5 days).

Had things worked out differently, we could have ended up with months named after the full moons, which would have been cool:

- January: Wolf Moon
- February: Snow Moon
- March: Worm Moon
- April: Egg Moon
- May: Milk Moon
- June: Flower Moon
- July: Hay Moon
- August: Grain Moon
- September: Harvest Moon
- October: Hunter's Moon
- November: Frost Moon
- December: Cold Moon

As it turns out, the names of contemporary months come from a variety of origins:

- Gods (Mars, Aphrodite)
- Leaders (Julius, Augustus)
- Numbers (October, November)
- Festivals (Februa)

The months themselves were sometimes associated with particular stages of the yearly cycle of life:

- January: Named for Janus, the god of beginnings
- February: Festival of purification
- March: The month for restarting war
- May: Festival of spring

Week

Our seven-day week is around the median of durations amongst other cultures, which range from 3 to 10 days.

The seven-day week fits roughly four times into the cycle of the moon, which is 29.5 days.

In our culture, the days of the week are traditionally associated with (but not named after) the planets:

- Monday: Moon
- Tuesday: Mars
- Wednesday: Mercury
- Thursday: Jupiter
- Friday: Venus
- Saturday: Saturn
- Sunday: Sun

However, the names that we use for the days of the week have German and Scandinavian roots, with a mix of celestial bodies and Norse gods:

- Monday: Moon's Day
- Tuesday: Tyr's Day
- Wednesday: Wodan's Day
- Thursday: Thor's Day
- Friday: Freya's Day
- Saturday: Saturn's Day
- Sunday: Sun's Day

Day

Days are straightforward. Sun comes up; sun goes down; never a miscommunication.

The duration of a day is based on the time it takes for the planet to rotate (24 hours). Different planets rotate faster or slower, so their 'days' are shorter or longer than ours.

Due to our planet's axial tilt, the ratio of daylight hours to night hours changes throughout the year, which gives our planet seasons. This causes long days and short nights in the summer and short days and long nights in the winter.

Of course cultures have different ways of measuring the start and end of a 'day', with some marking the division at various determinable points:

- Shortly before sunset (marked by the sun's proximity to the horizon)
- Sunset
- Nightfall (marked by the appearance of certain stars)
- Midnight
- Sunrise

Hour

So it's pretty weird that we have 24 hours in the day, but we can blame this on the Egyptians, who divided the day and night each into 10 hours (wisely), but also (unwisely) added two extra hours of twilight at dawn and dusk.

Unfortunately, in addition to leaving us with a 24-hour day, this system meant that the duration of hours actually changed through the year, making it largely useless for timekeeping.

Later, the 24 hours of the day were tracked by mechanical means, which allowed the hours to be of equal length throughout the year. Of course there were still 24 of them, so we're pretty much stuck with that now.

Taxes, Tithes & Tributes

Medieval society has a variety of methods of raising income, some for the country, some for the church, and some for the aristocracy, and some for individuals.

- Taxes
- Tributes
- Tithes
- Tolls
- Duties
- Fines
- Bribes

Taxes

Taxation is a system of raising money for royal and government expenses. Historically, the two earliest taxes, which were prevalent in less developed kingdoms, are land taxes and custom duties (which are covered in the duties section below). Other forms of taxation included fines (and other profits of justice) that were levied by courts and also one-off and yearly taxes on assets and income.

Land Taxes

Land taxes, often called gelds (after the danegeld for which they were first raised), originally amounted to two shillings[4] per hide (also known as a carucate), which is an undefined amount of land, but which was originally the amount of land sufficient for a single household (originally 120 acres, but varies from 60 to 240).

Because of the arbitrary definition of a hide, each county is assigned a number of hides, which can vary from the low hundreds up to several thousand. The total arbitrary number of taxable hides of the country is then divided amongst the actual number of hundreds in the county (each hundred is a geographic division of approximately 100 hides).

Each hundred then divided its quota of hides amongst its territories, assigning each village, manor or estate a share of the total amount to be paid. Finally, these communities would then determine how the payment of the geld should be divided amongst themselves.

Carucages

Carucages are one-off taxes on moveable assets and income that are levied on special occasions, such as to ransom a leader or to raise funds for a crusade. These taxes are levied at 10% to 25%, and include exemptions for knight's armor and equipment, clerical vestments, and total exclusion for those who pledge to go to war.

Tenth and Fifteenth

In more developed kingdoms, the one-off taxes on movable assets and income became permanent and were levied yearly. These taxes were levied at different rates, one-fifteenth in rural areas (6.6%) and one-tenth in urban areas (10%[5]), and were known as *'tenth and fifteenth'*.

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[4] The equivalent of about 1gp or 2gp in *Heroes Against Darkness*.

[5] Duh.

Miscellaneous Taxes

- Poll Tax
- Baronial Relief
- Third Penny
- Feudal Aid
- Heriot
- Scutage
- Tallage

Tributes

Tributes are wealth that is paid, usually to another country, as a sign of respect, usually also as a sign of submission or allegiance.

In ancient times, tributes are exacted from areas that were conquered. For example, after victory at the Battle of Maldon, the Vikings exacted huge tributes of between 10,000kg and 20,000kg of silver every five years from the conquered peoples of England. These tributes occasioned further raids against England, including the siege of London and the sack of Canterbury. When a Viking finally became king of England (Canute or Cnut the Great), he paid off most of his invasion fleet with a tribute (in this case called a danegeld) of over 30,000kg of silver.

In other cases, tributes are offered by the lesser members of an alliance to the dominant member to show their submission and to fund projects, such as the raising of an army.

Finally, raiding civilizations often demanded tribute from possible targets to stop them from raiding, effectively making them hostages to the raiders.

Tithes

Tithes are a form of tax that is levied each year on the produce of a farm, amounting to 10% of the farm's produce. Unlike taxes and tributes, tithes are paid to the church, and are paid in coin or in kind (produce), which means that the church must store huge amounts of grain in tithe barns.

Tithes are collected by a tithingman, one of who is responsible for each tithing (which is a territorial division of a ten houses).

Duties

Countries often levy dues (custom duties) on incoming goods to raise income. Early forms of duties were levied on specific trade items, such as wool or wine, while later more goods were levied, including skins and leathers. Duties of this type range from one in ten of a specific imported good, to a flat 1.75% tax on all imports.

Furthermore, duties and levies are sometimes used to ensure supply of a rare good, such as a requirement that all shipments of imported goods include four bowstaves for every ton of the goods.

Tolls

Tolls are fees paid for passage or for a specific service or right. Tolls for passage include:

- Into a town (usually for merchants)
- Along a river
- Along a stretch of road
- Over a bridge
- Through a mountain pass

Additionally, towns can raise tolls for specific works or rights, including:

- Stallage (ongoing fee to have a stall at a market)
- Pavage (temporary toll for the improvement or repair of a street)
- Murage (temporary toll to build or repair a wall)
- Pontage (temporary toll to build or repair a bridge)
- Anchorage (ongoing toll to anchor a ship)
- Quayage (ongoing toll to berth a ship)
- Carriage (ongoing toll for entry of a carriage into a town)

Fines

Local courts (such as manor courts) have the right to apply fines (or more severe punishments) for crimes that are committed by citizens of the manor. The cost of the fine depends on the severity of the crime.

Settlements

Cottage

Population: 1-4 people
Physical Size: $10m^2$
Production: Crops, livestock
Price Limit: 1cp

Farmstead

Population: 5-10
Physical Size: $20m^2$
Production: Crops, livestock, dairy
Price Limit: 5cp

Hamlet

Population: 10-50
Physical Size: $50m^2$
Production: Crops, livestock, dairy, textiles
Key Services: Chapel
Price Limit: 5sp

Thorp

Population: 50-100
Physical Size: $100m^2$
Production: Crops, livestock, dairy, textiles, grain
Key Services: Shoemaker, weaver
Price Limit: 5gp

Village, Small

Population: 100-500
Physical Size: $200m^2$
New Services: Butcher, mason, miller, carpenter, furrier, tailor, barber, tavern, healer
Price Limit: 10gp

Village, Large

Population: 500-1,000
Key Buildings: Church
Physical Size: $500m^2$
Key Services: Blacksmith, armorer, weaponer, school, herbalist, advocate, carpenter, merchant, baker, saddler
Price Limit: 20gp

Town

Population: 1,000-5,000
Physical Size: $1,000m^2$
Key Services: Doctor, inn, tanner, harness-maker, scribe, shipwright
Price Limit: 100gp

City, Small

Population: 5,000-15,000
Physical Size: $100,000m^2$ - $1km^2$
Key Services: Bookshop, engineer, temple/church
Price Limit: 300gp

City, Large

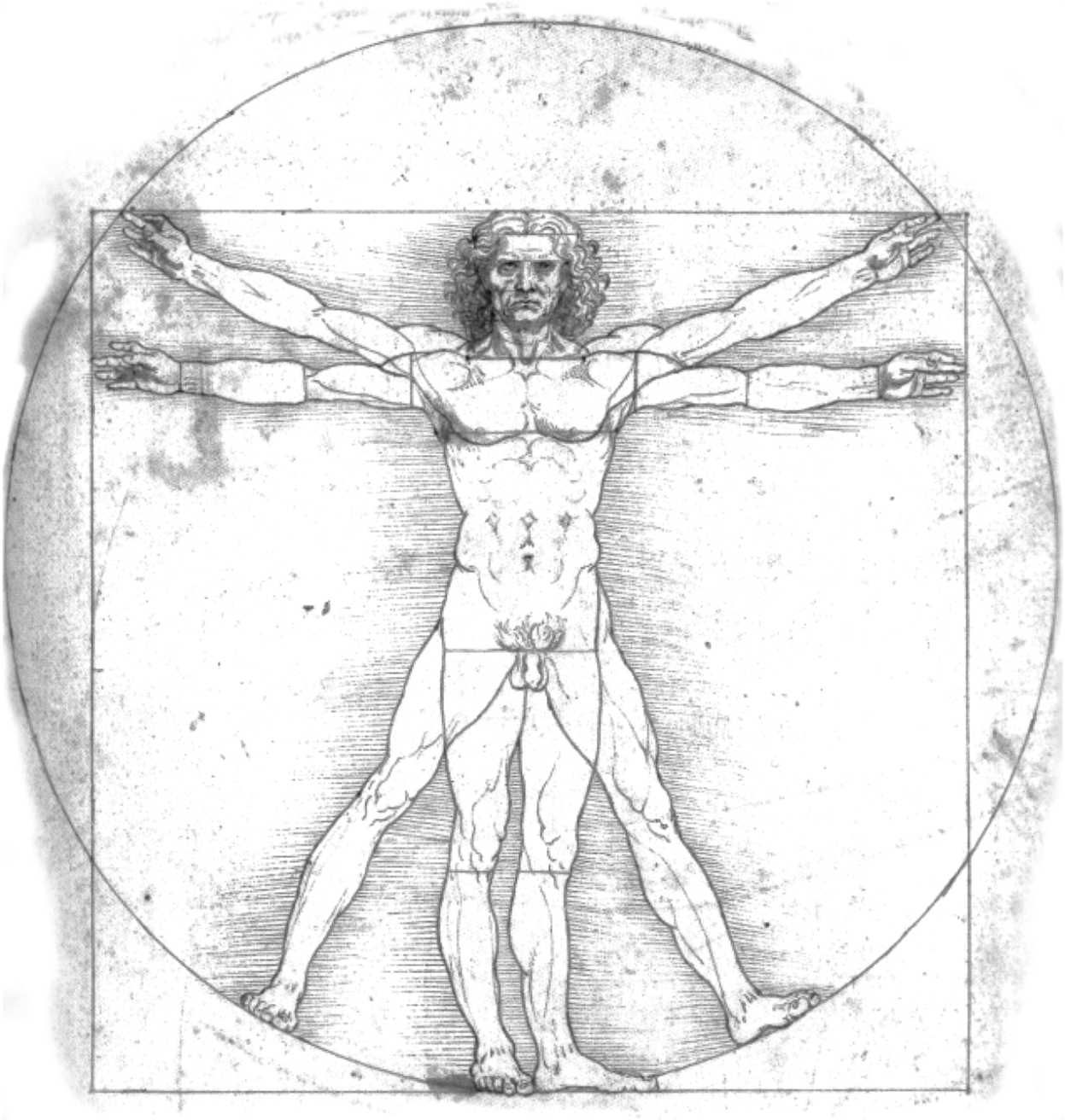
Population: 15,000-25,000
Physical Size: $1km^2$
Key Services: Arcana supplies, luxuries
Price Limit: 1,000gp

Capital

Population: 25,000-200,000
Physical Size: $1km^2$ - $5km^2$
Key Services: Magical artifacts
Price Limit: 10,000gp

Inspiration Board

Plague	Hall	Help	Repulse	Maiden	Magic	Heal
Caravan	Rider	Pyre	Assistance	Vision	Journey	Scour
Town	Weird	Witch	Queen	Vanguard	Giant	Fortification
Ravaged	Exile	Bell	Quarry	Ransom	Mark	Target
Dungeon	Chest	Noble	Lame	Tower	Prisoners	Master
Ambush	Corrupt	Pack	Famine	Stronghold	Climb	Promise
Trick	Quest	Insult	Siege	Purse	Beast	Reward
Enemy	Trap	Murder	Horde	Church	Portal	Tattoo
Funeral	Plant	Message	Competition	Child	Fortune	Track
Toll	Imposter	Parlay	Mist	Weapon	Lever	Heir
Ravine	Seal	Island	Shrine	Keep	Enchanted	Animal
Citadel	Horse	Usurp	Translate	Statue	Warehouse	Treachery
Threat	Pirate	Pass	Auger	Ale	Court	Hallow
Cliff	Drunk	Dilemma	Tomb	Troop	Trail	Lock
Camp	Prophecy	Full Moon	Stable	Ruin	Cache	Merchant
Scavenge	Spire	Raider	Lovers	Foreign	Dream	Elemental
Shipwreck	Friar	Feast	Mountains	Tribute	Cave	Scout
Smell	Hoard	Guide	Wounded	Scroll	Treasure	Market
Bandit	Gold	Banish	Double-cross	Bard	Ghost	Outlander
Cathedral	Despot	Nomad	Catacombs	Noon	Escape	Bones
Blight	Lies	Unintelligible	Assassin	Well	Grimoire	Tourney
Watch	Collapse	Cavern	Silver	Gemstone	Spy	Pool
Wedding	Wench	Atone	Mine	Fugitive	Tunnel	Shield
Flee	Grave	Shaft	Minstrel	Desecrate	Lightning	Rebel
Happy	Frail	Waterfall	Coins	Hide	Barrier	Gift
Chaos	Capture	Barrow	Boat	Army	Brand	Scourge
Column	Mire	Thicket	Temple	Downpour	Counterfeit	Surprise
Brawl	Ford	Hermit	Urchin	Oasis	Ally	Fountain
Spring	Amorous	Enforcer	Plains	Slave	Training	Spirit
Language	Crops	Riddle	Boon	Carving	Font	Audience
Bravado	Duchess	Spire	Sewer	Bridge	Curse	Wind
Track	Cheat	Vow	Forest	Judgment	Avalanche	Chieftain
Lost	Thief	Fire	Traitor	Warning	Tavern	Relative
Trader	Copper	Hail	Celebration	Puzzle	Pack	Legend
Duel	River	Warlord	Sacrifice	Aura	Mage	War
Baker	Dawn	Village	Dusk	Monsoon	Guilty	Guardian
Livestock	Dead-end	Marsh	Law	Secret	Monastery	Herald
Corpse	Baker	Lord	Ship	Stream	Totem	Maze
Afflicted	Guard	God	Language	Jewelry	Geas	Rift
Runes	Midnight	Execute	Prison	Potion	Herbs	Traveler
Innocent	Cloister	Festival	Sorrow	Script	Blacksmith	Oracle
Snare	Pit	Bounty	Prize	Poison	Challenge	Ritual
Forge	Apothecary	Sentence	Lake	Moon	Cell	Initiation
Key	Summon	Skirmish	Map	Sacrifice	Advisor	Clearing
Honor	Feud	Book	Punishment	Ancestor	Primitive	Bodyguard
Monument	Destiny	Revenge	Icon	Empire	Tome	Harvest



Beasts and Bastards

Building A Monster

There are an infinite number of possible monsters and variations, and I don't have the time to include them all here, so sometimes a GM may want to create a new monster from scratch.

This section gives *guidelines* for how to create a monster, which the GM is free to use, modify or ignore.

Monster Roles

Minion

Minions are cannon fodder for the player characters to mow down, with the same Attacks and Defenses as normal grunts, but minimal health points.

Grunt

Grunts are front-line melee fighters whose goal is to close on the player characters and beat them to a pulp.

Brute

Brutes are tough versions of normal grunts with twice as many health points and worth twice the XP. Brutes' effective level is twice their actual level, so in combat they are the equivalent of a monster twice their level or two monsters of their underlying level.

Commander

Commanders are strong fighters who have additional powers and passive abilities that enhance their allies.

Caster

Casters use spell powers from one of the magi spell lists.

Striker

Strikers are mobile combatants who rely on their dexterity and special powers to attack from range or to move into melee range, attack and then move back out of melee range before they can be hit back.

Boss

Bosses are monsters that challenge a whole party.

Ability Scores

The starting ability scores for monsters are given below. All of these scores increase by +2 every second level (starting at Level 3), which combines with the monster's ½ Level bonus to give them a steady +1 per level progression for their Attacks and Defenses.

The starting ability scores for Level 1 monsters are:

Ability Score	Minion, Grunt	Brute	Comm	Caster	Striker
Str	18	18	18	14	16
Dex	14	14	16	16	18
Wis	14	18	18	18	14
Con	14	14	14	14	14
Int	10	10	14	10	10
Cha	10	10	10	10	10

Attacks

The starting Attacks for all monster roles are given below. These increase by +1 per level.

Ability Score	Minion, Grunt	Brute	Comm	Caster	Striker
Melee	+4	+4	+4	+2	+3
Ranged	+2	+2	+3	+3	+4
Magic	+2	+4	+4	+4	+2

Health Points

The HP for normal monsters (grunt, commander, caster, striker) is worked using the same methods as for player characters. Minions have minimal health points, and brutes have over twice as much as normal monsters.

Class health points for monsters are:

- Minions and Normal Monsters: 8 HP
- Brutes: 10 HP

The formulas for monster health points are:

- Minions: Class health points x (Level/4) (*Smoothed*)
- Normal Monsters: Constitution + class health points + ((Con mod + class health points) x (Levels - 1))
- Brutes: 2 x (Constitution + class health points + ((Con mod + class health points) x (levels - 1)))

That's all pretty complicated, so here's one of those blasted tables that I hate:

Level	Minion	Grunt, Commander, Caster, Striker	Brute
1	8	22	48
2	10	32	72
3	12	46	104
4	16	57	130
5	18	74	168
6	20	86	196
7	22	106	240
8	24	119	270
9	26	142	320
10	28	156	352
11	30	182	408
12	32	197	442
13	34	226	504
14	36	242	540
15	38	274	608
16	40	291	646
17	42	326	720
18	44	334	760
19	46	382	840
20	48	401	882

Feel free to adjust these HP values up or down a bit for each individual monster to make them more random.

Anima Points

All monsters have anima points even though only casters can use theirs for spell powers.

The anima calculations are based on the monster's starting Wisdom score:

- Minion, Grunt, Striker: 14
- Brute, Commander, Caster: 18

This starting score then factors into the monster's anima calculation formula:

- Anima: 2 x Wisdom bonus

This is slightly different from the formula used by player characters, because monsters don't have a *Rally* power.

Which gives this progression for the monster types:

Level	Minion, Grunt, Striker	Brute, Commander, Caster
1	4	8
2	6	10
3	8	12
4	10	14
5	12	16
6	14	18
7	16	20
8	18	22
9	20	24
10	22	26
11	24	28
12	26	30
13	28	32
14	30	34
15	32	36
16	34	38
17	36	40
18	38	42
19	40	44
20	42	46

Initiative Bonus

Initiative bonus is equal to the monster's Dexterity bonus, as for player characters.

Movement Speed

Movement Speed is 4 + Dexterity modifier (this is 1 less than the equivalent player character)

Defenses

Each monster's Defenses are based on their ability scores. Monsters also have armor or hide for their Armor defense, which is as follows:

- Minion, Grunt, Brute, Commander: +4
- Caster, Striker: +2

As with Attacks, the monster's Defenses increase by +1 per level. This table shows the standard Defenses for Level 1 monsters:

Defense	Minion Grunt	Brute	Comm	Caster	Striker
AD	16	16	17	15	16
ED	12	12	13	13	14
MD	12	14	14	14	12
RD	12	12	12	12	12

Damage by Level

Like characters, monsters also gain additional damage as their level increases. Unlike characters, monsters' damage per level scales more smoothly (increasing every second level instead of every fourth level).

Level	Minion, Caster	Grunt, Commander, Striker	Brute
1-3	1d6	1d8	1d10
4-5	2d4	2d6	2d8
6-7	2d6	2d8	2d10
8-9	2d8	2d10	3d8
10-11	2d10	3d8	3d10
12-13	3d8	3d10	4d8
14-15	3d10	4d8	4d10
16-17	4d8	4d10	4d12
18-19	4d10	4d12	5d10
20	4d12	5d10	5d12

Powers

Add special powers appropriate for the monster type (undead, animal, human) and its specific role (minion, grunt, commander, caster, brute, striker, boss).

Special Characteristics

Add anything special about the monsters, different senses, passive abilities, etc.

Leveling a Monster

A handy summary of the monster stats is included on Page 208 of the Beasts and Bastards section of these rules.

If you want to manually increase the level a monster, make these adjustments:

- Add the class health points and Con mod to HP
- Increase Attacks and Defenses by +1 per level
- Increase damage based on monster role

Monster Stat Block

The **monster stat block** includes all of the information that the GM needs to run the monster.

I'm A Monster, Grrr					
Level	2	**Class Health**	8	**Health**	32
½ Level	1	**Grunt**		**Anima**	6
Str	18 (+5)	**Melee**	+5	**AD**	17
Dex	14 (+3)	**Ranged**	+3	**ED**	13
Wis	14 (+3)	**Magic**	+3	**MD**	13
Con	14 (+3)			**RD**	13
Int	10 (+1)	**Initiative**	+3		
Cha	10 (+1)	**Move**	7	**XP**	2
Armor	Brigandine +4	**Weapon**	Longsword d8		
Powers	*Breaching Smash*: Melee vs. AD, –1d damage, target –2 AD and ED until end of target's next turn.				
Special	Low-Light Vision: Creature can see in low-light.				

Level

The monster's level is shown here. In the case of minions, brutes and bosses, their effective level (for stocking encounters and awarding XP) is shown in brackets:

Level	2 (4)

½ Level Bonus

In order to make it simple to increase or decrease the level of monsters, many of their powers use the monster's ½ Level bonus to scale their impact or range for higher levels.

½ Level	1

Class Health

All monsters (except for brutes) have class health points of 8 HP. Brutes have class health points of 10 HP.

Class Health	8

Monster Role

One of six possible monster roles is listed here:

- Minion
- Grunt
- Brute
- Commander
- Caster
- Striker

A boss variant of a monster will also show that here:

Brute (Boss)

Health

You can't kill something that doesn't bleed[6], so this is how much blood you've got to take out of the monster…

Health	32

Some monsters, such as brutes, have powers or special abilities that only become available or active at specific health levels, such as 'when under 50% HP'.

Anima

All monsters have anima points, even if they can't use it.

Anima	6

Casters follow the normal rules for anima use when casting spells and they can also choose to use blood anima as player characters do.

Some casters, such as necromancers, can drain anima points from their enemies. The monsters' anima total shows how much can be drained by these spells.

Ability Scores

The monster's ability scores and the associated ability bonus (shown in brackets and inclusive of the ½ Level bonus) are shown here.

Str	18 (+5)
Dex	14 (+3)
Wis	14 (+3)
Con	14 (+3)
Int	10 (+1)
Cha	10 (+1)

These ability bonuses translate across to the monster's Attacks and Defenses.

Attacks

The monster's three main Attacks are shown, even if they are not the primary ones of the monster role.

- Melee bonus
- Ranged bonus
- Magic bonus

For any monster using an alternate attack, the GM must use the appropriate bonus.

Melee	+5
Ranged	+3
Magic	+3

[6] Not true.

Initiative

The monster's Initiative bonus (Init) is shown here.

Init	+3

Move

The monster's Movement Speed (Move) is shown here.

Move	7

This is slightly lower than player characters at low levels, but overtakes their Movement Speed at higher levels due to the progressive increases in the monster's ability scores.

Defenses

The monster's four Defenses are shown here.

AD	17
ED	13
MD	13
RD	13

XP

The monster's XP value is the same as its effective level:

XP	2

The effective level is higher or lower for different monster types, such as half of the monster's level for minions and twice the monster's level for brutes:

- A Level 1 Minion has an XP value of ½.
- A Level 2 Grunt has an XP value of 2.
- A Level 4 Minion has an XP value of 2.
- A Level 8 Brute has an XP value of 16.
- A Level 8 Brute (Boss) has an XP value of 32.

Armor

Monsters' armor is based on the monster's role and level.

Armor	Brigandine +4

Weapon

Monsters have a default weapon – such as a sword or a bow – or natural attack implements – like a bite or claws – which they use for Melee or Ranged attacks.

Weapon	Longsword d8

Some monsters (such as strikers) have a secondary weapon for situations where their primary weapon cannot be used, such as when forced into melee combat.

Weapon	Longbow d8 Shortsword d6

At higher levels, the monster's base damage increases:

Weapon	Longsword 3d8

Powers

As with player characters, monster powers represent the unique situational abilities that the monster can choose to use in combat. These powers are either trade-offs, such as where hit chance is reduced to deal more damage, or they represent the particular characteristics of the type of monster and its role.

Monster powers are different from those of player characters in that these powers are designed to scale with the level of the monster, so the same power works for Level 2 grunt and a Level 14 grunt.

Default Melee and Ranged Attacks

In the interests of brevity, the monster's powers are presented as simply as possible. For example, all monsters have a basic *Melee Attack* or *Ranged Attack* (for strikers) that is not listed in their powers, but is implied.

If it was written on every monster, it would look like this:

Powers	*Melee Attack*: Melee vs. AD.

Or this:

Powers	*Ranged Attack*: Ranged vs. AD.

For the damage, check the monster's weapon:

Weapon	Longsword 3d8

Furthermore, powers only list the exceptions to the normal power behaviors, so attack powers don't list the damage unless it is different from what that monster would normally deal (Weapon + Melee for melee attacks, Weapon + Ranged for ranged attacks).

Powers	*Defensive Parry*: Melee vs. AD, –1d damage, +2 AD and ED until end of next turn.

Escaping Conditions and Spell Effects

As with player characters, monsters can also use *Shake It Off* (even though it's not listed on every monster stat block) to escape from ongoing effects and conditions:

Shake It Off

Test Effect	Remove one ongoing condition or spell effect (e.g. daze, bane, poison, immobilize, etc).
Ability Test	Ability bonus vs. 15 + level (of creature or caster that applied the condition/spell effect).

Listed Powers

Now that we've covered the default powers of all monsters, it's time to look at their listed powers, which have these following elements:

- *Power name*
- (Action time)
- Power components

Power Name

All monster powers have a name, which is handy.

Action Time

Monster powers are major actions by default. If the power has a different duration (full action, move action, minor action, interrupt action) then it is listed in parenthesis.

Power Components

Powers have the following components:

- Conditions
- Targets
- Moves
- Attacks
- Effects

The order of the components is the order in which they are used in play. The separate components of the powers are separated by semi-colons:

Powers	*Rampage* (full action): Once when under 50% HP; Move up to Move speed, including through occupied spaces; One melee attack at each target in path; Melee vs. AD, damage 1d6 per ½ Level.

Conditions Component

The power's conditions are listed first if there are any conditions that must be satisfied, for example:

- Once when under 50% HP
- When adjacent ally is hit by an attack that would kill it
- When this creature is the only target of an attack
- If target was hit by this creature last turn

Targets Component

The targets component specifies the power's targets:

- Melee attacks at all targets in melee range
- Melee attacks at two adjacent targets in melee range
- Melee attacks at up to ½ Level + 1 targets
- One melee attack at each target in path

Move Component

The move component is present if the power includes movement:

- Move up to Move speed
- Move up to 5'+5' per ½ Level

Attack Component

The attack component begins with an 'Attack vs. Defense' format. This is followed by additional information about the attack, such as bonuses or penalties, damage adjustments (by default, attacks use the damage value listed in the weapon section) or hit/miss/power effects.

- Melee/Range vs. defense
- Range
- Damage
- Hit/Miss/Power Effect

For example, the Basilisk's *Paralyzing Gaze* includes a number of the components:

Powers	*Paralyzing Gaze* (minor action); Magic vs. RD, all enemies in 90° arc, range 5' per ½ Level, no damage, hit targets immobilized (–2 to Defenses, cannot move intentionally) until end of targets' next turn.

In this case, the power is a magic attack that targets all enemies in a 90° arc out to a distance that is determined by the level of the Basilisk. Although the attack deals no damage, it does immobilize those targets that it hits.

In this example, the monster can attack multiple adjacent targets:

Powers	*Flurry*: Melee attacks at up to ½ Level + 1 different targets; Melee –2 vs. AD, damage 1d4 per ½ Level.

In this case, both the number of possible targets and the amount of damage are derived from the monster's ½ Level bonus. So if the monster is Level 6, then it can attack up to four different adjacent targets and deal 3d4 + Melee bonus damage.

In this example, the power includes two types of attacks, each of which has its damage reduced by 1 dice:

Powers	*Flashing Blades*: Ranged attack and melee attack at different targets; Ranged vs. AD, –1d damage; Melee vs. AD, –1d damage.

So if this monster would normally deal 1d8 + Melee bonus damage for the melee attack, then this power would instead only deal Melee bonus damage. Alternatively, if the ranged attack would normally deal 5d10 damage, then the –1d would modify this to 4d10 damage.

The final type of damage modification is show in the *Careful Attack*, where the additional chance of hitting comes at the cost of –2 damage for each dice of damage:

Powers	*Careful Attack*: Melee +2 vs. AD, –2 damage for each dice of damage.

So in this case, instead of dealing 2d8 + Melee bonus damage, hits deal 2d8 – 4 + Melee bonus damage.

Effect Component

Some powers have effects without having an attack component. For example:

Powers	*For Glory* (interrupt action): If an adjacent ally is hit by an attack that would kill it, this creature can take the damage instead of the target.

The *For Glory* power allows the monster to choose to take an adjacent ally's damage if that damage would kill the ally.

Special

Special abilities are passive characteristics or abilities of the monsters. These are always active or happen automatically in certain circumstances.

Generic Special Abilities

The most common special entries are monsters' intrinsic characteristics, which include:

- Undead
- Flyer
- Climber
- Low-Light Vision
- Rider
- Mount

Minion's Special Abilities

This example special ability is present in some minions whose proximity bolsters the Defenses of their leader:

Special	Meat Shield: Cumulative +1 to AD and ED of target adjacent ally.

Grunt's Special Abilities

The Pack Hunter special ability reflects the ability of some monsters (in this case wolves) to surround and overwhelm an opponent.

Special	Pack Hunter: Attacks gain +1 for each ally adjacent to target.

Another example of a special ability is the Aspects that shards share with each other:

Special	Aspect of Stone: All allies gain +2 to AD and ED.

Brute's Special Abilities

Brutes often have a large number of special abilities, including those that allow them to overcome on-going effects:

Special	Shrug It Off: At the end of this creature's turn, it can remove one ongoing effect or condition (immobilization, bane, stun, etc).

Furthermore, Brutes' nature often means that they become progressively more frustrated by missing their attacks:

Special	Frustrated Attacker: Each time this creature misses an attack, it gains cumulative +2 to its next attack. This attack bonus resets on a hit.

Commander's Special Abilities

Commanders' special abilities embolden their allies:

Special	Aura of Might: Allies within 5' radius per ½ Level gain +2 to Attacks.

Striker's Special Abilities

Some strikers have special abilities that allow them to use the terrain to their advantage.

Monster Powers and Characteristics

These are examples of the sorts of powers and special characteristics that each of the types of monsters have at different levels.

Casters

Casters take their powers from the spell lists of the various magi player classes, so there's not much point replicating those lists here.

Bosses

Bosses are super-special monsters that are useful when you want to challenge entire parties with a single monster. Normally it's impossible to challenge a party with a single monster, so boss monsters increase the power of a monster without making it more difficult to hit.

Boss monsters share all the Attacks and Defenses of their underlying monster, but with these key differences:

- Effective level is doubled
- Health points is doubled
- Bosses have two initiatives, each with a major, move, minor action.

Special	Boss: Bosses have two initiatives, each with their own major, move, and minor actions.

Minions

Minions don't have a lot of powers because they're not meant to hang around long enough to make use of them.

Powers

Powers	*For Glory* (interrupt action): If an adjacent ally is hit by an attack that would kill it; This creature can take the damage instead of the target.

Specials

Special	Meat Shield: Cumulative +1 to AD and ED of target adjacent ally.
Special	Emboldened Attacker: +1 to Attacks for each ally adjacent to target.

Grunts

Grunts have combat powers like warriors and berserkers.

Powers

Powers	*Flurry*: Melee attacks at up to ½ Level + 1 different targets; Melee –2 vs. AD, damage 1d4 per ½ Level.
Powers	*Trip* (move action); Opposed Strength ability test against adjacent target, hit target prone (–2 to Attacks and Defenses, Move Speed is 1).
Powers	*Defensive Parry*: Melee vs. AD, –1d damage, +2 to AD and ED until end of next turn.
Powers	*Careful Attack*: Melee +2 vs. AD, –2 damage for each dice of damage.
Powers	*Powerful Blow*: Melee –2 vs. AD, +2 damage for each dice of damage.
Power	*Dazing Blow*: Melee –2 vs. AD, hit target dazed (only has major and minor action) until end of target's next turn.
Powers	*Feinting Swing*: Melee –2 vs. AD, target –2 hit until end of target's next turn.
Powers	*Breaching Smash*: Melee vs. AD, –1d damage, target –2 to AD and ED until end of target's next turn.
Powers	*Cruel Attack*: Melee +2 vs. AD, +1d damage, –4 to AD and ED until end of creature's next turn.
Powers	*Not In Vain* (interrupt action): Immediately that this creature is reduced to 0 HP or less; Melee +4 vs. AD.
Powers	*Pummeling Swing*: Two adjacent targets in melee range; Melee vs. AD, –1d damage, hit targets prone (–2 to Attacks and Defenses, Movement Speed is 1).
Powers	*Maul* (full action): Melee vs. AD, hit target restrained (no melee or ranged attacks, Move Speed is 0, –4 to Magic and Defenses, opposed Str/Dex test to escape).
Powers	*Lock Jaw* (full action): If adjacent target was hit by this creature's *Maul* or *Lock Jaw* last turn and is still restrained; Automatic damage; target restrained until end of target's next turn.
Powers	*Taste for Blood*: If target was hit by this creature last turn; Melee +2 vs. AD.
Powers	*Rampage* (full action): When mounted, creature can move up to Move Speed, including through occupied spaces, and make one melee attack at each target in path; Melee vs. AD, damage 1d6 per ½ Level.
Powers	*Don't Hit Me, Hit Him* (interrupt action): If this creature is hit with an attack that would kill it, target adjacent ally can take the damage instead of this creature.

Specials

Special	Strength in Numbers: Cumulative +1 to AD and ED of target adjacent ally.
Special	Desperate Attacker: When under 50% HP, +2 Attacks, –2 to Defenses.
Special	Unstoppable Attacker: Creature must make melee attack if able. If no adjacent enemy target, monster moves (using two moves if necessary) to closest target and attacks if able.
Special	Pack Hunter: Attacks gain +1 for each ally adjacent to target.
Special	Elusive Foe: When under 50% HP, this creature is weakened (damage dealt is halved) and gains +2 to AD and ED (+4 when under 25% HP).

Brutes

Brutes are most similar to barbarians with their health threshold powers. As these monsters often appear on their own or with small groups of support, so they need to be able to deal with multiple attackers and to shake off ongoing effects (such as immobilization, daze, stun, etc)

Powers

Powers	*Frustrated Attack*: This creature's attack missed last round; Melee +2 vs. AD.
Powers	*Aggravated Attack*: This creature's attacks have missed for the last two rounds; Melee +4 vs. AD.
Powers	*Strikeback*: If target hit this creature since last turn; Melee +2 vs. AD.
Powers	*Knock Aside*: Melee vs. ED, damage 1d4 per ½ Level, hit target knocked back 5' per ½ Level.
Powers	*Charge Attack* (full action): If this creature begins its turn without an adjacent enemy; Move up to Move Speed; Melee +4 vs. AD.
Powers	*Power Stomp*: All targets in melee range; Melee vs. ED, no damage, hit targets knocked prone (–2 to Attacks and Defenses, Move Speed is 1).
Powers	*Rake*: Melee attacks against ½ Level + 1 different targets in melee range; Melee vs. AD, damage 1d4 per ½ Level.
Powers	*Whirlwind*: All targets in melee range; Melee –2 vs. AD, damage 1d4 per ½ Level.
Powers	*Rampage* (full action): Once when under ½ HP; Move up to Move Speed, including through occupied spaces; One melee attack at each target in path; Melee vs. AD, damage 1d6 per ½ Level.
Powers	*Chest Beat*: Allies within 5' radius per ½ Level gain +2 to Attacks and enemies take –2 to Attacks until the end of their next turn.
Powers	*Pinning Pounce* (full action): Move 5'+5' per ½ Level into target's square; Melee vs. ED, –1d damage, hit target pinned (Move Speed 0, –4 to Melee and Ranged, –2 to Magic), miss occupies adjacent square.
Powers	*Feast* (full action): If target was hit by this creature's *Pinning Pounce* or *Feast* last turn and is still pinned; Automatic damage; target pinned (Move Speed 0, –4 to Melee and Ranged, –2 to Magic), until end of target's next turn.
Powers	*Fire Breath*: 2 anima + 1 anima per dice of damage, Magic vs. ED, 90° arc, range 5' per ½ Level, damage Xd8 + Magic Bonus, miss damage Magic Bonus.
Powers	*Freezing Breath*: 4 anima + 1 anima per dice of damage, Magic vs. RD, 90° arc, range 5' per ½ Level, damage Xd8 + Magic Bonus, miss damage Magic Bonus, hit targets immobilized (–2 to Defenses, cannot move intentionally) until end of targets' next turn.
Powers	*Paralyzing Glance* (minor action); Magic vs. RD, range 10'+10' per level, no damage, hit target immobilized (–2 to Defenses, cannot move intentionally) until end of target's next turn.
Powers	*Paralyzing Gaze* (minor action); Magic vs. RD, all enemies in 90° arc, range 5' per ½ Level, no damage, hit targets immobilized (–2 to Defenses, cannot move intentionally) until end of targets' next turn.
Special	*Smack It Off*: Ability test against a spell effect on an adjacent target; Strength bonus vs. 15 + level (of creature or caster that applied the spell effect). Success removes the ongoing effect or condition from the target (boon, control, enshroud, bolster, etc).

Specials

Special	Shrug It Off: At the end of this creature's turn, it can remove one ongoing effect or condition (immobilization, bane, stun, etc).
Special	Enraged Attacker: +2 to Attacks when under ½ HP, +4 to Attacks when under ¼ HP.
Special	Petrifying Bite: Targets hit by this creature are slowed (Move Speed halved) until the end of the encounter. Hit targets that are already slowed are immobilized (–2 Defenses, cannot move intentionally) until the end of the encounter.
Special	Poison Bite: Targets damaged by this creature are poisoned (target takes damage equal to this creature's ½ Level at the start of their turn) until the end of the encounter.
Special	Frustrated Attacker: Each time this creature misses an attack, it gains cumulative +2 to its next attack. This attack bonus resets on a hit.
Special	Aggravated Attacker: Cumulative +2 to Attacks for each adjacent enemy.
Special	Stiffening: Creature gains cumulative +2 to AD and ED for each hit against it. Defense bonuses reset at the start of the monster's turn.
Special	Hardening: Creature gains cumulative +1 to AD and ED for each hit against it.
Special	Softening: Creature gains cumulative –2 to AD and ED penalty for each hit. Defense penalties reset at the start of the monster's turn.
Special	Tiring: Creature gains cumulative –1 to AD and ED penalty for each hit.

Commanders

Commanders appear as the leaders of groups of monsters. In this position, they most often offer passive benefits to their allies, such as attack and defense bonuses, ongoing healing.

Powers

Powers	*Hue and Cry* (move action): Once when under ½ HP and in an urban area; Creature can summon ½ Level human commoners (minions, level equal to this creature's ½ Level) from nearby buildings.
Powers	*Into the Fray*: Melee attacks at up to ½ Level + 1 different targets; Melee –2 vs. AD, damage 1d4 per ½ Level.
Powers	*Battle Cry*: Allies within 5' radius per ½ Level gain +2 to Attacks until end of their next turn.
Powers	*Restraining Grab*: Opposed Strength test against adjacent target, hit target restrained (no physical actions, Move Speed is 0, –4 to Magic, –4 to Defenses, target must make opposed ability test (Str/Dex) to escape).
Powers	*Mounted Strike*: Mounted melee attack against non-mounted target; Melee +2 vs. AD.
Powers	*Master's Glory* (move action): Destroy target undead ally within 5' per ½ Level; This creature gains HP equal to target's remaining HP.
Powers	*Bone Riser* (move action): Once when this creature is under 50% HP and only in an area where bones are available; This creature can animate ½ Level skeletons (minions, level equal to this creature's ½ Level).
Powers	*Last Man Standing* (interrupt action): If this creature is hit by an attack that has only one target, it can swap places with an adjacent ally and that ally takes the damage instead.
Powers	*Smack It Off*: Ability test against a spell effect on an adjacent target; Strength bonus vs. 15 + level (of creature or caster that applied the spell effect). Success removes the ongoing effect or condition from the target (boon, control, enshroud, bolster, etc).

Specials

Special	Shrug It Off: At the end of this creature's turn, it can remove one ongoing effect or condition (immobilization, bane, stun, etc).
Special	Regeneration: Creature gains HP equal to its ½ Level at the start of its turn.
Special	Aura of Might: Allies in 5' radius per ½ Level gain +2 to Attacks.
Special	Aura of Persuasion: Allies in 5' radius per ½ Level gain +2 to Attacks.
Special	Aura of Stone: Allies in 5' radius per ½ Level gain +2 AD and ED
Special	Aura of Health: Allies in 5' radius per ½ Level gain HP equal to their ½ Level at the start of their turn.
Special	Aura of Weakness: Enemies in 5' radius per ½ Level take –2 to Attacks.
Special	Aura of Withering: Enemies in 5' radius per ½ Level take ½ Level damage at the start of their turn.
Special	Aura of Draining: Enemies in 5' radius per ½ Level take –1 Anima at the start of their turn.
Special	Aura of Splendor: Enemies in or moving into 5' radius per ½ Level have their Move Speed decreased by this creature's ½ Level (their Move Speed can't be less than 1).
Special	Aura of Domination: Enemies in or moving into 5' radius per ½ Level have their Move Speed reduced to 1.
Special	Aura of Stench: Enemies in 5' radius per ½ Level take –2 to Attacks.
Special	Aspect of Stone: All allies gain +2 to AD and ED.
Special	Aspect of Wood: All allies gain HP equal to their ½ Level at the start of their turn.
Special	Aspect of Air: Allies are insubstantial (move through solid objects at half speed, damage taken from attacks against AD and ED is halved).
Special	Aspect of Water: All allies gain +2 to MD and RD.
Special	Aspect of Fire: All allies gain aura 5' radius per ½ Level that deals ½ Level damage to enemies at the start of their turn.

Strikers

Strikers attempt to attack their targets from a distance or to incapacitate or disorient their quarry.

Powers

Powers	*Engaged Attack*: If target is engaged by another combatant; Melee +2 vs. AD.
Powers	*Weakpoint Strike*: If target was previously hit by this creature; Melee +2 vs. AD.
Powers	*Surprise Attack*: If target is unaware of this creature; Melee +4 vs. AD, critical damage.
Powers	*From the Shadows*: Creature is invisible; Melee +4 vs. AD.
Powers	*Volley*: Ranged attacks at up to ½ Level + 1 different targets; Ranged –2 vs. AD, damage 1d4 per ½ Level.
Powers	*Flashing Blades*: Ranged attack and melee attack at different targets; Ranged vs. AD, –1d damage; Melee vs. AD, –1d damage.
Powers	*Dodge* (interrupt action): Once per encounter, if this creature is the only target of an attack; Creature can move 5' and the attack misses.
Powers	*Steady* (full action): +4 bonus to next ranged attack roll, bonus expires on any other action.
Powers	*Pinpoint Shot*: Ranged +2 vs. AD, –2 damage for each dice of damage.
Powers	*Winging Shot*: Ranged –2 vs. AD, hit target takes –2 to Attacks until end of target's next turn.
Powers	*Arrow-Split Shot*: If target was hit by this creature last turn, Ranged +2 vs. AD.
Powers	*Yew Strike*: If creature is wielding ranged weapon (bow or crossbow); Melee vs. AD, –1d damage.
Powers	*Pounce* (full action): Move up to 5'+5' per ½ Level; Melee vs. AD; Move up to 5'+5' per ½ Level.
Powers	*Diving Attack* (full action): Fly up to Move Speed; Melee vs. AD; Fly up to Move Speed.
Powers	*Web Squirt*: Ranged vs. ED, no damage, hit target immobilized (–2 to Defenses, cannot move intentionally).

Specials

Powers	Evasive Maneuver: If the creature ends a move in a position that has cover or is obscure/faint/invisible and without any adjacent enemies, then it becomes invisible (+6 to Defenses and Stealth) until the end of its next turn.

Monster Characteristics

Vulnerabilities

Some monsters are vulnerable to specific types of damage:

Special	Vulnerable Fire: +5 damage per ½ Level of the attacker from fire sources.
Special	Vulnerable Cold: +5 damage per ½ Level of the attacker from cold sources.
Special	Vulnerable Necrotic: +5 damage per ½ Level of the attacker from necrotic sources.
Special	Vulnerable Divine: +5 damage per ½ Level of the attacker from divine sources.

Monster Types

Some monsters have a unique type:

Special	Undead: They're dead, yet still alive.
Special	Aquatic: Lives and moves underwater.
Special	Mount: Can be ridden.
Special	Rider: Can ride and control a mount.
Special	Insubstantial: Creature can move through solid objects at half speed and damage taken from attacks against AD and ED is halved.

Monster Movement

Special	Climber: Creature climbs at Move Speed.
Special	Burrower: Creature burrows through soil at Move Speed.
Special	Flyer: Creature flies at Move Speed.

Monster Size

Monsters come in various shapes and sizes:

Special	Tiny: Four tiny creatures can occupy 5' x 5'.
Special	Large: Occupies 10' x 10'.
Special	Immense: Occupies 15' x 15'.
Special	Gargantuan: Occupies 20' x 20'.
Special	Titanic: Occupies 25' x 25'.

Monster Attack Range

The melee range of larger monsters is greater than 5':

Special	Reach 10': Melee attack range is 10'.
Special	Reach 15': Melee attack range is 15'.
Special	Reach 20': Melee attack range is 20'.

Monster Senses

Monsters can also have senses beyond the normal five, or can be missing senses that we take for granted:

Special	Blind: Creature cannot see.
Special	Deaf: Creature cannot hear.
Special	Scent-Sense: Creature can smell prey.
Special	Tremor-Sense: Creature can detect movement.
Special	Low-Light Vision: Creature can see in low-light.
Special	Thermal Vision: Creature can see heat.

Example Monster Build

Heroes Against Darkness claims to provide all of the tools you need to quickly build a monster, so let's give it a shot.

In this particular case we're going to design a single monster that can fight a group of just three adventurers. For a larger party, you'd probably need a couple of monsters or multiple variants of a monster breed. But for a small group of low-level adventures, one 'tough' monster is plenty.

So pretend for a moment that you're a GM, sitting at a table, and your players are all starring at you waiting for you to tell them what happens next.

But you've gotten yourself into a bind. You need a monster, and you need it fast.

The game's gone off the rails, and as the GM you've bought yourself some time by (somehow) getting the party to stumble into the lair of the monster.

The first thing to work out is what kind of monster is appropriate for the campaign world and the adventurer's location. Is the campaign high or low magic? Is the game packed with weird and wonderful creatures, or is it a world of men?

Here are some quick options for the type of monster:

- Mythical (minotaur, harpy, siren, titan)
- Undead (ghost, ghast, spectre, lich, vampire)
- Humanoid (orc, goblin, lizardman)
- Classic (metal-eater, basilisk, troll, dragon)
- Unique (doppelganger)
- Natural (bear, lion, tiger, lizard, spider)

Now, where does this monster dwell:

- Wilderness
- Forest
- Dungeon
- Urban

For our example monster, let's assume that we've been running a wilderness campaign, and one of the party members has fallen into a disused mine shaft, which is the lair of our monster.

Next, let's think about the *why* of the monster. Has the monster:

- Made the mine shaft its home?
- Been trapped here?
- Entered the mineshaft through a breach?
- Been unearthed and freed by the miners?
- Been created by the miners using unstable magic?

In this case, let's make the monster a troglodyte that has entered the tunnel through a breach caused by the miners and has established its territory in the mine.

Now that we know where the monster lives (in this disused mine shaft) and why it's here (entered through breach and established home there), we need to consider what makes this monster unique and how its characteristics can be expressed as powers or special abilities.

Given that this monster lives in a cave-like lair, what parts of this location can it use to its advantage:

- Walls
- Ceilings
- Obstacles (stalagmites, stalactites)
- Darkness
- Chasms
- Narrow tunnels

How does the monster move:

- On the ground
- Climbing on walls and ceilings
- Flying
- Passing through solid rock
- Tunneling through loose soil

How does the monster sense its prey:

- Normal vision
- Vibrations
- Low-light vision
- Thermal vision
- Smell

How does the monster fight:

- Stand up melee
- Hit and run tactics
- Attacks that incapacitate or hamper its enemies
- Ranged attack from inaccessible locations
- Capture and carry off enemies

Taking all of these things into account, we decide that the monster normally lives underground, which probably means that it has low-light vision.

- Low-light vision

We also decide that the monster is going to attack its prey from range, with an attack that incapacitates or hampers the target.

- Striker
- Attacks that incapacitate or hamper its enemies

In order to move around, we'll allow the monster to climb so that it can scamper between safe locations in the mine, and use these spots to launch attacks at the players.

- Climbing

Over the page, we'll use all of this to throw together our monster.

Stat It Up

Now, let's give it some stats. The location of the fight and the circumstances lend themselves to a striker role for the monster.

With three adventurers at Level 1, we nominally need a Level 3 Striker. The monster is outnumbered, we could push it up to Level 4 (this will reduce the party's chance of scoring hits by 5% and increase the monster's chance of hitting the adventurers by 5%), but that could make the encounter too hard.

If the party level was higher or lower, all we'd have to do to rebalance this monster would be to use a different set of stats. You can even do this on the fly by using the Monster Stat Summary on Page 208 of the Beasts and Bastards section.

So we'll copy the stats from the templates later in this chapter. Here are the stats for a Level 3 Striker:

Level	3	**Class Health**	8	**Health**	46
½ Level	1	**Striker**		**Anima**	8
Str	18 (+5)	**Melee**	+5	**AD**	18
Dex	20 (+6)	**Ranged**	+6	**ED**	16
Wis	16 (+4)	**Magic**	+4	**MD**	14
Con	16 (+4)			**RD**	14
Int	12 (+2)	**Init**	+6		
Cha	12 (+2)	**Move**	9	**XP**	3
Armor	+2	**Weapon**	d8		

Here are the same stats for a Level 4 Striker:

Level	4	**Class Health**	8	**Health**	57
½ Level	2	**Striker**		**Anima**	10
Str	18 (+6)	**Melee**	+6	**AD**	19
Dex	20 (+7)	**Ranged**	+7	**ED**	17
Wis	16 (+5)	**Magic**	+5	**MD**	15
Con	16 (+5)			**RD**	15
Int	12 (+3)	**Init**	+7		
Cha	12 (+3)	**Move**	9	**XP**	4
Armor	+2	**Weapon**	2d6		

We've not going to bother adjusting the templated stats of the monster, but the GM can always make changes to any of these as long as they're mindful of the impact of changes (Strength changes affect melee attack probability and damage, Dexterity changes affect ranged attack probability and Defenses, etc).

Changes to the monster's Intelligence and Charisma have no mechanical impact, but they can change the intelligence (or single-mindedness) with which the GM plays the monster and even the player's reactions to the monster (perhaps it could it be repellent or even mesmerizing).

Armor and Weapons

We're also going to adjust its armor and weapons to reflect that it's a humanoid monster.

Armor	Hide +2	**Weapon**	Claws d8

Powers

Now for its unique powers.

Powers	*Blinding Spit* (move action): Ranged vs. ED, no damage, hit target is blinded (slowed, –4 to Attacks and Defenses) until the end of the encounter.

Special Characteristics

Finally, let's define its senses and special movement characteristics:

Special	Climber: Creature climbs at Move Speed. Low-Light Vision: Creature can see in low-light.

Name the Beast

Finally, let's name this beast:

Cave Crawler

Putting It Together

So, let's stitch this franken-monster together and see what we've created:

Cave Crawler					
Level	3	**Class Health**	8	**Health**	46
½ Level	1	**Striker**		**Anima**	8
Str	18 (+5)	**Melee**	+5	**AD**	18
Dex	20 (+6)	**Ranged**	+6	**ED**	16
Wis	16 (+4)	**Magic**	+4	**MD**	14
Con	16 (+4)			**RD**	14
Int	12 (+2)	**Init**	+6		
Cha	12 (+2)	**Move**	9	**XP**	3
Armor	Hide +2	**Weapon**	Claws d8		
Powers	*Blinding Spit* (move action): Ranged vs. ED, no damage, hit target is blinded (slowed, –4 Attacks and Defenses) until the end of the encounter.				
Special	Climber: Creature climbs at Move Speed. Low-Light Vision: Creature can see in low-light.				

Tada! It's a monster! Grrr!

Here There Be Monsters

Welcome to the fantastic emporium of creatures rare and fierce.

Most of the monster types have a number of variations, such as a minion version or a grunt, some have striker variants, and others have brute or commander versions.

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Ape

These fearsome creatures live in temperate jungles and forests. They are territorial, and will fight to the death when their territory or troop is threatened.

Juvenile

Juveniles are immature apes that rely of their speed and agility to stage hit and run attacks against their enemies.

Ape Juvenile					
Level	1	**Class Health**	8	**Health**	24
½ Level	0	**Striker**		**Anima**	6
Str	20 (+5)	**Melee**	+5	**AD**	15
Dex	20 (+5)	**Ranged**	+3	**ED**	15
Wis	16 (+3)	**Magic**	+3	**MD**	13
Con	16 (+3)			**RD**	13
Int	4 (-3)	**Init**	+5		
Cha	4 (-3)	**Move**	7	**XP**	1
Armor	Hide +2	**Weapon**	Bite d8		
Powers	*Pounce* (full action): Move up to 5'+5' per ½ Level; Melee vs. AD; Move up to 5'+5' per ½ Level.				
Special	Climber: Creature climbs at Move Speed.				

Great Ape

Great apes are full-grown females of their kind. They are stronger than the immature juveniles, but even the largest great ape is half the size of a full grown male silverback.

Great Ape					
Level	2	**Class Health**	8	**Health**	32
½ Level	1	**Grunt**		**Anima**	8
Str	20 (+6)	**Melee**	+6	**AD**	18
Dex	16 (+4)	**Ranged**	+4	**ED**	14
Wis	16 (+4)	**Magic**	+4	**MD**	14
Con	16 (+4)			**RD**	14
Int	4 (-2)	**Init**	+4		
Cha	4 (-2)	**Move**	7	**XP**	2
Armor	Hide +4	**Weapon**	Bite d8		
Powers	*Pummeling Swing*: Two adjacent targets in melee range; Melee vs. AD, –1d damage, hit targets prone (–2 to Attacks and Defenses, Move Speed is 1).				
Special	Climber: Creature climbs at Move Speed.				

Blackback

Blackbacks are mature males that stay within the troop as backups for the silverback.

Ape Blackback					
Level	4	**Class Health**	8	**Health**	57
½ Level	2	**Grunt**		**Anima**	10
Str	20 (+7)	**Melee**	+7	**AD**	19
Dex	16 (+5)	**Ranged**	+5	**ED**	15
Wis	16 (+5)	**Magic**	+5	**MD**	15
Con	16 (+5)			**RD**	15
Int	12 (+3)	**Init**	+5		
Cha	12 (+3)	**Move**	7	**XP**	4
Armor	Hide +4	**Weapon**	Bite 2d6		
Powers	*Pummeling Swing*: Two adjacent targets in melee range; Melee vs. AD, –1d damage, hit targets prone (–2 to Attacks and Defenses, Move Speed is 1).				
Special	Climber: Creature climbs at Move Speed.				

Silverback

Silverbacks are the largest and strongest of a troop of apes. There are protective of the adults, juveniles and infant members of their troops.

Ape Silverback					
Level	4 (8)	**Class Health**	10	**Health**	130
½ Level	2	**Brute**		**Anima**	14
Str	20 (+7)	**Melee**	+7	**AD**	19
Dex	16 (+5)	**Ranged**	+5	**ED**	15
Wis	20 (+7)	**Magic**	+7	**MD**	17
Con	16 (+5)			**RD**	15
Int	12 (+3)	**Init**	+5		
Cha	12 (+3)	**Move**	7	**XP**	8
Armor	Hide +4	**Weapon**	Bite 2d8		
Powers	*Rampage* (full action): Once when under 50% HP; Move up to Move Speed, including through occupied spaces; One melee attack at each target in path; Melee vs. AD, damage 1d6 per ½ Level. *Chest Beat*: Allies within 5' radius per ½ Level gain +2 to Attacks and enemies take –2 to Attacks until the end of their next turn.				
Special	Enraged Attacker: +2 to Attacks when under ½ HP. Shrug It Off: At the end of this creature's turn, it can remove one ongoing effect or condition (immobilization, bane, stun, etc). Climber: Creature climbs at Move Speed.				

Basilisk

Full grown basilisks are huge reptilian creatures with a transfixing gaze and poisonous saliva. They lair in dry caves, where a mating pair of mature basilisks raise their brood. Avoid or befriend.

Rockling

Rocklings are immature basilisks.

Basilisk Rockling					
Level	2 (4)	**Class Health**	10	**Health**	72
½ Level	1	**Brute**		**Anima**	10
Str	18 (+5)	**Melee**	+5	**AD**	17
Dex	14 (+3)	**Ranged**	+3	**ED**	13
Wis	18 (+5)	**Magic**	+5	**MD**	15
Con	14 (+3)			**RD**	13
Int	10 (+1)	**Init**	+3		
Cha	10 (+1)	**Move**	6	**XP**	4
Armor	Hide +4	**Weapon**	Bite d10		
Powers	*Paralyzing Glance* (minor action); Magic vs. RD, single target in range 10'+10' per level, no damage, hit target immobilized (–2 to Defenses, cannot move intentionally) until end of target's next turn.				
Special	Petrifying Bite: Targets hit by this creature are slowed (Move Speed halved) until the end of the encounter. Hit targets that are already slowed are immobilized (–2 to Defenses, cannot move intentionally) until the end of the encounter.				

Stone-Gazer

Stone-gazers are full-grown basilisks.

Basilisk Stone-Gazer					
Level	6 (12)	**Class Health**	10	**Health**	196
½ Level	3	**Brute**		**Anima**	18
Str	22 (+9)	**Melee**	+9	**AD**	21
Dex	18 (+7)	**Ranged**	+7	**ED**	17
Wis	22 (+9)	**Magic**	+9	**MD**	19
Con	18 (+7)			**RD**	17
Int	14 (+5)	**Init**	+7		
Cha	14 (+5)	**Move**	8	**XP**	12
Armor	Hide +4	**Weapon**	Bite 2d10		
Powers	*Paralyzing Gaze* (minor action); Magic vs. RD, all enemies in 90° arc, range 5' per ½ Level, no damage, hit targets immobilized (–2 Defenses, cannot move intentionally) until end of targets' next turn.				
Special	Petrifying Bite: Targets hit by this creature are slowed (Move Speed halved) until the end of the encounter. Hit targets that are already slowed are immobilized (–2 to Defenses, cannot move intentionally) until the end of the encounter.				

Bat

Bats reside in subterranean caves and caverns or abandoned buildings. They often attack in large swarms that can overwhelm weak parties.

Moon-Blot Swarm

Swarms are flocks of bats. Individually these bats are fast and agile, but collectively they are easy to hit and susceptible to area effect spells. However, as the swarm is depleted it becomes progressively more difficult to damage.

Moon-Blot Bat Swarm					
Level	1	**Class Health**	8	**Health**	22
½ Level	0	**Grunt**		**Anima**	4
Str	18 (+4)	**Melee**	+4	**AD**	12
Dex	14 (+2)	**Ranged**	+2	**ED**	8
Wis	14 (+2)	**Magic**	+2	**MD**	12
Con	14 (+2)			**RD**	12
Int	4 (–3)	**Init**	+2		
Cha	4 (–3)	**Move**	6	**XP**	1
Armor	Natural +4	**Weapon**	Bite d8		
Special	Elusive Foe: When under 50% HP, this creature is weakened (damage dealt is halved) and gains +2 to AD and ED (+4 when under 25% HP). Low-Light Vision: Creature can see in low-light. Flyer: Creature flies at Move Speed.				

Swiftwing

Swiftwing bats use diving attacks against their enemies.

Swiftwing Bat					
Level	1	**Class Health**	8	**Health**	22
½ Level	0	**Striker**		**Anima**	4
Str	16 (+3)	**Melee**	+3	**AD**	16
Dex	18 (+4)	**Ranged**	+4	**ED**	14
Wis	14 (+2)	**Magic**	+2	**MD**	12
Con	14 (+2)			**RD**	12
Int	4 (–3)	**Init**	+4		
Cha	4 (–3)	**Move**	8	**XP**	1
Armor	+2	**Weapon**	Bite d8		
Powers	*Diving Attack* (full action): Fly up to Move Speed; Melee vs. AD; Fly up to Move Speed.				
Special	Low-Light Vision: Creature can see in low-light. Flyer: Creature flies at Move Speed.				

Nightwing

These huge bats can carry off a small child (or a large cat), so watch out.

Nightwing Bat					
Level	1	**Class Health**	8	**Health**	22
½ Level	0	**Grunt**		**Anima**	4
Str	18 (+4)	**Melee**	+4	**AD**	16
Dex	14 (+2)	**Ranged**	+2	**ED**	12
Wis	14 (+2)	**Magic**	+2	**MD**	12
Con	14 (+2)			**RD**	12
Int	4 (–3)	**Init**	+2		
Cha	4 (–3)	**Move**	6	**XP**	1
Armor	Natural +4	**Weapon**	Bite d8		
Powers	*Taste for Blood*: If target was hit by this creature last turn; Melee +2 vs. AD.				
Special	Low-Light Vision: Creature can see in low-light. Flyer: Creature flies at Move Speed.				

Dragon

Dragons are the battleships of the skies.

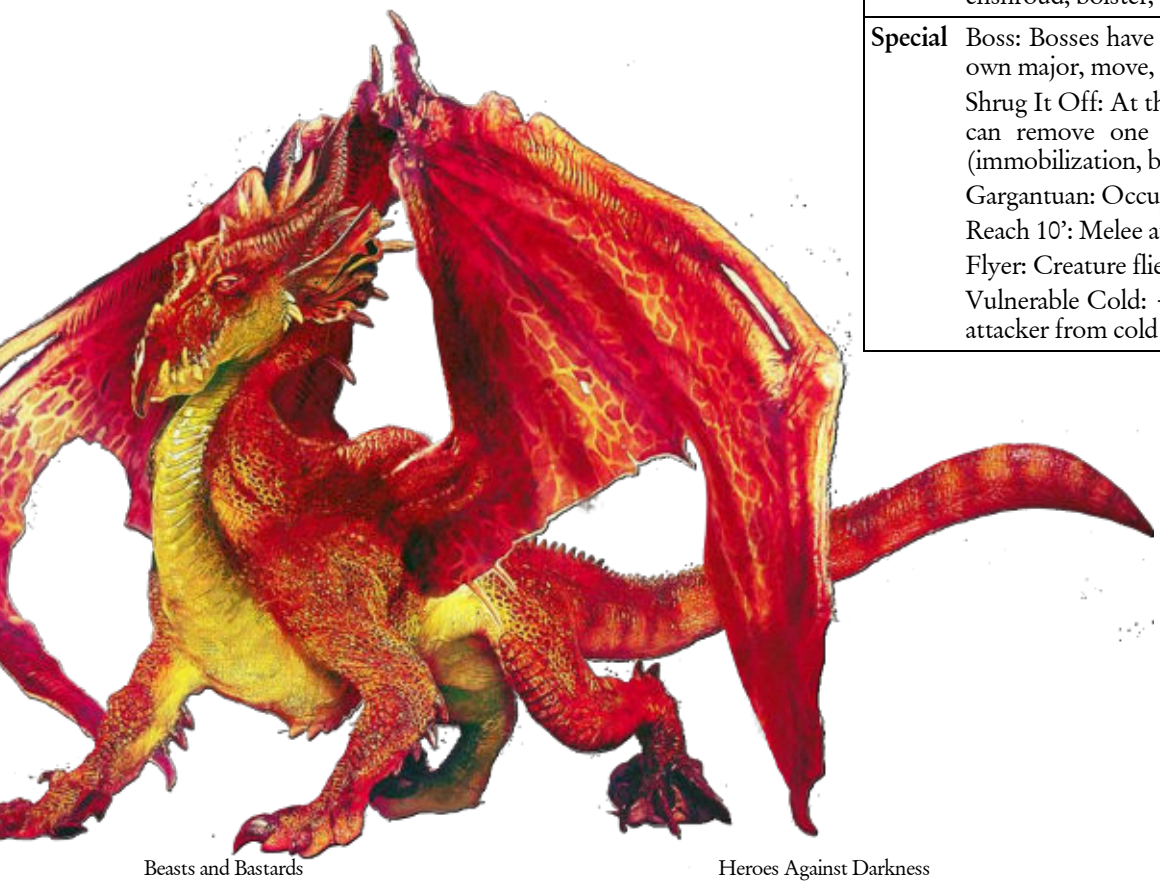
Their unique combination of intelligence, mobility, physical strength and ranged breath weapons makes them a formidable opponent for even the most experienced adventuring group.

Age Ranges

From birth, dragons grow progressively larger and more powerful until they become ancient.

Legend tells that dragons never die of old age, and that the mountains and hills *are* dragons that have grown huge and lethargic in their age.

Dragon Age	Level Range
Hatchling	2-3
Youngling	4-5
Juvenile	6-7
Adult	8-9
Mature	10-11
Old	12-13
Ancient	14-15
Wyrm	16-17
Greater Wyrm	18-19
Ancient Wyrm	20+



Fire

Fire dragons generally live in volcanic mountain ranges.

Fire Dragon					
Level	10 (40)	**Class Health**	10	**Health**	640
½ Level	5	**Brute (Boss)**		**Anima**	26
Str	26 (+13)	**Melee**	+13	**AD**	25
Dex	22 (+11)	**Ranged**	+11	**ED**	21
Wis	26 (+13)	**Magic**	+13	**MD**	23
Con	22 (+11)			**RD**	21
Int	18 (+9)	**Init**	+11		
Cha	18 (+9)	**Move**	10	**XP**	20
Armor	Scale Hide +4	**Weapon**	Bite 3d10		

Powers *Fire Breath*: 2 anima + 1 anima per dice of damage; All targets in 90° arc, range 5' per ½ Level, Magic vs. ED, damage Xd8 + Magic bonus, miss damage Magic bonus.

Power Stomp: All targets in melee range; Melee vs. ED, no damage, hit targets prone (–2 to Attacks and Defenses, Move Speed is 1).

Rake: Melee attacks at up to ½ Level + 1 different targets; Melee vs. AD, damage 1d4 per ½ Level.

Whirlwind: All targets in melee range; Melee –2 vs. AD, damage 1d4 per ½ Level.

Smack It Off: Ability test against a spell effect on an adjacent target; Strength bonus vs. 15 + level (of creature or caster that applied the spell effect). Success removes the ongoing effect or condition from the target (boon, control, enshroud, bolster, etc).

Special Boss: Bosses have two initiatives, each with their own major, move, and minor actions.

Shrug It Off: At the end of this creature's turn, it can remove one ongoing effect or condition (immobilization, bane, stun, etc).

Gargantuan: Occupies 15' x 15'.

Reach 10': Melee attack range is 10'.

Flyer: Creature flies at Move speed.

Vulnerable Cold: +5 damage per ½ Level of the attacker from cold sources.

Ice

Ice dragons live high in snow-bound mountain ranges.

Ice Dragon					
Level	6 (24)	**Class Health**	10	**Health**	392
½ Level	3	**Brute (Boss)**		**Anima**	18
Str	22 (+9)	**Melee**	+9	**AD**	21
Dex	18 (+7)	**Ranged**	+7	**ED**	17
Wis	22 (+9)	**Magic**	+9	**MD**	19
Con	18 (+7)			**RD**	17
Int	14 (+5)	**Init**	+7		
Cha	14 (+5)	**Move**	8	**XP**	12
Armor	Scale Hide +4	**Weapon**	Bite 2d10		

Powers *Freezing Breath*: 3 anima + 1 anima per dice of damage; All targets in 90° arc, range 5' per ½ Level, Magic vs. RD, damage Xd8 + Magic bonus, miss damage Magic bonus, hit targets immobilized (–2 to Defenses, cannot move intentionally) until end of targets' next turn.

Power Stomp: All targets in melee range; Melee vs. ED, no damage, hit targets prone (–2 to Attacks and Defenses, Move Speed is 1).

Rake: Melee attacks at up to ½ Level + 1 different targets; Melee vs. AD, damage 1d4 per ½ Level.

Whirlwind: All targets in melee range; Melee –2 vs. AD, damage 1d4 per ½ Level.

Special Boss: Bosses have two initiatives, each with their own major, move, and minor actions.

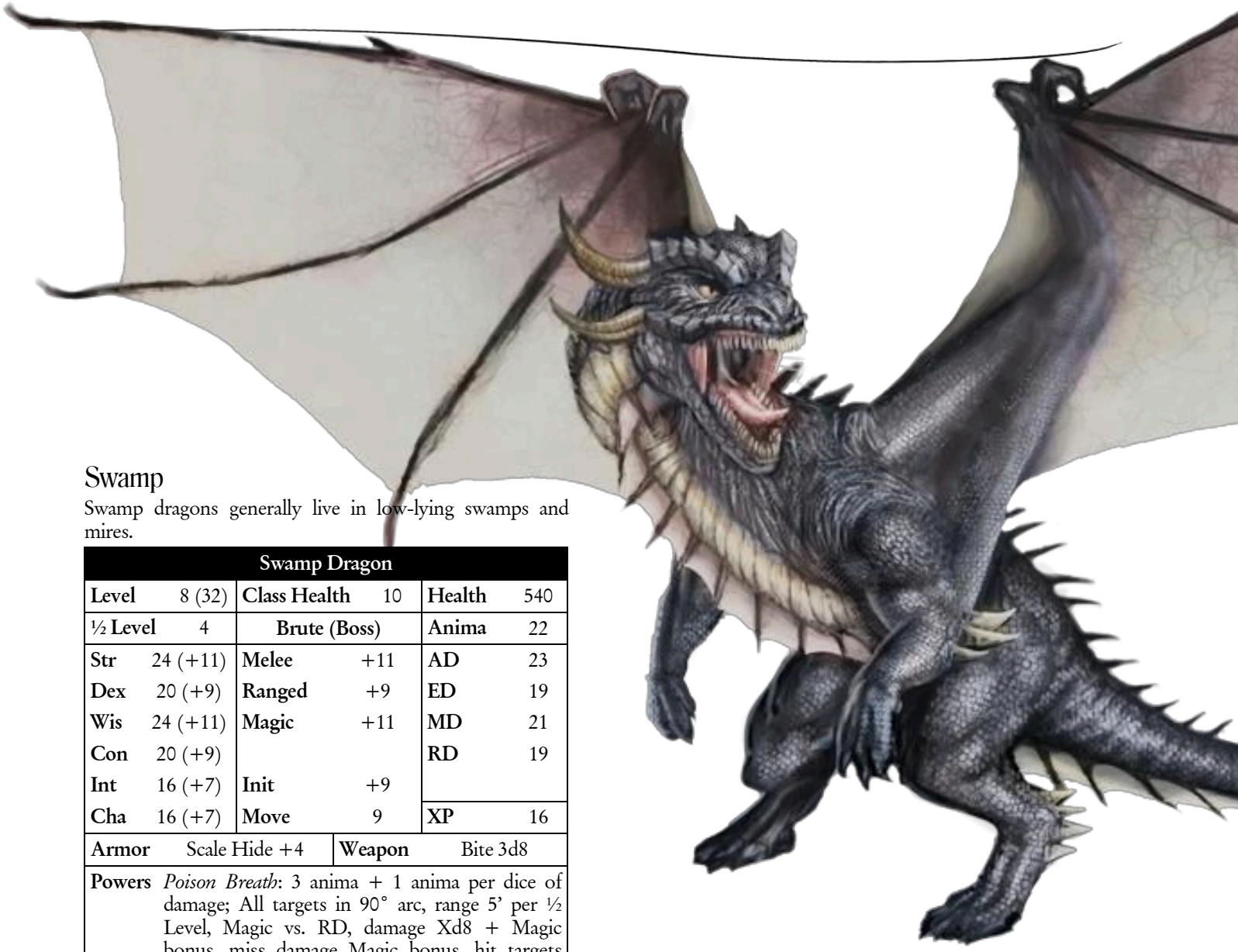
Shrug It Off: At the end of this creature's turn, it can remove one ongoing effect or condition (immobilization, bane, stun, etc).

Gargantuan: Occupies 15' x 15'.

Reach 10': Melee attack range is 10'.

Flyer: Creature flies at Move speed.

Vulnerable Fire: +5 damage per ½ Level of the attacker from fire sources.



Swamp

Swamp dragons generally live in low-lying swamps and mires.

Swamp Dragon					
Level	8 (32)	**Class Health**	10	**Health**	540
½ Level	4	**Brute (Boss)**		**Anima**	22
Str	24 (+11)	**Melee**	+11	**AD**	23
Dex	20 (+9)	**Ranged**	+9	**ED**	19
Wis	24 (+11)	**Magic**	+11	**MD**	21
Con	20 (+9)			**RD**	19
Int	16 (+7)	**Init**	+9		
Cha	16 (+7)	**Move**	9	**XP**	16
Armor	Scale Hide +4	**Weapon**	Bite 3d8		

Powers *Poison Breath*: 3 anima + 1 anima per dice of damage; All targets in 90° arc, range 5' per ½ Level, Magic vs. RD, damage Xd8 + Magic bonus, miss damage Magic bonus, hit targets dazed (only have major and minor actions) until end of targets' next turn.

Power Stomp: All targets in melee range; Melee vs. ED, no damage, hit targets prone (–2 to Attacks and Defenses, Move Speed is 1).

Rake: Melee attacks at up to ½ Level + 1 different targets; Melee vs. AD, damage 1d4 per ½ Level.

Whirlwind: All targets in melee range; Melee –2 vs. AD, damage 1d4 per ½ Level.

Special Boss: Bosses have two initiatives, each with their own major, move, and minor actions.

Shrug It Off: At the end of this creature's turn, it can remove one ongoing effect or condition (immobilization, bane, stun, etc).

Gargantuan: Occupies 15' x 15'.

Reach 10': Melee attack range is 10'.

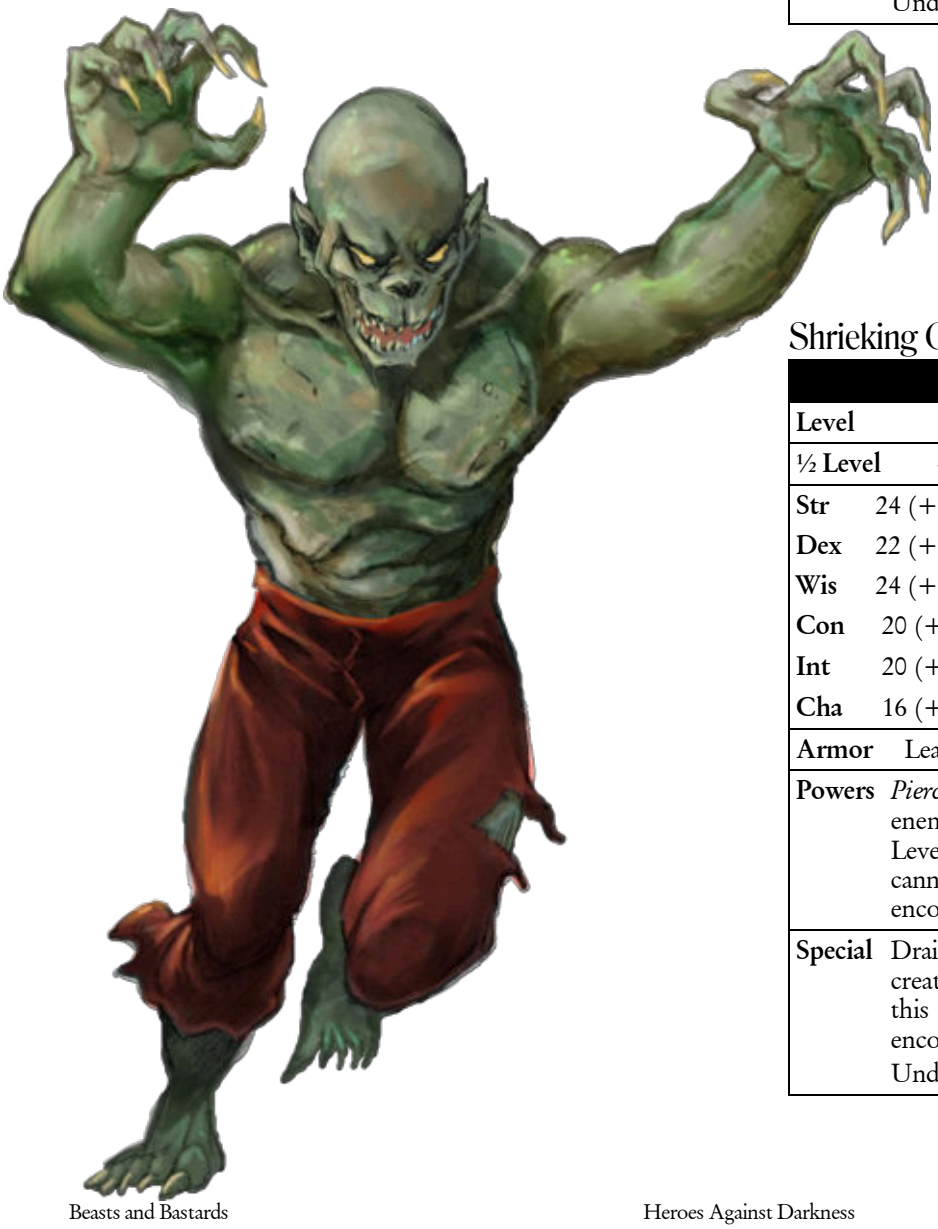
Flyer: Creature flies at Move Speed.

Ghoul

Ghouls are powerful undead creatures who reek of death and whose attacks weaken even the bravest adventurers.

Death-Claw

Death-Claw Ghoul					
Level	6	**Class Health**	8	**Health**	86
½ Level	3	**Grunt**		**Anima**	14
Str	22 (+9)	**Melee**	+9	**AD**	21
Dex	18 (+7)	**Ranged**	+7	**ED**	17
Wis	18 (+7)	**Magic**	+7	**MD**	17
Con	18 (+7)			**RD**	17
Int	14 (+5)	**Init**	+7		
Cha	14 (+5)	**Move**	8	**XP**	6
Armor	Leathery Skin +4	**Weapon**	Claw 2d8		
Powers	*Feast*: Melee attack against target creature that is immobilized, restrained, or otherwise unable to move, automatic damage.				
Special	Draining Touch: Targets damaged by this creature take a penalty to their Attacks equal to this creature's ½ Level until the end of the encounter. Undead: They're dead, yet still alive.				



Shrieking Ghoul

Shrieking Ghoul					
Level	8	**Class Health**	8	**Health**	119
½ Level	4	**Commander**		**Anima**	22
Str	24 (+11)	**Melee**	+11	**AD**	24
Dex	22 (+10)	**Ranged**	+10	**ED**	20
Wis	24 (+11)	**Magic**	+11	**MD**	21
Con	20 (+9)			**RD**	19
Int	20 (+9)	**Init**	+10		
Cha	16 (+7)	**Move**	10	**XP**	8
Armor	Leathery Skin +4	**Weapon**	Claw 2d10		
Powers	*Piercing Shriek*: 6 Anima; Magic vs. RD, all enemies in effect area, effect area radius 5' per ½ Level, hit targets immobilized (–2 Defenses, cannot move intentionally) until the end of the encounter.				
Special	Draining Touch: Targets damaged by this creature take a penalty to their Attacks equal to this creature's ½ Level until the end of the encounter. Undead: They're dead, yet still alive.				

Goblin

Goblins are creatures of pure chaos. Their culture thrives on anarchy and disarray, with strength being the only form of persuasion that goblins understand.

Gibberling

Goblin gibberlings attack en-mass and attempt to overwhelm their enemies through sheer weight of numbers and enthusiasm for the task at hand.

Goblin Gibberling					
Level	1 (½)	**Class Health**	8	**Health**	8
½ Level	0	**Minion**		**Anima**	4
Str	18 (+4)	**Melee**	+4	**AD**	16
Dex	14 (+2)	**Ranged**	+2	**ED**	12
Wis	14 (+2)	**Magic**	+2	**MD**	12
Con	14 (+2)			**RD**	12
Int	10 (-)	**Init**	+2		
Cha	10 (-)	**Move**	6	**XP**	½
Armor	Brigandine +4	**Weapon**	Shortsword d6		
Special	Pack Fighter: Cumulative +1 to Attacks for each other ally adjacent to target.				

Stabber

Goblin Stabbers are the front-line fighters of the Goblin civilization (such as it is).

Goblin Stabber					
Level	1	**Class Health**	8	**Health**	22
½ Level	0	**Grunt**		**Anima**	4
Str	18 (+4)	**Melee**	+4	**AD**	16
Dex	14 (+2)	**Ranged**	+2	**ED**	12
Wis	14 (+2)	**Magic**	+2	**MD**	12
Con	14 (+2)			**RD**	12
Int	10 (-)	**Init**	+2		
Cha	10 (-)	**Move**	6	**XP**	1
Armor	Brigandine +4	**Weapon**	Longsword d8		
Powers	*Don't Hit Me, Hit Him* (interrupt action): When Goblin Stabber is hit with an attack that would kill it, target adjacent ally takes the damage instead of the Goblin Stabber.				

Sapper

Goblin sappers lob explosives into the combat, hoping to hit their enemies but often damaging their allies as well.

As a last resort, they detonate a huge blast, damaging everyone on in the vicinity.

Goblin Sapper					
Level	2	**Class Health**	8	**Health**	32
½ Level	1	**Striker**		**Anima**	6
Str	16 (+4)	**Melee**	+4	**AD**	17
Dex	18 (+5)	**Ranged**	+5	**ED**	15
Wis	14 (+3)	**Magic**	+3	**MD**	13
Con	14 (+3)			**RD**	13
Int	10 (+1)	**Init**	+5		
Cha	10 (+1)	**Move**	8	**XP**	2
Armor	Leather +2	**Weapon**	Flashbomb d8 Shortsword d6		
Powers	*Incoming!*: Ranged vs. ED, range 5' + 5' per level, –1d damage. *Big Bang*: All targets within 5' + 5' radius per ½ Level (including this creature), Ranged vs. ED.				

Taskmaster

Goblin taskmasters have the unenviable task of wrangling their goblin horde. They manage this with a combination of cajoling, threats, intimidation, violence and ill-temper.

Goblin Taskmaster					
Level	2	**Class Health**	8	**Health**	32
½ Level	1	**Commander**		**Anima**	10
Str	18 (+5)	**Melee**	+5	**AD**	18
Dex	16 (+4)	**Ranged**	+4	**ED**	14
Wis	18 (+5)	**Magic**	+5	**MD**	15
Con	14 (+3)			**RD**	13
Int	14 (+3)	**Init**	+4		
Cha	10 (+1)	**Move**	7	**XP**	2
Armor	Brigandine +4	**Weapon**	Whip d8		
Powers	*Into the Fray*: Melee attacks at up to ½ Level + 1 different targets; Melee –2 vs. AD, damage 1d4 per ½ Level.				
Special	Aura of Persuasion: Allies within 5' radius per ½ Level gain +2 to Attacks.				

Human Brigand

The lawless areas away from civilization are the domain of brigands, who lie in wait for helpless or witless travelers.

Depending on the disposition of the brigands, lucky travelers will be relieved of their possessions while unlucky travelers will also be relieved of their lives…

Bandit

Some common bandits can use the implied threat of violence to convince travelers to pay their 'toll'; others use real violence to extract every valuable they can.

Human Bandit					
Level	1 (½)	**Class Health**	8	**Health**	8
½ Level	0	**Minion**		**Anima**	4
Str	18 (+4)	**Melee**	+4	**AD**	16
Dex	14 (+2)	**Ranged**	+2	**ED**	12
Wis	14 (+2)	**Magic**	+2	**MD**	12
Con	14 (+2)			**RD**	12
Int	10 (-)	**Init**	+2		
Cha	10 (-)	**Move**	6	**XP**	½
Armor	Brigandine +4	**Weapon**	Shortsword d6		
Special	Emboldened Attacker: +1 to Attacks for each ally adjacent to target.				

Road Agent

Road agents are experienced highwaymen. They often work in gangs, controlling a piece of road or a bridge, and stopping groups of travelers. If they have superior numbers, they may even chance their arms at guarded merchant caravans.

Human Road Agent					
Level	1	**Class Health**	8	**Health**	22
½ Level	0	**Grunt**		**Anima**	4
Str	18 (+4)	**Melee**	+4	**AD**	16
Dex	14 (+2)	**Ranged**	+2	**ED**	12
Wis	14 (+2)	**Magic**	+2	**MD**	12
Con	14 (+2)			**RD**	12
Int	10 (-)	**Init**	+2		
Cha	10 (-)	**Move**	6	**XP**	1
Armor	Brigandine +4	**Weapon**	Longsword d8		
Powers	*Trip* (move action); Opposed Strength test against adjacent target, hit target prone (–2 to Attacks and Defenses, Move Speed is 1). *Restraining Grab*: Opposed Strength test against adjacent target, hit target restrained (no physical actions, Move Speed is 0, –4 to Magic, –4 to Defenses, target must make opposed ability test (Str/Dex) to escape).				
Special	Emboldened Attacker: +1 to Attacks for each ally adjacent to target.				

Ambusher

Ambushers take position alongside the roadside and launch their attacks against unsuspecting travelers.

These ranged weapon specialists usually work in concert with front-line fighters to prevent their quarry from escaping with a full purse.

Human Ambusher					
Level	1	**Class Health**	8	**Health**	22
½ Level	0	**Striker**		**Anima**	4
Str	16 (+3)	**Melee**	+3	**AD**	16
Dex	18 (+4)	**Ranged**	+4	**ED**	14
Wis	14 (+2)	**Magic**	+2	**MD**	12
Con	14 (+2)			**RD**	12
Int	10 (-)	**Init**	+4		
Cha	10 (-)	**Move**	8	**XP**	1
Armor	Leather +2	**Weapon**	Longbow d8 Shortsword d6		
Powers	*Steady* (full action): +4 bonus to next ranged attack roll, bonus expires on any other action. *Pinpoint Shot*: Ranged +2 vs. AD, –2 damage for each dice of damage. *Winging Shot*: Ranged –2 vs. AD; Hit target takes –2 to Attacks until end of target's next turn. *Dodge* (interrupt action): Once per encounter, if this creature is the only target of an attack; Creature can move 5' and the attack misses.				

Leader

No ragtag group of brigands can hold together for long without a strong and charismatic leader.

The brigand leader recruits new members, plans ambushes, punishes deserters and divides up the booty.

Human Brigand Leader					
Level	3	**Class Health**	8	**Health**	46
½ Level	1	**Commander**		**Anima**	12
Str	20 (+6)	**Melee**	+6	**AD**	19
Dex	18 (+5)	**Ranged**	+5	**ED**	15
Wis	20 (+6)	**Magic**	+6	**MD**	16
Con	16 (+4)			**RD**	14
Int	16 (+4)	**Init**	+5		
Cha	12 (+2)	**Move**	8	**XP**	3
Armor	Brigandine +4	**Weapon**	Longsword d8		
Powers	*Restraining Grab*: Opposed Strength test against adjacent target, hit target restrained (no physical actions, Move Speed is 0, –4 to Magic, –4 to Defenses, target must make opposed ability test (Str/Dex) to escape).				
Special	Aura of Might: Allies within 5' radius per ½ Level gain +2 to Attacks.				

Human Soldier

Soldiers are members of an organized human army.

Armies are large and varied, as are their members, so these examples here are by no means the full spectrum of types of members you'd find in an army. Due to their similar training and backgrounds to adventurers, human soldiers share a lot of comparable combat powers.

Conscript

Conscripts are raw recruits, usually just peasant farmers who've had a sword thrust into their hands and a pot onto their heads.

Human Conscript					
Level	1 (½)	**Class Health**	8	**Health**	8
½ Level	0	**Minion**		**Anima**	4
Str	18 (+4)	**Melee**	+4	**AD**	16
Dex	14 (+2)	**Ranged**	+2	**ED**	12
Wis	14 (+2)	**Magic**	+2	**MD**	12
Con	14 (+2)			**RD**	12
Int	10 (-)	**Init**	+2		
Cha	10 (-)	**Move**	6	**XP**	½
Armor	Brigandine +4	**Weapon**	Shortsword d6		
Special	Meat Shield: Cumulative +1 to AD and ED of target adjacent ally.				

Bowman

Bowmen are ranged specialists who are trained to use crossbows and bows. If all else fails, they'll draw their short swords to defend themselves.

Human Bowman					
Level	1	**Class Health**	8	**Health**	22
½ Level	0	**Striker**		**Anima**	4
Str	16 (+3)	**Melee**	+3	**AD**	16
Dex	18 (+4)	**Ranged**	+4	**ED**	14
Wis	14 (+2)	**Magic**	+2	**MD**	12
Con	14 (+2)			**RD**	12
Int	10 (-)	**Init**	+4		
Cha	10 (-)	**Move**	8	**XP**	1
Armor	Leather +2	**Weapon**	Longbow d8 Shortsword d6		
Powers	*Steady* (full action): +4 bonus to next ranged attack roll, bonus expires on any other action. *Pinpoint Shot*: Ranged +2 vs. AD, –2 damage for each dice of damage. *Winging Shot*: Ranged –2 vs. AD; Hit target takes –2 to Attacks until end of target's next turn. *Dodge* (interrupt action): Once per encounter, if this creature is the only target of an attack; Creature can move 5' and the attack misses.				

Soldier

Soldiers have the advantage of training, better equipment and usually some combat experience, making them the backbone of an army.

Human Soldier					
Level	2	**Class Health**	8	**Health**	32
½ Level	1	**Grunt**		**Anima**	6
Str	18 (+5)	**Melee**	+5	**AD**	17
Dex	14 (+3)	**Ranged**	+3	**ED**	13
Wis	14 (+3)	**Magic**	+3	**MD**	13
Con	14 (+3)			**RD**	13
Int	10 (+1)	**Init**	+3		
Cha	10 (+1)	**Move**	6	**XP**	2
Armor	Brigandine +4	**Weapon**	Longsword d8		
Powers	*Careful Strike*: Melee +2 vs. AD, –2 damage for each dice of damage. *Powerful Blow*: Melee Attack –2 vs. AD, +2 damage for each dice of damage.				

Scout

Scouts are ranged attack specialists who operate as part of a squad during large-scale combat or in a smaller scout teams when working away from the main army.

In combat, scouts use ranged or darting strikes, but if cornered they fall back on their longsword to fight.

Human Scout					
Level	3	**Class Health**	8	**Health**	46
½ Level	1	**Striker**		**Anima**	8
Str	18 (+5)	**Melee**	+5	**AD**	18
Dex	20 (+6)	**Ranged**	+6	**ED**	16
Wis	16 (+4)	**Magic**	+4	**MD**	14
Con	16 (+4)			**RD**	14
Int	12 (+2)	**Init**	+6		
Cha	12 (+2)	**Move**	9	**XP**	3
Armor	Leather +2	**Weapon**	Longbow d8 Longsword d8		
Powers	*Steady* (full action): +4 bonus to next ranged attack roll, bonus expires on any other action. *Pinpoint Shot*: Ranged +2 vs. AD, –2 damage for each dice of damage. *Winging Shot*: Ranged –2 vs. AD; Hit target takes –2 to Attacks until end of target's next turn. *Arrow-Split Shot*: If target was hit by this creature last turn; Ranged +2 vs. AD. *Yew Strike*: When wielding ranged weapon (bow or crossbow); Melee vs. AD, –1d damage.				
Special	Rider: Can ride and control a mount.				

Lancepesade

Lancepesades ('broken-lance') are second in command of a squad (under the corporal) and will often also lead small scout teams of four or five members.

Human Lancepesade					
Level	4	**Class Health**	8	**Health**	57
½ Level	2	**Grunt**		**Anima**	10
Str	20 (+7)	**Melee**	+7	**AD**	19
Dex	16 (+5)	**Ranged**	+5	**ED**	15
Wis	16 (+5)	**Magic**	+5	**MD**	15
Con	16 (+5)			**RD**	15
Int	12 (+3)	**Init**	+5		
Cha	12 (+3)	**Move**	7	**XP**	4
Armor	Brigandine +4	**Weapon**	Longsword 2d6		
Powers	*Mounted Strike*: Mounted melee attack against non-mounted target; Melee +2 vs. AD. *Careful Strike*: Melee +2 vs. AD, –2 damage for each dice of damage. *Powerful Blow*: Melee Attack –2 vs. AD, +2 damage for each dice of damage.				
Special	Rider: Can ride and control a mount.				

Battlemaster

Battlemasters are the rare soldiers who live for the thrill of battle, for the acrid sting of spilled blood and for the satisfying feel of a blade as it crunches through flesh and bone. So they're pretty bad-ass.

Human Battlemaster					
Level	4 (8)	**Class Health**	10	**Health**	130
½ Level	2	**Brute**		**Anima**	14
Str	20 (+7)	**Melee**	+7	**AD**	19
Dex	16 (+5)	**Ranged**	+5	**ED**	15
Wis	20 (+7)	**Magic**	+7	**MD**	17
Con	16 (+5)			**RD**	15
Int	12 (+3)	**Init**	+5		
Cha	12 (+3)	**Move**	7	**XP**	8
Armor	Brigandine +4	**Weapon**	Greatsword 2d8		
Powers	*Strikeback*: If this creature was hit by target since last round; Melee +2 vs. AD. *Knock Aside*: Melee vs. ED, –1d damage, hit target knocked back 5' per ½ Level. *Charge Attack* (full action): If this creature begins its turn without an adjacent enemy; Move up to Move Speed; Melee +4 vs. AD.				
Special	Shrug It Off: At the end of this creature's turn, it can remove one ongoing effect or condition (immobilization, bane, stun, etc). Enraged Attacker: +2 to Attacks when under 50% HP, +4 to Attacks when under 25% HP.				

Corporal

The corporal is the leader of a 10-12 person squad of soldiers.

Corporals are skilled fighters, both on foot and mounted. Their training and battle-experience allows them to rally their troops in the face of fearsome enemies.

Human Corporal					
Level	6	**Class Health**	8	**Health**	86
½ Level	3	**Commander**		**Anima**	18
Str	22 (+9)	**Melee**	+9	**AD**	22
Dex	20 (+8)	**Ranged**	+8	**ED**	18
Wis	22 (+9)	**Magic**	+9	**MD**	19
Con	18 (+7)			**RD**	17
Int	18 (+7)	**Init**	+8		
Cha	14 (+5)	**Move**	9	**XP**	6
Armor	Brigandine +4	**Weapon**	Longsword 2d8		
Powers	*Mounted Strike*: Mounted melee attack against non-mounted target; Melee +2 vs. AD. *Battle Cry*: Allies within 5' radius per ½ Level gain +2 to Attacks until end of their next turn.				
Special	Rider: Can ride and control a mount.				

Captain

The captain is the leader of a number of ten to fifteen squads which are gathered into a company. This soldier is usually the lord of the territory from where the soldiers have been conscripted or recruited.

Human Captain					
Level	8	**Class Health**	8	**Health**	119
½ Level	4	**Commander**		**Anima**	22
Str	24 (+11)	**Melee**	+11	**AD**	24
Dex	22 (+10)	**Ranged**	+10	**ED**	20
Wis	24 (+11)	**Magic**	+11	**MD**	21
Con	20 (+9)			**RD**	19
Int	20 (+9)	**Init**	+10		
Cha	16 (+7)	**Move**	10	**XP**	8
Armor	+4	**Weapon**	Longsword 3d8		
Powers	*Mounted Strike*: Mounted melee attack against non-mounted target; Melee +2 vs. AD. *Massive Strike* (full action); Melee +2 vs. AD. *Dominant Strikes*: Melee attacks at up to ½ Level + 1 different targets; Melee –2 vs. AD, damage 1d4 per ½ Level.				
Special	Aura of Might: Allies within 5' radius per ½ Level gain +2 to Attacks. Rider: Can ride and control a mount.				

Human Town Guard

Players attempting nefarious deeds inside cities or large towns will attract the notice of the town guard.

In smaller towns the watch consists of normal citizens whereas the watch in larger towns is formed by trained militia. The larger the town, the higher the level of the watchmen, and more danger for criminal-leaning characters.

Generally speaking, town guards have powers that are more about detaining enemies, rather than killing them outright.

Commoner

Commoners are normal citizens who have been organized into a nightwatch patrol, or who have been called out by a 'hue and cry', and are obliged to help to detain the accused criminal.

Human Commoner					
Level	1 (½)	**Class Health**	8	**Health**	8
½ Level	0	**Minion**		**Anima**	4
Str	14 (+2)	**Melee**	+2	**AD**	14
Dex	14 (+2)	**Ranged**	+2	**ED**	12
Wis	14 (+2)	**Magic**	+2	**MD**	12
Con	14 (+2)			**RD**	12
Int	10 (-)	**Init**	+2		
Cha	10 (-)	**Move**	6	**XP**	½
Armor	Leather +2	**Weapon**	Shortsword d6		
Special	Crushing Mob: Cumulative –1 to Move Speed of all adjacent enemies.				

Guardsman

Guardsmen are trained militia who are employed by the town to patrol and keep the peace.

Human Guardsman					
Level	1	**Class Health**	8	**Health**	22
½ Level	0	**Grunt**		**Anima**	4
Str	18 (+4)	**Melee**	+4	**AD**	16
Dex	14 (+2)	**Ranged**	+2	**ED**	12
Wis	14 (+2)	**Magic**	+2	**MD**	12
Con	14 (+2)			**RD**	12
Int	10 (-)	**Init**	+2		
Cha	10 (-)	**Move**	6	**XP**	1
Armor	Brigandine +4	**Weapon**	Longsword d8		
Powers	*Careful Strike*: Melee +2 vs. AD, –2 damage for each dice of damage. *Restraining Grab*: Opposed Strength test against adjacent target, hit target restrained (no physical actions, Move Speed is 0, –4 to Magic, –4 to Defenses, target must make opposed ability test (Str/Dex) to escape).				

Brute Squad

On occasion, towns raise a brute squad for a task that requires a unique combination of strength, skill and animal-like brutality, such as tax-collecting.

Human Brute Squad					
Level	2 (4)	**Class Health**	10	**Health**	72
½ Level	1	**Brute**		**Anima**	10
Str	18 (+5)	**Melee**	+5	**AD**	17
Dex	14 (+3)	**Ranged**	+3	**ED**	13
Wis	18 (+5)	**Magic**	+5	**MD**	15
Con	14 (+3)			**RD**	13
Int	10 (+1)	**Init**	+3		
Cha	10 (+1)	**Move**	6	**XP**	4
Armor	Brigandine +4	**Weapon**	Greatsword d10		
Powers	*Knockdown Attack*: Melee vs. ED, –1d damage, hit target prone (–2 to Attacks and Defenses, Move Speed is 1). *Strikeback*: If this creature was hit by target since last round; Melee +2 vs. AD.				
Special	Shrug It Off: At the end of this creature's turn, it can remove one ongoing effect or condition (immobilization, bane, stun, etc). Enraged Attacker: +2 to Attacks when under 50% HP, +4 to Attacks when under 25% HP.				

Watch Commander

The watch commander (or bailiff) is in charge of the town watch, or a single watch patrol.

Human Watch Commander					
Level	4	**Class Health**	8	**Health**	57
½ Level	2	**Commander**		**Anima**	14
Str	20 (+7)	**Melee**	+7	**AD**	20
Dex	18 (+6)	**Ranged**	+6	**ED**	16
Wis	20 (+7)	**Magic**	+7	**MD**	17
Con	16 (+5)			**RD**	15
Int	16 (+5)	**Init**	+6		
Cha	12 (+3)	**Move**	8	**XP**	4
Armor	Brigandine +4	**Weapon**	Longsword 2d6		
Powers	*Restraining Grab*: Opposed Strength test against adjacent target, hit target restrained (no physical actions, Move Speed is 0, –4 to Magic, –4 to Defenses, target must make opposed ability test (Str/Dex) to escape). *Hue and Cry* (move action): Once when under 50% HP and in an urban area; Creature can summon ½ Level human commoners (minions, level equal to this creature's ½ Level) from nearby buildings.				
Special	Aura of Might: Allies within 5' radius per ½ Level gain +2 to Attacks.				

Kobold

Kobolds are tiny reptilian humanoids.

They are generally cowardly and weak, but in larger numbers they can easily overrun a travelling caravan or a smaller human settlement.

Raider

Kobold raiders are the smallest, weakest and, yet, the most enthusiastic of their kind.

Kobold Raider					
Level	1 (½)	**Class Health**	8	**Health**	8
½ Level	0	**Minion**		**Anima**	4
Str	14 (+2)	**Melee**	+2	**AD**	15
Dex	14 (+2)	**Ranged**	+2	**ED**	12
Wis	14 (+2)	**Magic**	+2	**MD**	12
Con	14 (+2)			**RD**	12
Int	10 (-)	**Init**	+2		
Cha	10 (-)	**Move**	6	**XP**	½
Armor	Hard. Leather +3	**Weapon**	Shortsword d4		
Special	Pack Hunter: Attacks gain +1 for each ally adjacent to target. Tiny: Four tiny creatures can occupy 5' x 5'.				

Marauder

Kobold marauders are slightly more dangerous than their raider brothers, but they're just as single-minded in their dedication to chaos.

Kobold Marauder					
Level	1	**Class Health**	8	**Health**	22
½ Level	0	**Grunt**		**Anima**	4
Str	14 (+2)	**Melee**	+2	**AD**	15
Dex	14 (+2)	**Ranged**	+2	**ED**	12
Wis	14 (+2)	**Magic**	+2	**MD**	12
Con	14 (+2)			**RD**	12
Int	10 (-)	**Init**	+2		
Cha	10 (-)	**Move**	6	**XP**	1
Armor	Hard. Leather +3	**Weapon**	Shortsword d6		
Special	Pack Hunter: Attacks gain +1 for each ally adjacent to target. Tiny: Four tiny creatures can occupy 5' x 5'.				

Archer

Kobold archers are smart enough to avoid the thick of melee combat, but not quite smart enough to avoid the fight in the first place.

Kobold Archer					
Level	1	**Class Health**	8	**Health**	22
½ Level	0	**Striker**		**Anima**	4
Str	14 (+2)	**Melee**	+2	**AD**	15
Dex	16 (+3)	**Ranged**	+3	**ED**	13
Wis	14 (+2)	**Magic**	+2	**MD**	12
Con	14 (+2)			**RD**	12
Int	10 (-)	**Init**	+3		
Cha	10 (-)	**Move**	7	**XP**	1
Armor	Leather +2	**Weapon**	Shortbow d8		
Special	Tiny: Four tiny creatures can occupy 5' x 5'.				

Commander

Kobold commanders are no stronger than their kin, but they've reached their position of authority by somehow* always surviving when all others have fallen.

Kobold Commander					
Level	1	**Class Health**	8	**Health**	22
½ Level	0	**Commander**		**Anima**	8
Str	16 (+3)	**Melee**	+3	**AD**	16
Dex	16 (+3)	**Ranged**	+3	**ED**	13
Wis	18 (+4)	**Magic**	+4	**MD**	14
Con	14 (+2)			**RD**	12
Int	14 (-)	**Init**	+3		
Cha	10 (-)	**Move**	7	**XP**	1
Armor	Hard. Leather +3	**Weapon**	Shortsword d6		
Powers	**Last Man Standing* (interrupt action): If this creature is hit by an attack that has only one target, it can swap places with an adjacent ally and that ally takes the damage instead.				
Special	Pack Hunter: Attacks gain +1 for each ally adjacent to target. Aura of Might: Allies within 5' gain +2 to Attacks. Tiny: Four tiny creatures can occupy 5' x 5'.				

Lich

Lich-dom is the final goal of necromancers who seek to defy the gods of death to live forever.

As they prepare for their rebirth, necromancers create a safe location for their soul, called a phylactery. If their lich-body is destroyed, then the soul returns to the container and a new body forms in one to two weeks.

Lich					
Level	8 (16)	**Class Health**	8	**Health**	238
½ Level	4	**Commander (Boss)**		**Anima**	22
Str	24 (+11)	**Melee**	+11	**AD**	24
Dex	22 (+10)	**Ranged**	+10	**ED**	20
Wis	24 (+11)	**Magic**	+11	**MD**	21
Con	20 (+9)			**RD**	19
Int	20 (+9)	**Init**	+10		
Cha	16 (+7)	**Move**	10	**XP**	8
Armor	Robes +4	**Weapon**	Longswrd 2d10		

Powers *Master's Glory* (move action): Destroy target undead ally within 5' per ½ Level; This creature gains HP equal to target's remaining HP.

Misfortune: X anima; Single target in 10'+10' per level, Magic vs. MD, target's Attacks are reduced by X until end of encounter.

Lifebane: 2 anima; Single target in 10'+10' per level, Magic vs. MD, target cannot increase health points until end of encounter.

Into the Abyss: 5 anima; Single target in 10'+10' per level, Magic vs. MD, hit target is blinded (slowed, –4 to Attacks and Defenses) until end of encounter.

Necrotic Harvest: 4 anima + X anima; All enemies in effect area radius 5' per ½ Level, Magic vs. MD, Xd4 damage to all enemies in effect area, this creature gains HP equal to half of total damage dealt.

Hasten Death: X anima; Single target in 10'+10' per level, Magic vs. MD, each separate amount of damage taken by target is increased by X until end of encounter.

Smack It Off: Ability test against a spell effect on an adjacent target; Strength bonus vs. 15 + level (of creature or caster that applied the spell effect). Success removes the ongoing effect or condition from the target (boon, control, enshroud, bolster, etc).

Special Boss: Bosses have two initiatives, each with their own major, move, and minor actions.

Aura of Withering: Enemies within 5' radius per ½ Level take ½ Level damage at the start of their turn.

Shrug It Off: At the end of this creature's turn, it can remove one ongoing effect or condition (immobilization, bane, stun, etc).

Soul-Safe: When this creature's physical body is killed, their soul returns to a safe container and after 7-14 days the physical body reforms and the soul returns to it. If the container is destroyed with the soul in it, the soul is also destroyed. If the container is destroyed before the creature, then the soul dies with the creature.

Undead: They're dead, yet still alive.

Orc

Orcs live in small nomadic bands that roam the arid wastelands, desperately trying to slake their insatiable thirst for blood and destruction.

Raider

Orc raiders are usually younger, less experienced orcish warriors – often initiates on their first raid. But don't feel sorry for them, because they won't show any pity on anyone who gets in their way.

Orc Raider					
Level	1 (½)	**Class Health**	8	**Health**	8
½ Level	0	**Minion**		**Anima**	4
Str	18 (+4)	**Melee**	+4	**AD**	16
Dex	14 (+2)	**Ranged**	+2	**ED**	12
Wis	14 (+2)	**Magic**	+2	**MD**	12
Con	14 (+2)	**Damage**	+4	**RD**	12
Int	10 (-)	**Init**	+2		
Cha	10 (-)	**Move**	6	**XP**	½
Armor	+4	**Weapon**	Shortsword d6		
Special	*Pack Fighter*: Attacks gain +1 for each ally adjacent to target.				

Warg-Rider

Orc warg-riders are those rare orcs who are brave or foolish enough to have managed to tame a warg, which they ride into battle.

While it still has a rider, the warg is under the control of its rider. If the rider is killed, the warg will continue to fight, becoming a warg or an alpha warg with half the levels of its rider.

Orc Warg-Rider					
Level	2	**Class Health**	8	**Health**	32
½ Level	1	**Grunt**		**Anima**	6
Str	18 (+5)	**Melee**	+5	**AD**	17
Dex	14 (+3)	**Ranged**	+3	**ED**	13
Wis	14 (+3)	**Magic**	+3	**MD**	13
Con	14 (+3)	**Damage**	+5	**RD**	13
Int	10 (+1)	**Init**	+3		
Cha	10 (+1)	**Move**	6	**XP**	2
Armor	Brigandine +4	**Weapon**	Longsword d8		
Powers	*Mounted Strike*: Mounted melee attack against non-mounted target; Melee +2 vs. AD. *Rampage* (full action): When mounted, this creature can move up to Move Speed, including through occupied spaces, and make one melee attack at each enemy in path; Melee vs. AD, damage 1d6 per ½ Level.				
Special	Rider: Can ride and control a mount.				

Warrior

Orc warriors are relentless combatants who fight without concern for their own health.

Orc Warrior					
Level	2	**Class Health**	8	**Health**	32
½ Level	1	**Grunt**		**Anima**	6
Str	18 (+5)	**Melee**	+5	**AD**	17
Dex	14 (+3)	**Ranged**	+3	**ED**	13
Wis	14 (+3)	**Magic**	+3	**MD**	13
Con	14 (+3)	**Damage**	+5	**RD**	13
Int	10 (+1)	**Init**	+3		
Cha	10 (+1)	**Move**	6	**XP**	2
Armor	+4	**Weapon**	Longsword d8		
Powers	*Reaching Attack*: Melee +2 vs. AD, –2 to AD and ED until end of this creature's next turn. *Cruel Attack*: Melee +2 vs. AD, +1d damage, –4 to AD and ED until end of this creature's next turn. *Not In Vain* (interrupt action): Immediately that this creature is reduced to 0 HP or less; Melee +4 vs. AD.				

Archer

Orc archers sit on the periphery of the combat and use their attacks to weaken and distract strong enemies.

Orc Archer					
Level	1	**Class Health**	8	**Health**	22
½ Level	0	**Striker**		**Anima**	4
Str	16 (+3)	**Melee**	+3	**AD**	16
Dex	18 (+4)	**Ranged**	+4	**ED**	14
Wis	14 (+2)	**Magic**	+2	**MD**	12
Con	14 (+2)	**Damage**	+3	**RD**	12
Int	10 (-)	**Init**	+4		
Cha	10 (-)	**Move**	8	**XP**	1
Armor	Leather +2	**Weapon**	Longbow d8 Shortsword d6		
Powers	*Pinpoint Shot*: Ranged +2 vs. AD, –2 damage for each dice of damage. *Winging Shot*: Ranged –2 vs. AD; Hit target takes –2 to Attacks until end of target's next turn.				

Uruk

Uruk orcs are feared and reviled wherever they are encountered, but only by those lucky enough to have survived…

Orc Uruk					
Level	2 (4)	**Class Health**	10	**Health**	72
½ Level	1	**Brute**		**Anima**	10
Str	18 (+5)	**Melee**	+5	**AD**	17
Dex	14 (+3)	**Ranged**	+3	**ED**	13
Wis	18 (+5)	**Magic**	+5	**MD**	15
Con	14 (+3)			**RD**	13
Int	10 (+1)	**Init**	+3		
Cha	10 (+1)	**Move**	6	**XP**	4
Armor	Brigandine +4	**Weapon**	Greatsword d10		
Powers	*Knockdown Attack*: Melee vs. ED, –1d damage, hit target prone (–2 to Attacks and Defenses, Move Speed is 1). *Strikeback*: If this creature was hit by target since last round; Melee +2 vs. AD. *Charge Attack* (full action): When this creature begins its turn without an adjacent enemy; Move up to Move Speed; Melee +4 vs. AD.				
Special	Enraged Attacker: +2 to Attacks when under 50% HP, +4 to Attacks when under 25% HP. Frustrated Attacker: Each time this creature misses an attack, it gains cumulative +2 to its next attack. This attack bonus resets on a hit. Shrug It Off: At the end of this creature's turn, it can remove one ongoing effect or condition (immobilization, bane, stun, etc).				

Storm Shaman

Orc storm shamans imbue their primitive magic with the elemental aspects of thunder and lightning.

Orc Shaman					
Level	2	**Class Health**	8	**Health**	32
½ Level	1	**Caster**		**Anima**	10
Str	14 (+3)	**Melee**	+3	**AD**	16
Dex	16 (+4)	**Ranged**	+4	**ED**	14
Wis	18 (+5)	**Magic**	+5	**MD**	15
Con	14 (+3)			**RD**	13
Int	10 (+1)	**Init**	+4		
Cha	10 (+1)	**Move**	7	**XP**	2
Armor	Leather +2	**Weapon**	Shortsword d6		
Powers	*Shocking Ray*: 2 anima + X anima; Single target in range 10'+10' per level, single target, Magic vs. ED, damage Xd8 + Magic bonus. *Lightning Chain*: 3 anima + X anima; All targets in path of Lightning Chain, 10 + 10 per ½ Level long, Magic vs. ED, damage Xd8 + Magic bonus.				

Orc War Chief

Without a strong orc war chief, an orcish raiding party can quickly degenerate into ineffective rabble.

The orc war chief coordinates and motivates his charges so that they fight as a semi-cohesive unit.

Orc War Chief					
Level	4	**Class Health**	8	**Health**	57
½ Level	2	**Commander**		**Anima**	14
Str	20 (+7)	**Melee**	+7	**AD**	20
Dex	18 (+6)	**Ranged**	+6	**ED**	16
Wis	20 (+7)	**Magic**	+7	**MD**	17
Con	16 (+5)			**RD**	15
Int	16 (+5)	**Init**	+6		
Cha	12 (+3)	**Move**	8	**XP**	4
Armor	Brigandine +4	**Weapon**	Barbed Whip 2d6		
Powers	*Into the Fray*: Melee attacks at up to ½ Level + 1 different targets; Melee –2 vs. AD, damage 1d4 per ½ Level. *Battle Cry*: Allies within 5' radius per ½ Level gain +2 to Attacks until end of their next turn. *Smack It Off*: Ability test against a spell effect on an adjacent target; Strength bonus vs. 15 + level (of creature or caster that applied the spell effect). Success removes the ongoing effect or condition from the target (boon, control, enshroud, bolster, etc).				
Special	Shrug It Off: At the end of this creature's turn, it can remove one ongoing effect or condition (immobilization, bane, stun, etc).				

Shard

Shards and shardlings (their immature spawn) are a species of symbiotic organisms. Individual mature shards have a dominant aspect, which other nearby shards exhibit as well.

In small numbers shards are described by adventurers as 'manageable'. However, things rapidly escalate from 'manageable', to 'hairy', before skyrocketing all the way to 'holy crap, run for your lives' as different mature shards share their aspects and exhibit the aspects of others.

Adventurers who've survived combat against a varied hive of mature shards have emerged wearied and tested beyond expectations.

Note to GMs: The cumulative power of disparate groups of shards is difficult to predict, so take care when stocking a hive.

Shardling

Shardlings are immature shards. On their own they appear in fragile crystalline form, but when mature shards are present the shardlings manifest all of the aspects of their brethren.

Shardling					
Level	2 (1)	**Class Health**	8	**Health**	8
½ Level	1	**Minion**		**Anima**	6
Str	18 (+5)	**Melee**	+5	**AD**	17
Dex	14 (+3)	**Ranged**	+3	**ED**	13
Wis	14 (+3)	**Magic**	+3	**MD**	13
Con	14 (+3)			**RD**	13
Int	10 (+1)	**Init**	+3		
Cha	10 (+1)	**Move**	6	**XP**	X
Armor	Carapace +4	**Weapon**	Pierce d6		

Air Shard

Air shards grant other shards insubstantial.

Air Shard					
Level	2	**Class Health**	8	**Health**	32
½ Level	1	**Grunt**		**Anima**	6
Str	18 (+5)	**Melee**	+5	**AD**	17
Dex	14 (+3)	**Ranged**	+3	**ED**	13
Wis	14 (+3)	**Magic**	+3	**MD**	13
Con	14 (+3)			**RD**	13
Int	10 (+1)	**Init**	+3		
Cha	10 (+1)	**Move**	6	**XP**	X
Armor	Carapace +4	**Weapon**	Pierce d8		
Special	Aspect of Air: All shards gain insubstantial (move through solid objects at half speed, damage taken from attacks against AD and ED is halved).				

Fire Shard

Fire shards grant other shards a fiery aura.

Fire Shard					
Level	2	**Class Health**	8	**Health**	32
½ Level	1	**Grunt**		**Anima**	6
Str	18 (+5)	**Melee**	+5	**AD**	17
Dex	14 (+3)	**Ranged**	+3	**ED**	13
Wis	14 (+3)	**Magic**	+3	**MD**	13
Con	14 (+3)			**RD**	13
Int	10 (+1)	**Init**	+3		
Cha	10 (+1)	**Move**	6	**XP**	X
Armor	Carapace +4	**Weapon**	Pierce d8		
Special	Aspect of Fire: All shards gain aura 5' radius per ½ Level that deals ½ Level damage to enemies at the start of their turn.				

Flying Shard

Flying shards grant other shards the ability to fly.

Flying Shard					
Level	2	**Class Health**	8	**Health**	32
½ Level	1	**Grunt**		**Anima**	6
Str	18 (+5)	**Melee**	+5	**AD**	17
Dex	14 (+3)	**Ranged**	+3	**ED**	13
Wis	14 (+3)	**Magic**	+3	**MD**	13
Con	14 (+3)			**RD**	13
Int	10 (+1)	**Init**	+3		
Cha	10 (+1)	**Move**	6	**XP**	X
Armor	Carapace +4	**Weapon**	Pierce d8		
Special	Aspect of Flight: All shards gain flyer (move action, fly up to Move Speed).				

Flux Shard

Flux Shards grant other Shards improved MD and RD.

Flux Shard					
Level	2	**Class Health**	8	**Health**	32
½ Level	1	**Grunt**		**Anima**	6
Str	18 (+5)	**Melee**	+5	**AD**	17
Dex	14 (+3)	**Ranged**	+3	**ED**	13
Wis	14 (+3)	**Magic**	+3	**MD**	13
Con	14 (+3)			**RD**	13
Int	10 (+1)	**Init**	+3		
Cha	10 (+1)	**Move**	6	**XP**	X
Armor	Carapace +4	**Weapon**	Pierce d8		
Special	Aspect of Flux: All shards gain +2 to MD and RD.				

Might Shard

Might Shards grant other shards +2 to Attacks.

Might Shard					
Level	2	**Class Health**	8	**Health**	32
½ Level	1	**Grunt**		**Anima**	6
Str	18 (+5)	**Melee**	+5	**AD**	17
Dex	14 (+3)	**Ranged**	+3	**ED**	13
Wis	14 (+3)	**Magic**	+3	**MD**	13
Con	14 (+3)			**RD**	13
Int	10 (+1)	**Init**	+3		
Cha	10 (+1)	**Move**	6	**XP**	X
Armor	Carapace +4	**Weapon**	Pierce d8		
Special	Aspect of Might: All shards gain +2 to Attacks.				

Quicksilver Shard

Quicksilver shards grant other shards +2 Dexterity (+1 to Ranged bonus, AD, ED, Initiative and Move).

Quicksilver Shard					
Level	2	**Class Health**	8	**Health**	32
½ Level	1	**Grunt**		**Anima**	6
Str	18 (+5)	**Melee**	+5	**AD**	17
Dex	14 (+3)	**Ranged**	+3	**ED**	13
Wis	14 (+3)	**Magic**	+3	**MD**	13
Con	14 (+3)			**RD**	13
Int	10 (+1)	**Init**	+3		
Cha	10 (+1)	**Move**	6	**XP**	X
Armor	Carapace +4	**Weapon**	Pierce d8		
Special	Aspect of Quicksilver: All shards gain +2 Dexterity (+1 to Ranged bonus, AD, ED, Initiative and Move).				

Shrouded Shard

Shrouded shards grant other shards an invisibility action.

Shrouded Shard					
Level	2	**Class Health**	8	**Health**	32
½ Level	1	**Grunt**		**Anima**	6
Str	18 (+5)	**Melee**	+5	**AD**	17
Dex	14 (+3)	**Ranged**	+3	**ED**	13
Wis	14 (+3)	**Magic**	+3	**MD**	13
Con	14 (+3)			**RD**	13
Int	10 (+1)	**Init**	+3		
Cha	10 (+1)	**Move**	6	**XP**	X
Armor	Carapace +4	**Weapon**	Pierce d8		
Special	Aspect of Shroud: All shards gain invisibility (move action, target gains +6 to Defenses until next attack action).				

Stone Shard

Stone shards grant other shards +2 to AD.

Stone Shard					
Level	2	**Class Health**	8	**Health**	32
½ Level	1	**Grunt**		**Anima**	6
Str	18 (+5)	**Melee**	+5	**AD**	17
Dex	14 (+3)	**Ranged**	+3	**ED**	13
Wis	14 (+3)	**Magic**	+3	**MD**	13
Con	14 (+3)			**RD**	13
Int	10 (+1)	**Init**	+3		
Cha	10 (+1)	**Move**	6	**XP**	X
Armor	Carapace +4	**Weapon**	Pierce d8		
Special	Aspect of Stone: All shards gain +2 to AD.				

Teleport Shard

Teleport shards grant other shards the ability to teleport.

Teleport Shard					
Level	2	**Class Health**	8	**Health**	32
½ Level	1	**Grunt**		**Anima**	6
Str	18 (+5)	**Melee**	+5	**AD**	17
Dex	14 (+3)	**Ranged**	+3	**ED**	13
Wis	14 (+3)	**Magic**	+3	**MD**	13
Con	14 (+3)			**RD**	13
Int	10 (+1)	**Init**	+3		
Cha	10 (+1)	**Move**	6	**XP**	X
Armor	Carapace +4	**Weapon**	Pierce d8		
Special	Aspect of Teleport: All shards gain teleport (move action, instantly move up to Move Speed).				

Wooded Shard

Wooded Shards grant other shards regeneration.

Wooded Shard					
Level	2	**Class Health**	8	**Health**	32
½ Level	1	**Grunt**		**Anima**	6
Str	18 (+5)	**Melee**	+5	**AD**	17
Dex	14 (+3)	**Ranged**	+3	**ED**	13
Wis	14 (+3)	**Magic**	+3	**MD**	13
Con	14 (+3)			**RD**	13
Int	10 (+1)	**Init**	+3		
Cha	10 (+1)	**Move**	6	**XP**	X
Armor	Carapace +4	**Weapon**	Pierce d8		
Special	Aspect of Wood: All shards gain regeneration (regain HP equal to their ½ Level at the start of their turn).				

Skeleton

Skeletons are the undying vestiges of ancient warriors.

These undead creatures have been imbued with necrotic magic to animate their bones and then they have been given simple directions from their master, such as to guard a location or to attack intruders.

Dry-Bone

These weak skeletons are easily rendered to dust by strong adventurers.

Skeleton Dry-Bone					
Level	1 (½)	**Class Health**	8	**Health**	8
½ Level	0	**Minion**		**Anima**	4
Str	18 (+4)	**Melee**	+4	**AD**	16
Dex	14 (+2)	**Ranged**	+2	**ED**	12
Wis	14 (+2)	**Magic**	+2	**MD**	12
Con	14 (+2)			**RD**	12
Int	10 (-)	**Init**	+2		
Cha	10 (-)	**Move**	6	**XP**	½
Armor	Brigandine +4	**Weapon**	Shortsword d6		
Special	Undead: They're dead, yet still alive.				

Archer

Skeleton archers keep their distance from combat and take advantage of their enemies' distraction when fighting other combatants.

Skeleton Archer					
Level	1	**Class Health**	8	**Health**	22
½ Level	0	**Striker**		**Anima**	4
Str	16 (+3)	**Melee**	+3	**AD**	16
Dex	18 (+4)	**Ranged**	+4	**ED**	14
Wis	14 (+2)	**Magic**	+2	**MD**	12
Con	14 (+2)			**RD**	12
Int	10 (-)	**Init**	+4		
Cha	10 (-)	**Move**	8	**XP**	1
Armor	Leather +2	**Weapon**	Longbow d8 Shortsword d6		
Powers	*Arrow-Split Shot*: If target was hit by this creature last turn; Ranged +2 vs. AD.				
Special	Undead: They're dead, yet still alive.				

Warrior

Skeleton warriors are long-dead warriors who've been bought back from the afterlife to fight again.

Skeleton Warrior					
Level	1	**Class Health**	8	**Health**	22
½ Level	0	**Grunt**		**Anima**	4
Str	18 (+4)	**Melee**	+4	**AD**	16
Dex	14 (+2)	**Ranged**	+2	**ED**	12
Wis	14 (+2)	**Magic**	+2	**MD**	12
Con	14 (+2)			**RD**	12
Int	10 (-)	**Init**	+2		
Cha	10 (-)	**Move**	6	**XP**	1
Armor	Brigandine +4	**Weapon**	Longsword d8		
Special	Undead: They're dead, yet still alive.				

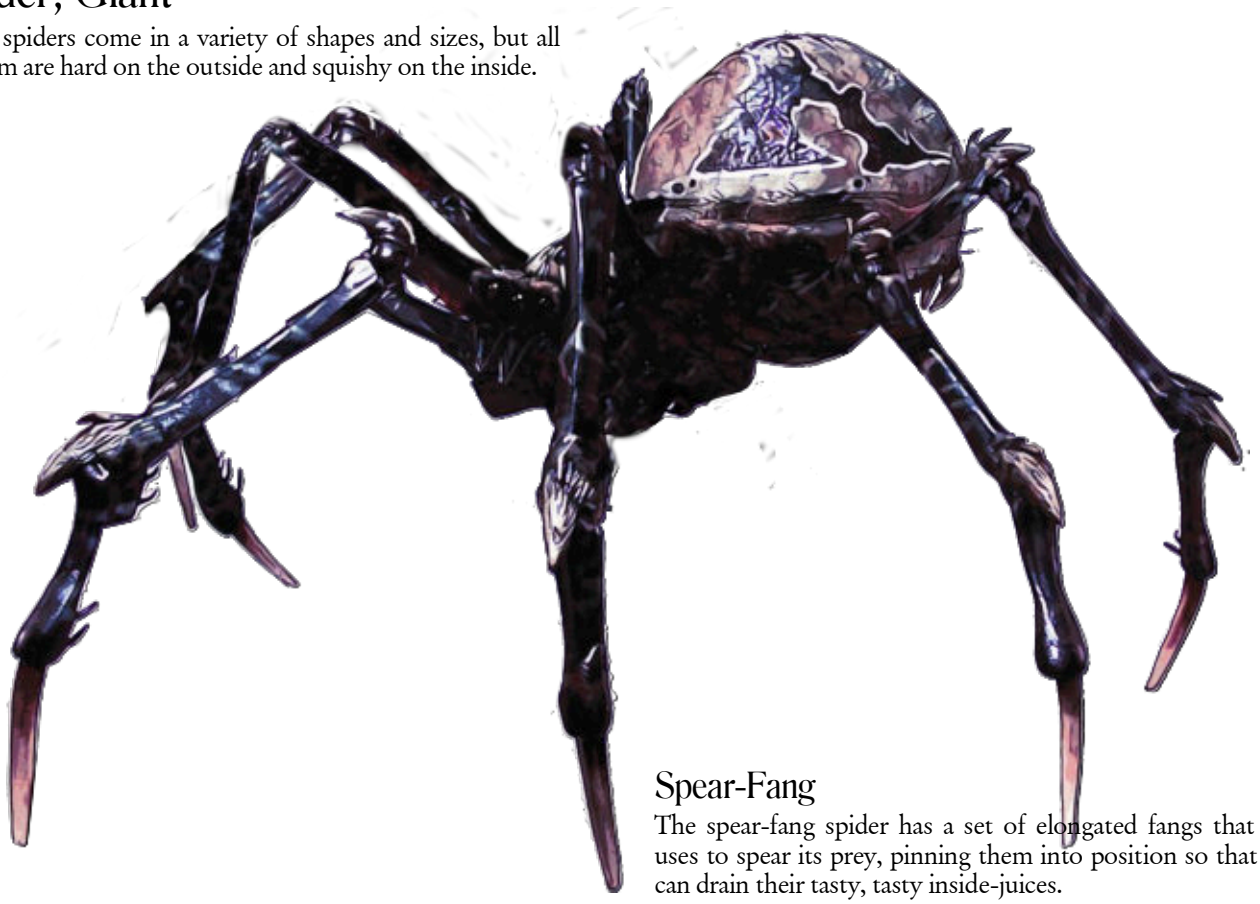
Skeleton Lord

Skeleton lords are potent undead who imbue their allies with some of their own power.

Skeleton Lord					
Level	4	**Class Health**	8	**Health**	57
½ Level	2	**Commander**		**Anima**	14
Str	20 (+7)	**Melee**	+7	**AD**	20
Dex	18 (+6)	**Ranged**	+6	**ED**	16
Wis	20 (+7)	**Magic**	+7	**MD**	17
Con	16 (+5)			**RD**	15
Int	16 (+5)	**Init**	+6		
Cha	12 (+3)	**Move**	8	**XP**	4
Armor	Brigandine +4	**Weapon**	Longsword 2d6		
Powers	*Bone Riser* (move action): Once when this creature is under 50% HP and only in an area where bones are available; This creature can animate ½ Level skeletons (minions, level equal to this creature's ½ Level). *Master's Glory* (move action): Destroy target undead ally within 5' per ½ Level; This creature gains HP equal to target's remaining HP.				
Special	Aura of Might: Allies within 5' radius per ½ Level gain +2 to Attacks. Undead: They're dead, yet still alive.				

Spider, Giant

Giant spiders come in a variety of shapes and sizes, but all of them are hard on the outside and squishy on the inside.



Spear-Fang

The spear-fang spider has a set of elongated fangs that it uses to spear its prey, pinning them into position so that it can drain their tasty, tasty inside-juices.

Spear-Fang Spider					
Level	6	**Class Health**	8	**Health**	86
½ Level	3	**Grunt**		**Anima**	14
Str	22 (+9)	**Melee**	+9	**AD**	21
Dex	18 (+7)	**Ranged**	+7	**ED**	17
Wis	18 (+7)	**Magic**	+7	**MD**	17
Con	18 (+7)			**RD**	17
Int	14 (+5)	**Init**	+7		
Cha	14 (+5)	**Move**	8	**XP**	6
Armor	Carapace +4	**Weapon**	Bite 2d8		
Powers	*Pin*: Melee Attack vs. AD, –1d damage, hit target pinned (Move Speed is 0, –2 to Attacks, –4 to Defenses, opposed ability test (Str/Dex) to escape). *Drain* (major action): If this creature has target pinned; Automatic damage. *Detach* (minor action): Pinned target released.				
Special	Pinner: This creature can have two targets pinned. Creature can move when it has target(s) pinned, but must stay adjacent to all pinned target(s). Poison Bite: Targets damaged by this creature are poisoned (target takes damage equal to this creature's ½ Level at the start of their turn) until the end of the encounter.				

Spiderling

These immature spiders have not reached giant size yet.

Spiderling					
Level	4 (2)	**Class Health**	8	**Health**	16
½ Level	2	**Minion**		**Anima**	10
Str	20 (+7)	**Melee**	+7	**AD**	19
Dex	16 (+5)	**Ranged**	+5	**ED**	15
Wis	16 (+5)	**Magic**	+5	**MD**	15
Con	16 (+5)			**RD**	15
Int	12 (+3)	**Init**	+5		
Cha	12 (+3)	**Move**	7	**XP**	2
Armor	Carapace +4	**Weapon**	Bite 2d4		
Special	Poison Bite: Targets damaged by this creature are poisoned (target takes damage equal to this creature's ½ Level at the start of their turn) until the end of the encounter.				

Hatchling Swarm

Hatchling swarms are the newborn offspring of a spider queen. They hatch from infested corpses, over-ripe egg-sacs or impregnated adventurers. The only good thing about these young Hatchlings is that their bite is not yet poisonous…

Hatchling Spider Swarm					
Level	6	**Class Health**	8	**Health**	86
½ Level	3	**Grunt**		**Anima**	14
Str	22 (+9)	**Melee**	+9	**AD**	21
Dex	18 (+7)	**Ranged**	+7	**ED**	17
Wis	18 (+7)	**Magic**	+7	**MD**	17
Con	18 (+7)			**RD**	17
Int	14 (+5)	**Init**	+7		
Cha	14 (+5)	**Move**	8	**XP**	6
Armor	Carapace +4	**Weapon**	Bite 2d8		
Special	Elusive Foe: When under 50% HP, this creature is weakened (damage dealt is halved) and gains +2 to AD and ED (+4 when under 25% HP).				

Web-Spitter

Web-spitter spiders prefer to lurk in the shadows and spit gooey webs at their prey, before finishing them off at their convenience.

Web-Spitter					
Level	4	**Class Health**	8	**Health**	57
½ Level	2	**Striker**		**Anima**	10
Str	18 (+6)	**Melee**	+6	**AD**	19
Dex	20 (+7)	**Ranged**	+7	**ED**	17
Wis	16 (+5)	**Magic**	+5	**MD**	15
Con	16 (+5)			**RD**	15
Int	12 (+3)	**Init**	+7		
Cha	12 (+3)	**Move**	9	**XP**	4
Armor	Carapace +2	**Weapon**	Bite 2d6		
Powers	*Web Squirt*: Ranged vs. ED, no damage, hit target immobilized (–2 to Defenses, cannot move intentionally).				
Special	Poison Bite: Targets damaged by this creature are poisoned (target takes damage equal to this creature's ½ Level at the start of their turn) until the end of the encounter.				

Queen

Spider queens feature in the nightmares of many adventurers, for their size, hideous aspect, and ability to violate the living bodies of their prey.

Spider Queen					
Level	6 (12)	**Class Health**	10	**Health**	196
½ Level	3	**Brute**		**Anima**	18
Str	22 (+9)	**Melee**	+9	**AD**	21
Dex	18 (+7)	**Ranged**	+7	**ED**	17
Wis	22 (+9)	**Magic**	+9	**MD**	19
Con	18 (+7)			**RD**	17
Int	14 (+5)	**Init**	+7		
Cha	14 (+5)	**Move**	8	**XP**	12
Armor	Carapace +4	**Weapon**	Bite 2d10		
Powers	*Impregnate*: Melee vs. AD, Melee bonus damage, hit target is impregnated with spider eggs. Spider eggs hatch into a hatchling swarm (level equal to this creature's ½ Level) at the end of the target's next turn. Target takes –1d damage when the eggs hatch. Impregnation is an ongoing effect, which can be cured with a spell or power that removes ongoing effects.				
Special	Poison Bite: Targets damaged by this creature are poisoned (target takes damage equal to this creature's ½ Level at the start of their turn) until the end of the encounter. Shrug It Off: At the end of this creature's turn, it can remove one ongoing effect or condition (immobilization, bane, stun, etc).				

Stirge

Stirges are bird-like creatures with a long proboscis that they plunge into their prey and then suck out their blood, leaving behind a desiccated husk.

Flocks of stirges leave their nests at night to hunt, in search of easy prey such as lone travelers or sleeping animals.

In lean times, hungry flocks of desperate stirges have been known to attack dragons, without great success.

Bloodsucker

Bloodsucker stirges are the most common variant of this species. They usually hunt en-mass, attempting to overwhelm they prey by surprise or weight of numbers.

Bloodsucker Stirge					
Level	1	**Class Health**	8	**Health**	22
½ Level	0	**Grunt**		**Anima**	4
Str	18 (+4)	**Melee**	+4	**AD**	16
Dex	14 (+2)	**Ranged**	+2	**ED**	12
Wis	14 (+2)	**Magic**	+2	**MD**	12
Con	14 (+2)			**RD**	12
Int	4 (–3)	**Init**	+2		
Cha	4 (–3)	**Move**	6	**XP**	1
Armor	Natural +4	**Weapon**	Bite d8		
Powers	*Attach*: Melee vs. AD, –1d damage; On hit, this creature attaches (occupies the same square as the target and is moved with that target, no actions except *Detach* or *Drain*, any damage automatically *Detaches* this creature). *Drain* (full action): If this creature is attached to target; Automatic damage. *Detach* (move action): Detaches from target and occupies an adjacent square.				
Special	Low-Light Vision: Creature can see in low-light. Flyer: Creature flies at Move Speed.				

Blood-Blight

Blood-blight stirges have developed a powerful poison that slows their prey.

Blood-Blight Stirge					
Level	3	**Class Health**	8	**Health**	46
½ Level	1	**Grunt**		**Anima**	8
Str	20 (+6)	**Melee**	+6	**AD**	18
Dex	16 (+4)	**Ranged**	+4	**ED**	14
Wis	16 (+4)	**Magic**	+4	**MD**	14
Con	16 (+4)			**RD**	14
Int	12 (+2)	**Init**	+4		
Cha	12 (+2)	**Move**	7	**XP**	3
Armor	Natural +4	**Weapon**	Bite d8		
Powers	*Attach*: Melee vs. AD, –1d damage; On hit, this creature attaches (occupies the same square as the target and is moved with that target, no actions except *Detach* or *Drain*, any damage automatically *Detaches* this creature). *Drain* (full action): If this creature is attached to target; Automatic damage. *Detach* (move action): Detaches from target and occupies an adjacent square.				
Special	Blood Blight: Target damaged by this creature is slowed (Move speed halved) until the end of the encounter. Low-Light Vision: Creature can see in low-light. Flyer: Creature flies at Move Speed.				

Thieves' Guild Member

Thieves, be they aspiring ruffians or fully developed assassins, often roam the streets of towns and cities.

Guild members are sanctioned by their masters to rob travelers, collect standover money from merchants and to bribe officials, while the most senior members of the guild work as assassins for hire, relying on their skill and cunning to eliminate their targets, often trying to frame someone else for the crime.

Ruffian

Ruffians are the most junior members of the guild. They are barely better than common street thugs, with the exception that these mouth-breathers have the legitimacy and backing of the guild.

Ruffian Thieves' Guild Member					
Level	1 (½)	**Class Health**	8	**Health**	8
½ Level	0	**Minion**		**Anima**	4
Str	18 (+4)	**Melee**	+4	**AD**	16
Dex	14 (+2)	**Ranged**	+2	**ED**	12
Wis	14 (+2)	**Magic**	+2	**MD**	12
Con	14 (+2)			**RD**	12
Int	10 (-)	**Init**	+2		
Cha	10 (-)	**Move**	6	**XP**	½
Armor	Brigandine +4	**Weapon**	Shortsword d6		
Special	Strength in Numbers: Attacks gain +1 for each ally adjacent to target.				

Cutpurse

Cutpurses are the thieves' guild equivalent of an apprentice. However, unlike craft guild apprentices who spend their days crafting beautiful items, cutpurses spend their days relieving others of their beautiful items.

Cutpurse Thieves' Guild Member					
Level	2	**Class Health**	8	**Health**	32
½ Level	1	**Grunt**		**Anima**	6
Str	18 (+5)	**Melee**	+5	**AD**	17
Dex	14 (+3)	**Ranged**	+3	**ED**	13
Wis	14 (+3)	**Magic**	+3	**MD**	13
Con	14 (+3)			**RD**	13
Int	10 (+1)	**Init**	+3		
Cha	10 (+1)	**Move**	6	**XP**	2
Armor	Brigandine +4	**Weapon**	Longsword d8		
Powers	*Engaged Attack*: If target is engaged by another combatant; Melee +2 vs. AD. *Weakpoint Strike*: If target was previously hit by this creature; Melee +2 vs. AD. *Surprise Attack*: If target is unaware of this creature; Melee +4 vs. AD, critical damage.				

Gang Runner

Once a thief has completed his apprenticeship, he gains control of his own gang and a section of guild territory.

Gang Runner Thieves' Guild Member					
Level	4	**Class Health**	8	**Health**	57
½ Level	2	**Commander**		**Anima**	14
Str	20 (+7)	**Melee**	+7	**AD**	20
Dex	18 (+6)	**Ranged**	+6	**ED**	16
Wis	20 (+7)	**Magic**	+7	**MD**	17
Con	16 (+5)			**RD**	15
Int	16 (+5)	**Init**	+6		
Cha	12 (+3)	**Move**	8	**XP**	4
Armor	Brigandine +4	**Weapon**	Longsword 2d6		
Powers	*Into the Fray*: Melee attacks at up to ½ Level + 1 different targets; Melee –2 vs. AD, damage 1d4 per ½ Level. *Rallying Cry*: Allies within 5' radius per ½ Level gain +2 to Attacks until end of their next turn.				

Assassin

At the top echelon of the thieves' guild are the assassins. Assassins are experts in stealth, evasion, ranged attacks and melee attacks that catch their quarry off-guard.

Assassin Thieves' Guild Member					
Level	6	**Class Health**	8	**Health**	86
½ Level	3	**Striker**		**Anima**	14
Str	20 (+8)	**Melee**	+8	**AD**	21
Dex	22 (+9)	**Ranged**	+9	**ED**	19
Wis	18 (+7)	**Magic**	+7	**MD**	17
Con	18 (+7)			**RD**	17
Int	14 (+5)	**Init**	+9		
Cha	14 (+5)	**Move**	10	**XP**	6
Armor	Leather +2	**Weapon**	Longbow 2d8		
Powers	*From the Shadows*: If this creature is invisible, Melee +4 vs. AD, critical damage. *Volley*: Ranged attacks at up to ½ Level + 1 different targets; Ranged –2 vs. AD, damage 1d4 per ½ Level. *Pounce* (full action): Move up to 5'+5' per ½ Level; Melee vs. AD; Move up to 5'+5' per ½ Level. *Dodge* (interrupt action): Once per encounter, if this creature is the only target of an attack; Creature can move 5' and the attack misses.				
Special	Evasive Maneuver: If the creature ends a move in a position that has cover or is obscure/faint/invisible and without any adjacent enemies, then it becomes invisible (+6 Defenses and Stealth) until the end of its next turn.				

Troglodyte

Troglodytes are subterranean, filth-loving cave dwellers.

These creatures are fiercely territorial, and view anything that stumbles into their territory as lunch (or dinner, but it's hard to tell because it's always dark down there).

Cave Dweller

Cave dwellers have an insatiable hunger that compels them to spend their days prowling their caves and caverns, searching for trespassers. They fight with progressively more fury when injured.

Troglodyte Cave Dweller					
Level	5	**Class Health**	8	**Health**	74
½ Level	2	**Grunt**		**Anima**	12
Str	22 (+8)	**Melee**	+8	**AD**	20
Dex	18 (+6)	**Ranged**	+6	**ED**	16
Wis	18 (+6)	**Magic**	+6	**MD**	16
Con	18 (+6)			**RD**	16
Int	8 (+1)	**Init**	+6		
Cha	8 (+1)	**Move**	8	**XP**	5
Armor	Hide +4	**Weapon**	Claws 2d6		
Special	Desperate Attacker: When under 50% HP, +2 Attacks, –2 to Defenses. Low-Light Vision: Creature can see in low-light.				

Cave Lurker

Cave lurkers hide in dark corners and crannies, waiting for unsuspecting meals to pass beneath them.

Troglodyte Cave Lurker					
Level	4	**Class Health**	8	**Health**	57
½ Level	2	**Striker**		**Anima**	10
Str	18 (+6)	**Melee**	+6	**AD**	19
Dex	20 (+7)	**Ranged**	+7	**ED**	17
Wis	16 (+5)	**Magic**	+5	**MD**	15
Con	16 (+5)			**RD**	15
Int	6 (-)	**Init**	+7		
Cha	8 (+1)	**Move**	9	**XP**	4
Armor	Hide +2	**Weapon**	Claws 2d6		
Power	*Death From Above*: If this creature is climbing and above the target, it can drop to attack the target; Melee +2 vs. AD, +1d damage.				
Special	Climber: Creature climbs at Move Speed. Low-Light Vision: Creature can see in low-light.				

Tribe Master

The tribe master is the leader of a group of troglodytes. This position is not conferred or inherited; rather it is taken by the strongest and most brutal of the tribe.

Troglodyte Tribe Master					
Level	6	**Class Health**	8	**Health**	86
½ Level	3	**Commander**		**Anima**	18
Str	22 (+9)	**Melee**	+9	**AD**	22
Dex	20 (+8)	**Ranged**	+8	**ED**	18
Wis	22 (+9)	**Magic**	+9	**MD**	19
Con	18 (+7)			**RD**	17
Int	12 (+4)	**Init**	+8		
Cha	8 (+1)	**Move**	9	**XP**	6
Armor	Hide +4	**Weapon**	Claws 2d8		
Power	*Dazing Blow*: Melee –2 vs. AD, hit target dazed (only has major and minor actions) until end of target's next turn.				
Special	Aura of Stench: Enemies within 5' radius per ½ Level take –2 to Attacks. Low-Light Vision: Creature can see in low-light.				

Warg

Wargs are wolves the size of small horses. Some orc tribes capture these animals to use as mounts, but they're still ill-tempered and bloodthirsty.

Warg

Normal wargs (if you can call something this ugly and unfriendly 'normal') live and hunt on the plains.

Warg					
Level	4	**Class Health**	8	**Health**	57
½ Level	2	**Grunt**		**Anima**	10
Str	20 (+7)	**Melee**	+7	**AD**	19
Dex	16 (+5)	**Ranged**	+5	**ED**	15
Wis	16 (+5)	**Magic**	+5	**MD**	15
Con	16 (+5)			**RD**	15
Int	12 (+3)	**Init**	+5		
Cha	12 (+3)	**Move**	7	**XP**	4
Armor	Hide +4	**Weapon**	Bite 2d6		
Powers	*Taste for Blood*: If target was hit by this creature last turn; Melee +2 vs. AD. *Maul* (full action): Melee vs. AD, hit target restrained (no physical actions, Move Speed is 0, –4 to Magic, –4 to Defenses, target must make opposed ability test (Str/Dex) to escape). *Lock Jaw* (full action): If adjacent target was hit by this creature's *Maul* or *Lock Jaw* last turn and is still restrained; Automatic damage; target restrained until end of target's next turn.				
Special	Low-Light Vision: Creature can see in low-light. Mount: Can be ridden.				

Alpha Warg

Alpha wargs are the largest and badest of the breed.

Alpha Warg					
Level	4 (8)	**Class Health**	10	**Health**	130
½ Level	2	**Brute**		**Anima**	14
Str	20 (+7)	**Melee**	+7	**AD**	19
Dex	16 (+5)	**Ranged**	+5	**ED**	15
Wis	20 (+7)	**Magic**	+7	**MD**	17
Con	16 (+5)			**RD**	15
Int	12 (+3)	**Init**	+5		
Cha	12 (+3)	**Move**	7	**XP**	8
Armor	Hide +4	**Weapon**	Bite 2d8		
Powers	*Pinning Pounce* (full action): Move 5'+5' per ½ Level into target's square; Melee vs. ED, –1d damage, hit target pinned (Move Speed is 0, –4 to Melee and Ranged, –2 to Magic), miss occupies adjacent square. *Feast* (full action): If target was hit by this creature's *Pinning Pounce* or *Feast* last turn and is still pinned; Automatic damage; target pinned (Move Speed is 0, –4 to Melee and Ranged, –2 to Magic), until end of target's next turn.				
Special	Enraged Attacker: +2 to Attacks when under 50% HP, +4 to Attacks when under 25% HP. Shrug It Off: At the end of this creature's turn, it can remove one ongoing effect or condition (immobilization, bane, stun, etc). Low-Light Vision: Creature can see in low-light. Mount: Can be ridden.				

Water Beast

Water beasts lurk in the pitch-black depths of isolated ponds, sinkholes and lakes, and under cities and towns in their sewers and cisterns.

Beast

The main body of the beast is in charge of the eating – and it's always hungry.

Water Beast					
Level	6 (12)	**Class Health**	10	**Health**	196
½ Level	3	**Brute**		**Anima**	18
Str	22 (+9)	**Melee**	+9	**AD**	21
Dex	18 (+7)	**Ranged**	+7	**ED**	17
Wis	22 (+9)	**Magic**	+9	**MD**	19
Con	18 (+7)			**RD**	17
Int	14 (+5)	**Init**	+7		
Cha	14 (+5)	**Move**	8	**XP**	12
Armor	Hide +4	**Weapon**	Bite 2d10		

Powers *Snapping Bites*: Melee attacks at up to ½ Level + 1 different targets; Melee Attack vs. AD, –2 hit, damage 1d4 per ½ Level.

Strikeback: If this creature was hit by target since its last turn; Melee Attack vs. AD, +2 hit.

Special Enraged Attacker: +2 hit when under ½ HP.

Dire Attacker: +4 hit when under ¼ HP.

Frustrated Attacker: Each time this monster misses an attack, it gains cumulative +2 to its next melee attack. This attack bonus resets on a successful melee attack.

Shrug It Off: At the end of this creature's turn, it can remove one ongoing effect or condition (immobilization, bane, stun, etc).

Water Beast has 4-8 tentacles beast-linked.

Aquatic: Lives and moves underwater.

Tentacle

The water beast's tentacles attempt to grab any living creature within their reach and drag them to the beast's mouth, where they can be munched, crunched and lunched…

Water Beast Tentacle					
Level	4 (2)	**Class Health**	8	**Health**	16
½ Level	2	**Minion**		**Anima**	10
Str	20 (+7)	**Melee**	+7	**AD**	19
Dex	16 (+5)	**Ranged**	+5	**ED**	15
Wis	16 (+5)	**Magic**	+5	**MD**	15
Con	16 (+5)			**RD**	15
Int	12 (+3)	**Init**	+5		
Cha	12 (+3)	**Move**	7	**XP**	2
Armor	+4	**Weapon**	Whip Strike 2d4		

Powers *Grabbing Strike*: Melee Attack vs. ED, on hit opposed ability test (Str vs. Str/ Dex) to grab (target occupies the same square as this creature and is moved with creature, target has no physical actions, Move Speed is 0, –4 to Magic, –4 to Defenses, target must make opposed ability test (Str/Dex) to escape).

Squeeze: If this creature has a target grabbed, Melee Attack vs. AD, +1d damage.

Special Beast-Linked: This creature is linked to the water beast, it can only move up to 5' per level from the water beast, and dies when the water beast dies.

Aquatic: Lives and moves underwater.

Wolf

Wolves live in forested areas. They hunt in packs, hoping to pick off an easy meal.

Gray Wolf

Gray wolves hunt in packs using hit and run tactics.

Gray Wolf					
Level	1	**Class Health**	8	**Health**	22
½ Level	0	**Striker**		**Anima**	4
Str	16 (+3)	**Melee**	+3	**AD**	16
Dex	18 (+4)	**Ranged**	+4	**ED**	14
Wis	14 (+2)	**Magic**	+2	**MD**	12
Con	14 (+2)			**RD**	12
Int	10 (-)	**Init**	+4		
Cha	10 (-)	**Move**	8	**XP**	1
Armor	Hide +2	**Weapon**	Bite d8		
Powers	*Pounce* (full action): Move up to 5'+5' per ½ Level; Melee vs. AD; Move up to 5'+5' per ½ Level.				
Special	Pack Hunter: Cumulative +1 to Attacks for each other ally adjacent to target. Low-Light Vision: Creature can see in low-light.				

Dire Wolf

These wolves are twice as large as their cousins, the Gray Wolf. They are savage fighters with a bone-crushing bite.

Dire Wolf					
Level	2	**Class Health**	8	**Health**	32
½ Level	1	**Grunt**		**Anima**	8
Str	20 (+6)	**Melee**	+6	**AD**	18
Dex	16 (+4)	**Ranged**	+4	**ED**	14
Wis	16 (+4)	**Magic**	+4	**MD**	14
Con	16 (+4)			**RD**	14
Int	4 (-2)	**Init**	+4		
Cha	4 (-2)	**Move**	7	**XP**	2
Armor	Hide +4	**Weapon**	Bite d8		
Powers	*Taste for Blood*: If target was hit by this monster last turn; Melee +2 vs. AD.				
Special	Pack Hunter: Cumulative +1 to Attacks for each other ally adjacent to target. Low-Light Vision: Creature can see in low-light.				

Zombie

Zombies are human corpses that have been given a second shot at life by a necromancer or whose endless sleep has been interrupted by remnants of ancient magic.

Dirt-Born

These newly-risen zombies are relatively weak, but in numbers they can overwhelm foolhardy adventurers.

Zombie Dirt-Born					
Level	1 (½)	**Class Health**	8	**Health**	8
½ Level	0	**Minion**		**Anima**	4
Str	18 (+4)	**Melee**	+4	**AD**	16
Dex	14 (+2)	**Ranged**	+2	**ED**	12
Wis	14 (+2)	**Magic**	+2	**MD**	12
Con	14 (+2)			**RD**	12
Int	10 (-)	**Init**	+2		
Cha	10 (-)	**Move**	6	**XP**	½
Armor	Leathery Skin +4	**Weapon**	Bite d6		
Special	Crushing Mob: Cumulative –1 to Move Speed of all adjacent enemies. Undead: They're dead, yet still alive.				

Shambler

Shamblers are zombies whose reanimated bodies have strengthened and hardened as they've matured.

Zombie Shambler					
Level	1	**Class Health**	8	**Health**	22
½ Level	0	**Grunt**		**Anima**	4
Str	18 (+4)	**Melee**	+4	**AD**	16
Dex	14 (+2)	**Ranged**	+2	**ED**	12
Wis	14 (+2)	**Magic**	+2	**MD**	12
Con	14 (+2)			**RD**	12
Int	10 (-)	**Init**	+2		
Cha	10 (-)	**Move**	6	**XP**	1
Armor	Leathery Skin +4	**Weapon**	Bite d8		
Special	Disgusting Bite: Targets damaged by this creature are dazed (only has major and minor actions) until end of target's next turn. Crushing Mob: Cumulative –1 to Move Speed of all adjacent enemies. Undead: They're dead, yet still alive.				

Flesh-Thrower

Zombie flesh-throwers prefer keep their distance from their enemies, from where they can safely hurl putrid hunks of their own bodies.

Zombie Flesh-Thrower					
Level	2	**Class Health**	8	**Health**	32
½ Level	1	**Striker**		**Anima**	6
Str	16 (+4)	**Melee**	+4	**AD**	17
Dex	18 (+5)	**Ranged**	+5	**ED**	15
Wis	14 (+3)	**Magic**	+3	**MD**	13
Con	14 (+3)			**RD**	13
Int	10 (+1)	**Init**	+5		
Cha	10 (+1)	**Move**	8	**XP**	2
Armor	Leathery Skin +2	**Weapon**	Putrid Hunk d8 Bite d8		
Powers	*Direct Hit*: Ranged –2 vs. AD, hit target takes –2 to Attacks until end of target's next turn.				
Special	Undead: They're dead, yet still alive.				

Corruptor

Zombie corruptors are the most powerful of this type of undead, representing the pinnacle of arrested decay.

Corruptors are usually found with a coterie of dirt-borns, shamblers and flesh-throwers.

Zombie Corruptor					
Level	4	**Class Health**	8	**Health**	57
½ Level	2	**Commander**		**Anima**	14
Str	20 (+7)	**Melee**	+7	**AD**	20
Dex	18 (+6)	**Ranged**	+6	**ED**	16
Wis	20 (+7)	**Magic**	+7	**MD**	17
Con	16 (+5)			**RD**	15
Int	16 (+5)	**Init**	+6		
Cha	12 (+3)	**Move**	8	**XP**	4
Armor	Leathery Skin +4	**Weapon**	Claws 2d6		
Powers	*Master's Glory* (move action): Destroy target undead ally within 5' per ½ Level; this creature gains HP equal to target's remaining HP.				
Special	Aura of Stench: Enemies within 5' radius per ½ Level take –2 to Attacks. Undead: They're dead, yet still alive.				

Monster Templates

Minion

Minions have low Health and are worth ½ XP.

Level	1 (½)	**Class Health**	8	**Health**	8
½ Level	0	**Minion**		**Anima**	4
Str	18 (+4)	**Melee**	+4	**AD**	16
Dex	14 (+2)	**Ranged**	+2	**ED**	12
Wis	14 (+2)	**Magic**	+2	**MD**	12
Con	14 (+2)			**RD**	12
Int	10 (-)	**Init**	+2		
Cha	10 (-)	**Move**	6	**XP**	½
Armor	+4	**Weapon**	d6		
Powers	Usually nothing				
Special	Racial or species characteristics				

Grunt

Grunts are normal front-line melee fighters.

Level	1	**Class Health**	8	**Health**	22
½ Level	0	**Grunt**		**Anima**	4
Str	18 (+4)	**Melee**	+4	**AD**	16
Dex	14 (+2)	**Ranged**	+2	**ED**	12
Wis	14 (+2)	**Magic**	+2	**MD**	12
Con	14 (+2)			**RD**	12
Int	10 (-)	**Init**	+2		
Cha	10 (-)	**Move**	6	**XP**	1
Armor	+4	**Weapon**	d8		
Powers	Situational attack powers, as Warrior				
Special	Racial or species characteristics				

Brute

Brutes have twice the HP and XP of normal monsters.

Level	1 (2)	**Class Health**	10	**Health**	48
½ Level	0	**Brute**		**Anima**	8
Str	18 (+4)	**Melee**	+4	**AD**	16
Dex	14 (+2)	**Ranged**	+2	**ED**	12
Wis	18 (+4)	**Magic**	+4	**MD**	14
Con	14 (+2)			**RD**	12
Int	10 (-)	**Init**	+3		
Cha	10 (-)	**Move**	6	**XP**	2
Armor	+4	**Weapon**	d10		
Powers	Health level attacks, as barbarian				
Special	Racial or species characteristics				

Commander

Commanders have powers that bolster their allies.

Level	1	**Class Health**	8	**Health**	22
½ Level	0	**Commander**		**Anima**	8
Str	18 (+4)	**Melee**	+4	**AD**	17
Dex	16 (+3)	**Ranged**	+3	**ED**	13
Wis	18 (+4)	**Magic**	+4	**MD**	14
Con	14 (+2)			**RD**	12
Int	14 (-)	**Init**	+3		
Cha	10 (-)	**Move**	7	**XP**	1
Armor	+4	**Weapon**	d8		
Powers	Powers to advantage allies				
Special	Racial or species characteristics				

Caster

Magi who use one of the class spell power lists.

Level	1	**Class Health**	8	**Health**	22
½ Level	0	**Caster**		**Anima**	8
Str	14 (+2)	**Melee**	+2	**AD**	15
Dex	16 (+3)	**Ranged**	+3	**ED**	13
Wis	18 (+4)	**Magic**	+4	**MD**	14
Con	14 (+2)			**RD**	12
Int	10 (-)	**Init**	+3		
Cha	10 (-)	**Move**	7	**XP**	1
Armor	+2	**Weapon**	d6		
Powers	Magic powers, as magi				
Special	Racial or species characteristics				

Striker

Strikers attack from range and avoid melee combat.

Level	1	**Class Health**	8	**Health**	22
½ Level	0	**Striker**		**Anima**	4
Str	16 (+3)	**Melee**	+3	**AD**	16
Dex	18 (+4)	**Ranged**	+4	**ED**	14
Wis	14 (+2)	**Magic**	+2	**MD**	12
Con	14 (+2)			**RD**	12
Int	10 (-)	**Init**	+4		
Cha	10 (-)	**Move**	8	**XP**	1
Armor	+2	**Weapon**	d8		
Powers	Situational attack powers, as rogue or hunter				
Special	Racial or species characteristics				

Templates – Level 2

Minion

Minions have low Health and are worth ½ XP.

Level	2 (1)	**Class Health**	8	**Health**	10
½ Level	1	**Minion**		**Anima**	6
Str	18 (+5)	**Melee**	+5	**AD**	17
Dex	14 (+3)	**Ranged**	+3	**ED**	13
Wis	14 (+3)	**Magic**	+3	**MD**	13
Con	14 (+3)			**RD**	13
Int	10 (+1)	**Init**	+3		
Cha	10 (+1)	**Move**	6	**XP**	1
Armor	+4	**Weapon**	d6		
Powers	Usually nothing				
Special	Racial or species characteristics				

Grunt

Grunts are normal front-line melee fighters.

Level	2	**Class Health**	8	**Health**	32
½ Level	1	**Grunt**		**Anima**	6
Str	18 (+5)	**Melee**	+5	**AD**	17
Dex	14 (+3)	**Ranged**	+3	**ED**	13
Wis	14 (+3)	**Magic**	+3	**MD**	13
Con	14 (+3)			**RD**	13
Int	10 (+1)	**Init**	+3		
Cha	10 (+1)	**Move**	6	**XP**	2
Armor	+4	**Weapon**	d8		
Powers	Situational attack powers, as warrior				
Special	Racial or species characteristics				

Brute

Brutes have twice the HP and XP of normal monsters.

Level	2 (4)	**Class Health**	10	**Health**	72
½ Level	1	**Brute**		**Anima**	10
Str	18 (+5)	**Melee**	+5	**AD**	17
Dex	14 (+3)	**Ranged**	+3	**ED**	13
Wis	18 (+5)	**Magic**	+5	**MD**	15
Con	14 (+3)			**RD**	13
Int	10 (+1)	**Init**	+3		
Cha	10 (+1)	**Move**	6	**XP**	4
Armor	+4	**Weapon**	d10		
Powers	Health level attacks, as barbarian				
Special	Racial or species characteristics				

Commander

Commanders have powers that bolster their allies.

Level	2	**Class Health**	8	**Health**	32
½ Level	1	**Commander**		**Anima**	10
Str	18 (+5)	**Melee**	+5	**AD**	18
Dex	16 (+4)	**Ranged**	+4	**ED**	14
Wis	18 (+5)	**Magic**	+5	**MD**	15
Con	14 (+3)			**RD**	13
Int	14 (+3)	**Init**	+4		
Cha	10 (+1)	**Move**	7	**XP**	2
Armor	+4	**Weapon**	d8		
Powers	Powers to advantage allies				
Special	Racial or species characteristics				

Caster

Magi who use one of the class spell power lists.

Level	2	**Class Health**	8	**Health**	32
½ Level	1	**Caster**		**Anima**	10
Str	14 (+3)	**Melee**	+3	**AD**	16
Dex	16 (+4)	**Ranged**	+4	**ED**	14
Wis	18 (+5)	**Magic**	+5	**MD**	15
Con	14 (+3)			**RD**	13
Int	10 (+1)	**Init**	+4		
Cha	10 (+1)	**Move**	7	**XP**	2
Armor	+2	**Weapon**	d6		
Powers	Magic powers, as magi				
Special	Racial or species characteristics				

Striker

Strikers attack from range and avoid melee combat.

Level	2	**Class Health**	8	**Health**	32
½ Level	1	**Striker**		**Anima**	6
Str	16 (+4)	**Melee**	+4	**AD**	17
Dex	18 (+5)	**Ranged**	+5	**ED**	15
Wis	14 (+3)	**Magic**	+3	**MD**	13
Con	14 (+3)			**RD**	13
Int	10 (+1)	**Init**	+5		
Cha	10 (+1)	**Move**	8	**XP**	2
Armor	+2	**Weapon**	d8		
Powers	Situational attack powers, as rogue or hunter				
Special	Racial or species characteristics				

Templates – Level 3

Minion

Minions have low Health and are worth ½ XP.

Level	3 (1½)	**Class Health**	8	**Health**	12
½ Level	1	**Minion**		**Anima**	8
Str	20 (+6)	**Melee**	+6	**AD**	18
Dex	16 (+4)	**Ranged**	+4	**ED**	14
Wis	16 (+4)	**Magic**	+4	**MD**	14
Con	16 (+4)			**RD**	14
Int	12 (+2)	**Init**	+4		
Cha	12 (+2)	**Move**	7	**XP**	1
Armor	+4	**Weapon**	d6		
Powers	Usually nothing				
Special	Racial or species characteristics				

Grunt

Grunts are normal front-line melee fighters.

Level	3	**Class Health**	8	**Health**	46
½ Level	1	**Grunt**		**Anima**	8
Str	20 (+6)	**Melee**	+6	**AD**	18
Dex	16 (+4)	**Ranged**	+4	**ED**	14
Wis	16 (+4)	**Magic**	+4	**MD**	14
Con	16 (+4)			**RD**	14
Int	12 (+2)	**Init**	+4		
Cha	12 (+2)	**Move**	7	**XP**	3
Armor	+4	**Weapon**	d8		
Powers	Situational attack powers, as warrior				
Special	Racial or species characteristics				

Brute

Brutes have twice the HP and XP of normal monsters.

Level	3 (6)	**Class Health**	10	**Health**	104
½ Level	1	**Brute**		**Anima**	12
Str	20 (+6)	**Melee**	+6	**AD**	18
Dex	16 (+4)	**Ranged**	+4	**ED**	14
Wis	20 (+6)	**Magic**	+6	**MD**	16
Con	16 (+4)			**RD**	14
Int	12 (+2)	**Init**	+4		
Cha	12 (+2)	**Move**	7	**XP**	6
Armor	+4	**Weapon**	d10		
Powers	Health level attacks, as barbarian				
Special	Racial or species characteristics				

Commander

Commanders have powers that bolster their allies.

Level	3	**Class Health**	8	**Health**	46
½ Level	1	**Commander**		**Anima**	12
Str	20 (+6)	**Melee**	+6	**AD**	19
Dex	18 (+5)	**Ranged**	+5	**ED**	15
Wis	20 (+6)	**Magic**	+6	**MD**	16
Con	16 (+4)			**RD**	14
Int	16 (+4)	**Init**	+5		
Cha	12 (+2)	**Move**	8	**XP**	3
Armor	+4	**Weapon**	d8		
Powers	Powers to advantage allies				
Special	Racial or species characteristics				

Caster

Magi who use one of the class spell power lists.

Level	3	**Class Health**	8	**Health**	46
½ Level	1	**Caster**		**Anima**	12
Str	16 (+4)	**Melee**	+4	**AD**	17
Dex	18 (+5)	**Ranged**	+5	**ED**	15
Wis	20 (+6)	**Magic**	+6	**MD**	16
Con	16 (+4)			**RD**	14
Int	12 (+2)	**Init**	+5		
Cha	12 (+2)	**Move**	8	**XP**	3
Armor	+2	**Weapon**	d6		
Powers	Magic powers, as magi				
Special	Racial or species characteristics				

Striker

Strikers attack from range and avoid melee combat.

Level	3	**Class Health**	8	**Health**	46
½ Level	1	**Striker**		**Anima**	8
Str	18 (+5)	**Melee**	+5	**AD**	18
Dex	20 (+6)	**Ranged**	+6	**ED**	16
Wis	16 (+4)	**Magic**	+4	**MD**	14
Con	16 (+4)			**RD**	14
Int	12 (+2)	**Init**	+6		
Cha	12 (+2)	**Move**	9	**XP**	3
Armor	+2	**Weapon**	d8		
Powers	Situational attack powers, as rogue or hunter				
Special	Racial or species characteristics				

Templates – Level 4

Minion

Minions have low Health and are worth ½ XP.

Level	4 (2)	**Class Health**	8	**Health**	16
½ Level	2	**Minion**		**Anima**	10
Str	20 (+7)	**Melee**	+7	**AD**	19
Dex	16 (+5)	**Ranged**	+5	**ED**	15
Wis	16 (+5)	**Magic**	+5	**MD**	15
Con	16 (+5)			**RD**	15
Int	12 (+3)	**Init**	+5		
Cha	12 (+3)	**Move**	7	**XP**	2
Armor	+4	**Weapon**	2d4		
Powers	Usually nothing				
Special	Racial or species characteristics				

Grunt

Grunts are normal front-line melee fighters.

Level	4	**Class Health**	8	**Health**	57
½ Level	2	**Grunt**		**Anima**	10
Str	20 (+7)	**Melee**	+7	**AD**	19
Dex	16 (+5)	**Ranged**	+5	**ED**	15
Wis	16 (+5)	**Magic**	+5	**MD**	15
Con	16 (+5)			**RD**	15
Int	12 (+3)	**Init**	+5		
Cha	12 (+3)	**Move**	7	**XP**	4
Armor	+4	**Weapon**	2d6		
Powers	Situational attack powers, as warrior				
Special	Racial or species characteristics				

Brute

Brutes have twice the HP and XP of normal monsters.

Level	4 (8)	**Class Health**	10	**Health**	130
½ Level	2	**Brute**		**Anima**	14
Str	20 (+7)	**Melee**	+7	**AD**	19
Dex	16 (+5)	**Ranged**	+5	**ED**	15
Wis	20 (+7)	**Magic**	+7	**MD**	17
Con	16 (+5)			**RD**	15
Int	12 (+3)	**Init**	+5		
Cha	12 (+3)	**Move**	7	**XP**	8
Armor	+4	**Weapon**	2d8		
Powers	Health level attacks, as barbarian				
Special	Racial or species characteristics				

Commander

Commanders have powers that bolster their allies.

Level	4	**Class Health**	8	**Health**	57
½ Level	2	**Commander**		**Anima**	14
Str	20 (+7)	**Melee**	+7	**AD**	20
Dex	18 (+6)	**Ranged**	+6	**ED**	16
Wis	20 (+7)	**Magic**	+7	**MD**	17
Con	16 (+5)			**RD**	15
Int	16 (+5)	**Init**	+6		
Cha	12 (+3)	**Move**	8	**XP**	4
Armor	+4	**Weapon**	2d6		
Powers	Powers to advantage allies				
Special	Racial or species characteristics				

Caster

Magi who use one of the class spell power lists.

Level	4	**Class Health**	8	**Health**	57
½ Level	2	**Caster**		**Anima**	14
Str	16 (+5)	**Melee**	+5	**AD**	18
Dex	18 (+6)	**Ranged**	+6	**ED**	16
Wis	20 (+7)	**Magic**	+7	**MD**	17
Con	16 (+5)			**RD**	15
Int	12 (+3)	**Init**	+6		
Cha	12 (+3)	**Move**	8	**XP**	4
Armor	+2	**Weapon**	2d4		
Powers	Magic powers, as magi				
Special	Racial or species characteristics				

Striker

Strikers attack from range and avoid melee combat.

Level	4	**Class Health**	8	**Health**	57
½ Level	2	**Striker**		**Anima**	10
Str	18 (+6)	**Melee**	+6	**AD**	19
Dex	20 (+7)	**Ranged**	+7	**ED**	17
Wis	16 (+5)	**Magic**	+5	**MD**	15
Con	16 (+5)			**RD**	15
Int	12 (+3)	**Init**	+7		
Cha	12 (+3)	**Move**	9	**XP**	4
Armor	+2	**Weapon**	2d6		
Powers	Situational attack powers, as rogue or hunter				
Special	Racial or species characteristics				

Templates – Level 5

Minion

Minions have low Health and are worth ½ XP.

Level	5 (2½)	**Class Health**	8	**Health**	18
½ Level	2	**Minion**		**Anima**	12
Str	22 (+8)	**Melee**	+8	**AD**	20
Dex	18 (+6)	**Ranged**	+6	**ED**	16
Wis	18 (+6)	**Magic**	+6	**MD**	16
Con	18 (+6)			**RD**	16
Int	14 (+4)	**Init**	+6		
Cha	14 (+4)	**Move**	8	**XP**	2
Armor	+4	**Weapon**	2d4		
Powers	Usually nothing				
Special	Racial or species characteristics				

Grunt

Grunts are normal front-line melee fighters.

Level	5	**Class Health**	8	**Health**	74
½ Level	2	**Grunt**		**Anima**	12
Str	22 (+8)	**Melee**	+8	**AD**	20
Dex	18 (+6)	**Ranged**	+6	**ED**	16
Wis	18 (+6)	**Magic**	+6	**MD**	16
Con	18 (+6)			**RD**	16
Int	14 (+4)	**Init**	+6		
Cha	14 (+4)	**Move**	8	**XP**	5
Armor	+4	**Weapon**	2d6		
Powers	Situational attack powers, as warrior				
Special	Racial or species characteristics				

Brute

Brutes have twice the HP and XP of normal monsters.

Level	5 (10)	**Class Health**	10	**Health**	168
½ Level	2	**Brute**		**Anima**	16
Str	22 (+8)	**Melee**	+8	**AD**	20
Dex	18 (+6)	**Ranged**	+6	**ED**	16
Wis	22 (+8)	**Magic**	+8	**MD**	18
Con	18 (+6)			**RD**	16
Int	14 (+4)	**Init**	+6		
Cha	14 (+4)	**Move**	8	**XP**	10
Armor	+4	**Weapon**	2d8		
Powers	Health level attacks, as barbarian				
Special	Racial or species characteristics				

Commander

Commanders have powers that bolster their allies.

Level	5	**Class Health**	8	**Health**	74
½ Level	2	**Commander**		**Anima**	16
Str	22 (+8)	**Melee**	+8	**AD**	21
Dex	20 (+7)	**Ranged**	+7	**ED**	17
Wis	22 (+8)	**Magic**	+8	**MD**	18
Con	18 (+6)			**RD**	16
Int	18 (+6)	**Init**	+7		
Cha	14 (+4)	**Move**	9	**XP**	5
Armor	+4	**Weapon**	2d6		
Powers	Powers to advantage allies				
Special	Racial or species characteristics				

Caster

Magi who use one of the class spell power lists.

Level	5	**Class Health**	8	**Health**	74
½ Level	2	**Caster**		**Anima**	16
Str	18 (+6)	**Melee**	+6	**AD**	19
Dex	20 (+7)	**Ranged**	+7	**ED**	17
Wis	22 (+8)	**Magic**	+8	**MD**	18
Con	18 (+6)			**RD**	16
Int	14 (+4)	**Init**	+7		
Cha	14 (+4)	**Move**	9	**XP**	5
Armor	+2	**Weapon**	2d4		
Powers	Magic powers, as magi				
Special	Racial or species characteristics				

Striker

Strikers attack from range and avoid melee combat.

Level	5	**Class Health**	8	**Health**	74
½ Level	2	**Striker**		**Anima**	12
Str	20 (+7)	**Melee**	+7	**AD**	20
Dex	22 (+8)	**Ranged**	+8	**ED**	18
Wis	18 (+6)	**Magic**	+6	**MD**	16
Con	18 (+6)			**RD**	16
Int	14 (+4)	**Init**	+8		
Cha	14 (+4)	**Move**	10	**XP**	5
Armor	+2	**Weapon**	2d6		
Powers	Situational attack powers, as rogue or hunter				
Special	Racial or species characteristics				

Templates – Level 6

Minion

Minions have low Health and are worth ½ XP.

Level	6 (3)	**Class Health**	8	**Health**	20
½ Level	3	**Minion**		**Anima**	14
Str	22 (+9)	**Melee**	+9	**AD**	21
Dex	18 (+7)	**Ranged**	+7	**ED**	17
Wis	18 (+7)	**Magic**	+7	**MD**	17
Con	18 (+7)			**RD**	17
Int	14 (+5)	**Init**	+7		
Cha	14 (+5)	**Move**	8	**XP**	3
Armor	+4	**Weapon**	2d6		
Powers	Usually nothing				
Special	Racial or species characteristics				

Grunt

Grunts are normal front-line melee fighters.

Level	6	**Class Health**	8	**Health**	86
½ Level	3	**Grunt**		**Anima**	14
Str	22 (+9)	**Melee**	+9	**AD**	21
Dex	18 (+7)	**Ranged**	+7	**ED**	17
Wis	18 (+7)	**Magic**	+7	**MD**	17
Con	18 (+7)			**RD**	17
Int	14 (+5)	**Init**	+7		
Cha	14 (+5)	**Move**	8	**XP**	6
Armor	+4	**Weapon**	2d8		
Powers	Situational attack powers, as warrior				
Special	Racial or species characteristics				

Brute

Brutes have twice the HP and XP of normal monsters.

Level	6 (12)	**Class Health**	10	**Health**	196
½ Level	3	**Brute**		**Anima**	18
Str	22 (+9)	**Melee**	+9	**AD**	21
Dex	18 (+7)	**Ranged**	+7	**ED**	17
Wis	22 (+9)	**Magic**	+9	**MD**	19
Con	18 (+7)			**RD**	17
Int	14 (+5)	**Init**	+7		
Cha	14 (+5)	**Move**	8	**XP**	12
Armor	+4	**Weapon**	2d10		
Powers	Health level attacks, as barbarian				
Special	Racial or species characteristics				

Commander

Commanders have powers that bolster their allies.

Level	6	**Class Health**	8	**Health**	86
½ Level	3	**Commander**		**Anima**	18
Str	22 (+9)	**Melee**	+9	**AD**	22
Dex	20 (+8)	**Ranged**	+8	**ED**	18
Wis	22 (+9)	**Magic**	+9	**MD**	19
Con	18 (+7)			**RD**	17
Int	18 (+7)	**Init**	+8		
Cha	14 (+5)	**Move**	9	**XP**	6
Armor	+4	**Weapon**	2d8		
Powers	Powers to advantage allies				
Special	Racial or species characteristics				

Caster

Magi who use one of the class spell power lists.

Level	6	**Class Health**	8	**Health**	86
½ Level	3	**Caster**		**Anima**	18
Str	18 (+7)	**Melee**	+7	**AD**	20
Dex	20 (+8)	**Ranged**	+8	**ED**	18
Wis	22 (+9)	**Magic**	+9	**MD**	19
Con	18 (+7)			**RD**	17
Int	14 (+5)	**Init**	+8		
Cha	14 (+5)	**Move**	9	**XP**	6
Armor	+2	**Weapon**	2d6		
Powers	Magic powers, as magi				
Special	Racial or species characteristics				

Striker

Strikers attack from range and avoid melee combat.

Level	6	**Class Health**	8	**Health**	86
½ Level	3	**Striker**		**Anima**	14
Str	20 (+8)	**Melee**	+8	**AD**	21
Dex	22 (+9)	**Ranged**	+9	**ED**	19
Wis	18 (+7)	**Magic**	+7	**MD**	17
Con	18 (+7)			**RD**	17
Int	14 (+5)	**Init**	+9		
Cha	14 (+5)	**Move**	10	**XP**	6
Armor	+2	**Weapon**	2d8		
Powers	Situational attack powers, as rogue or hunter				
Special	Racial or species characteristics				

Templates – Level 7

Minion

Minions have low Health and are worth ½ XP.

Level	7 (3 ½)	**Class Health**	8	**Health**	22
½ Level	3	**Minion**		**Anima**	16
Str	24 (+10)	**Melee**	+10	**AD**	22
Dex	20 (+8)	**Ranged**	+8	**ED**	18
Wis	20 (+8)	**Magic**	+8	**MD**	18
Con	20 (+8)			**RD**	18
Int	16 (+6)	**Init**	+8		
Cha	16 (+6)	**Move**	9	**XP**	3
Armor	+4	**Weapon**	2d8		
Powers	Usually nothing				
Special	Racial or species characteristics				

Grunt

Grunts are normal front-line melee fighters.

Level	7	**Class Health**	8	**Health**	106
½ Level	3	**Grunt**		**Anima**	16
Str	24 (+10)	**Melee**	+10	**AD**	22
Dex	20 (+8)	**Ranged**	+8	**ED**	18
Wis	20 (+8)	**Magic**	+8	**MD**	18
Con	20 (+8)			**RD**	18
Int	16 (+6)	**Init**	+8		
Cha	16 (+6)	**Move**	9	**XP**	7
Armor	+4	**Weapon**	2d8		
Powers	Situational attack powers, as warrior				
Special	Racial or species characteristics				

Brute

Brutes have twice the HP and XP of normal monsters.

Level	7 (14)	**Class Health**	10	**Health**	240
½ Level	3	**Brute**		**Anima**	20
Str	24 (+10)	**Melee**	+10	**AD**	22
Dex	20 (+8)	**Ranged**	+8	**ED**	18
Wis	24 (+10)	**Magic**	+10	**MD**	20
Con	20 (+8)			**RD**	18
Int	16 (+6)	**Init**	+8		
Cha	16 (+6)	**Move**	9	**XP**	14
Armor	+4	**Weapon**	2d10		
Powers	Health level attacks, as barbarian				
Special	Racial or species characteristics				

Commander

Commanders have powers that bolster their allies.

Level	7	**Class Health**	8	**Health**	106
½ Level	3	**Commander**		**Anima**	20
Str	24 (+10)	**Melee**	+10	**AD**	23
Dex	22 (+9)	**Ranged**	+9	**ED**	19
Wis	24 (+10)	**Magic**	+10	**MD**	20
Con	20 (+8)			**RD**	18
Int	20 (+8)	**Init**	+9		
Cha	16 (+6)	**Move**	10	**XP**	7
Armor	+4	**Weapon**	2d8		
Powers	Powers to advantage allies				
Special	Racial or species characteristics				

Caster

Magi who use one of the class spell power lists.

Level	7	**Class Health**	8	**Health**	106
½ Level	3	**Caster**		**Anima**	20
Str	20 (+8)	**Melee**	+8	**AD**	21
Dex	22 (+9)	**Ranged**	+9	**ED**	19
Wis	24 (+10)	**Magic**	+10	**MD**	20
Con	20 (+8)			**RD**	18
Int	16 (+6)	**Init**	+9		
Cha	16 (+6)	**Move**	10	**XP**	7
Armor	+2	**Weapon**	2d6		
Powers	Magic powers, as magi				
Special	Racial or species characteristics				

Striker

Strikers attack from range and avoid melee combat.

Level	7	**Class Health**	8	**Health**	106
½ Level	3	**Striker**		**Anima**	16
Str	22 (+9)	**Melee**	+9	**AD**	22
Dex	24 (+10)	**Ranged**	+10	**ED**	20
Wis	20 (+8)	**Magic**	+8	**MD**	18
Con	20 (+8)			**RD**	18
Int	16 (+6)	**Init**	+10		
Cha	16 (+6)	**Move**	11	**XP**	7
Armor	+2	**Weapon**	2d8		
Powers	Situational attack powers, as rogue or hunter				
Special	Racial or species characteristics				

Templates – Level 8

Minion

Minions have low Health and are worth ½ XP.

Level	8 (4)	**Class Health**	8	**Health**	24
½ Level	4	**Minion**		**Anima**	18
Str	24 (+11)	**Melee**	+11	**AD**	23
Dex	20 (+9)	**Ranged**	+9	**ED**	19
Wis	20 (+9)	**Magic**	+9	**MD**	19
Con	20 (+9)			**RD**	19
Int	16 (+7)	**Init**	+9		
Cha	16 (+7)	**Move**	9	**XP**	4
Armor	+4	**Weapon**	2d8		
Powers	Usually nothing				
Special	Racial or species characteristics				

Grunt

Grunts are normal front-line melee fighters.

Level	8	**Class Health**	8	**Health**	119
½ Level	4	**Grunt**		**Anima**	18
Str	24 (+11)	**Melee**	+11	**AD**	23
Dex	20 (+9)	**Ranged**	+9	**ED**	19
Wis	20 (+9)	**Magic**	+9	**MD**	19
Con	20 (+9)			**RD**	19
Int	16 (+7)	**Init**	+9		
Cha	16 (+7)	**Move**	9	**XP**	8
Armor	+4	**Weapon**	2d10		
Powers	Situational attack powers, as warrior				
Special	Racial or species characteristics				

Brute

Brutes have twice the HP and XP of normal monsters.

Level	8 (16)	**Class Health**	10	**Health**	270
½ Level	4	**Brute**		**Anima**	22
Str	24 (+11)	**Melee**	+11	**AD**	23
Dex	20 (+9)	**Ranged**	+9	**ED**	19
Wis	24 (+11)	**Magic**	+11	**MD**	21
Con	20 (+9)			**RD**	19
Int	16 (+7)	**Init**	+9		
Cha	16 (+7)	**Move**	9	**XP**	16
Armor	+4	**Weapon**	3d8		
Powers	Health level attacks, as barbarian				
Special	Racial or species characteristics				

Commander

Commanders have powers that bolster their allies.

Level	8	**Class Health**	8	**Health**	119
½ Level	4	**Commander**		**Anima**	22
Str	24 (+11)	**Melee**	+11	**AD**	24
Dex	22 (+10)	**Ranged**	+10	**ED**	20
Wis	24 (+11)	**Magic**	+11	**MD**	21
Con	20 (+9)			**RD**	19
Int	20 (+9)	**Init**	+10		
Cha	16 (+7)	**Move**	10	**XP**	8
Armor	+4	**Weapon**	2d10		
Powers	Powers to advantage allies				
Special	Racial or species characteristics				

Caster

Magi who use one of the class spell power lists.

Level	8	**Class Health**	8	**Health**	119
½ Level	4	**Caster**		**Anima**	22
Str	20 (+9)	**Melee**	+9	**AD**	22
Dex	22 (+10)	**Ranged**	+10	**ED**	20
Wis	24 (+11)	**Magic**	+11	**MD**	21
Con	20 (+9)			**RD**	19
Int	16 (+7)	**Init**	+10		
Cha	16 (+7)	**Move**	10	**XP**	8
Armor	+2	**Weapon**	2d8		
Powers	Magic powers, as magi				
Special	Racial or species characteristics				

Striker

Strikers attack from range and avoid melee combat.

Level	8	**Class Health**	8	**Health**	119
½ Level	4	**Striker**		**Anima**	18
Str	22 (+10)	**Melee**	+10	**AD**	23
Dex	24 (+11)	**Ranged**	+11	**ED**	21
Wis	20 (+9)	**Magic**	+9	**MD**	19
Con	20 (+9)			**RD**	19
Int	16 (+7)	**Init**	+11		
Cha	16 (+7)	**Move**	11	**XP**	8
Armor	+2	**Weapon**	2d10		
Powers	Situational attack powers, as rogue or hunter				
Special	Racial or species characteristics				

Templates – Level 9

Minion

Minions have low Health and are worth ½ XP.

Level	9 (4 ½)	**Class Health**	8	**Health**	26
½ Level	4	**Minion**		**Anima**	20
Str	26 (+12)	**Melee**	+12	**AD**	24
Dex	22 (+10)	**Ranged**	+10	**ED**	20
Wis	22 (+10)	**Magic**	+10	**MD**	20
Con	22 (+10)			**RD**	20
Int	18 (+8)	**Init**	+10		
Cha	18 (+8)	**Move**	10	**XP**	4
Armor	+4	**Weapon**	2d8		
Powers	Usually nothing				
Special	Racial or species characteristics				

Grunt

Grunts are normal front-line melee fighters.

Level	9	**Class Health**	8	**Health**	142
½ Level	4	**Grunt**		**Anima**	20
Str	26 (+12)	**Melee**	+12	**AD**	24
Dex	22 (+10)	**Ranged**	+10	**ED**	20
Wis	22 (+10)	**Magic**	+10	**MD**	20
Con	22 (+10)			**RD**	20
Int	18 (+8)	**Init**	+10		
Cha	18 (+8)	**Move**	10	**XP**	9
Armor	+4	**Weapon**	2d10		
Powers	Situational attack powers, as warrior				
Special	Racial or species characteristics				

Brute

Brutes have twice the HP and XP of normal monsters.

Level	9 (18)	**Class Health**	10	**Health**	320
½ Level	4	**Brute**		**Anima**	24
Str	26 (+12)	**Melee**	+12	**AD**	24
Dex	22 (+10)	**Ranged**	+10	**ED**	20
Wis	26 (+12)	**Magic**	+12	**MD**	22
Con	22 (+10)			**RD**	20
Int	18 (+8)	**Init**	+10		
Cha	18 (+8)	**Move**	10	**XP**	18
Armor	+4	**Weapon**	3d8		
Powers	Health level attacks, as barbarian				
Special	Passive powers, racial or species characteristics				

Commander

Commanders have powers that bolster their allies.

Level	9	**Class Health**	8	**Health**	142
½ Level	4	**Commander**		**Anima**	24
Str	26 (+12)	**Melee**	+12	**AD**	25
Dex	24 (+11)	**Ranged**	+11	**ED**	21
Wis	26 (+12)	**Magic**	+12	**MD**	22
Con	22 (+10)			**RD**	20
Int	22 (+10)	**Init**	+11		
Cha	18 (+8)	**Move**	11	**XP**	9
Armor	+4	**Weapon**	2d10		
Powers	Powers to advantage allies				
Special	Racial or species characteristics				

Caster

Magi who use one of the class spell power lists.

Level	9	**Class Health**	8	**Health**	142
½ Level	4	**Caster**		**Anima**	24
Str	22 (+10)	**Melee**	+10	**AD**	23
Dex	24 (+11)	**Ranged**	+11	**ED**	21
Wis	26 (+12)	**Magic**	+12	**MD**	22
Con	22 (+10)			**RD**	20
Int	18 (+8)	**Init**	+11		
Cha	18 (+8)	**Move**	11	**XP**	9
Armor	+2	**Weapon**	2d8		
Powers	Magic powers, as magi				
Special	Racial or species characteristics				

Striker

Strikers attack from range and avoid melee combat.

Level	9	**Class Health**	8	**Health**	142
½ Level	4	**Striker**		**Anima**	20
Str	24 (+11)	**Melee**	+11	**AD**	24
Dex	26 (+12)	**Ranged**	+12	**ED**	22
Wis	22 (+10)	**Magic**	+10	**MD**	20
Con	22 (+10)			**RD**	20
Int	18 (+8)	**Init**	+12		
Cha	18 (+8)	**Move**	12	**XP**	9
Armor	+2	**Weapon**	2d10		
Powers	Situational attack powers, as rogue or hunter				
Special	Racial or species characteristics				

Templates – Level 10

Minion

Minions have low Health and are worth ½ XP.

Level	10 (5)	**Class Health**	8	**Health**	28
½ Level	5	**Minion**		**Anima**	22
Str	26 (+13)	**Melee**	+13	**AD**	25
Dex	22 (+11)	**Ranged**	+11	**ED**	21
Wis	22 (+11)	**Magic**	+11	**MD**	21
Con	22 (+11)			**RD**	21
Int	18 (+9)	**Init**	+11		
Cha	18 (+9)	**Move**	10	**XP**	5
Armor	+4	**Weapon**	2d10		
Powers	Usually nothing				
Special	Racial or species characteristics				

Grunt

Grunts are normal front-line melee fighters.

Level	10	**Class Health**	8	**Health**	142
½ Level	5	**Grunt**		**Anima**	22
Str	26 (+13)	**Melee**	+13	**AD**	25
Dex	22 (+11)	**Ranged**	+11	**ED**	21
Wis	22 (+11)	**Magic**	+11	**MD**	21
Con	22 (+11)			**RD**	21
Int	18 (+9)	**Init**	+11		
Cha	18 (+9)	**Move**	10	**XP**	10
Armor	+4	**Weapon**	3d8		
Powers	Situational attack powers, as warrior				
Special	Racial or species characteristics				

Brute

Brutes have twice the HP and XP of normal monsters.

Level	10 (20)	**Class Health**	10	**Health**	320
½ Level	5	**Brute**		**Anima**	26
Str	26 (+13)	**Melee**	+13	**AD**	25
Dex	22 (+11)	**Ranged**	+11	**ED**	21
Wis	26 (+13)	**Magic**	+13	**MD**	23
Con	22 (+11)			**RD**	21
Int	18 (+9)	**Init**	+11		
Cha	18 (+9)	**Move**	10	**XP**	20
Armor	+4	**Weapon**	3d10		
Powers	Health level attacks, as barbarian				
Special	Racial or species characteristics				

Commander

Commanders have powers that bolster their allies.

Level	10	**Class Health**	8	**Health**	142
½ Level	5	**Commander**		**Anima**	26
Str	26 (+13)	**Melee**	+13	**AD**	26
Dex	24 (+12)	**Ranged**	+12	**ED**	22
Wis	26 (+13)	**Magic**	+13	**MD**	23
Con	22 (+11)			**RD**	21
Int	22 (+11)	**Init**	+12		
Cha	18 (+9)	**Move**	11	**XP**	10
Armor	+4	**Weapon**	3d8		
Powers	Powers to advantage allies				
Special	Racial or species characteristics				

Caster

Magi who use one of the class spell power lists.

Level	10	**Class Health**	8	**Health**	142
½ Level	5	**Caster**		**Anima**	26
Str	22 (+11)	**Melee**	+11	**AD**	24
Dex	24 (+12)	**Ranged**	+12	**ED**	22
Wis	26 (+13)	**Magic**	+13	**MD**	23
Con	22 (+11)			**RD**	21
Int	18 (+9)	**Init**	+12		
Cha	18 (+9)	**Move**	11	**XP**	10
Armor	+2	**Weapon**	2d10		
Powers	Magic powers, as magi				
Special	Racial or species characteristics				

Striker

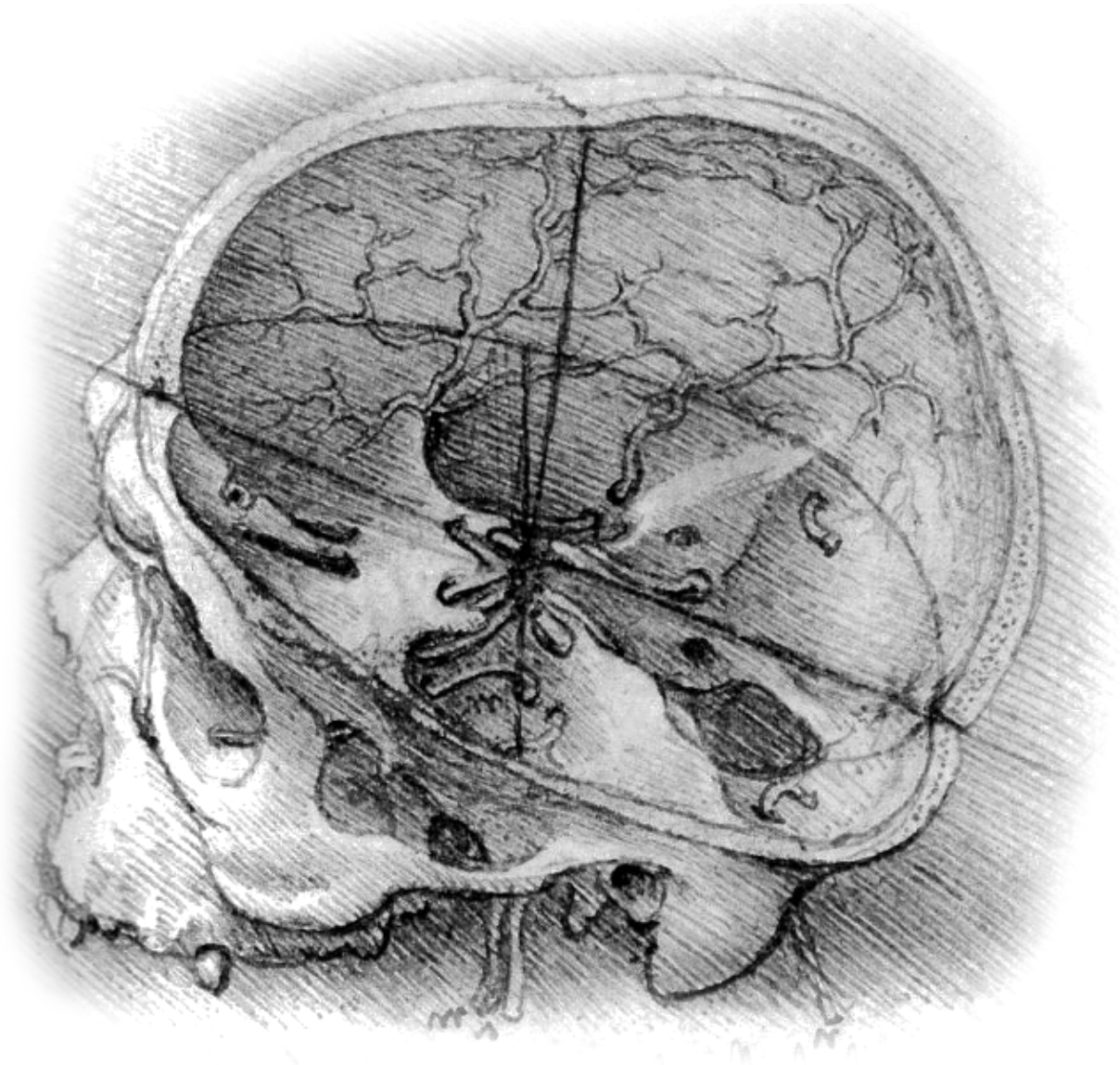
Strikers attack from range and avoid melee combat.

Level	10	**Class Health**	8	**Health**	142
½ Level	5	**Striker**		**Anima**	22
Str	24 (+12)	**Melee**	+12	**AD**	25
Dex	26 (+13)	**Ranged**	+13	**ED**	23
Wis	22 (+11)	**Magic**	+11	**MD**	21
Con	22 (+11)			**RD**	21
Int	18 (+9)	**Init**	+13		
Cha	18 (+9)	**Move**	12	**XP**	10
Armor	+2	**Weapon**	3d8		
Powers	Situational attack powers, as rogue or hunter				
Special	Racial or species characteristics				

Monster Stat Summary

	Monster	Attacks				Misc		Defenses				Expendables	
	Role	Melee	Ranged	Magic	Damage	Init	Move	AD	ED	MD	RD	≈HP	≈An.
Level 1	Minion (½ XP)	+4	+2	+2	d6 (+4)	+2	6	16	12	12	12	8	4
	Grunt	+4	+2	+2	d8 (+4)	+2	6	16	12	12	12	22	4
	Brute (2x XP)	+4	+2	+4	d10 (+4)	+2	6	16	12	14	12	48	8
	Commander	+4	+3	+4	d8 (+4)	+3	7	17	13	14	12	22	8
	Caster	+2	+3	+4	d6 (+4)	+3	7	15	13	14	12	22	8
	Striker	+3	+4	+2	d8 (+4)	+4	8	16	14	12	12	22	4
Level 2	Minion (½ XP)	+5	+3	+3	d6 (+5)	+3	6	17	13	13	13	10	6
	Grunt	+5	+3	+3	d8 (+5)	+3	6	17	13	13	13	32	6
	Brute (2x XP)	+5	+3	+5	d10 (+5)	+3	6	17	13	15	13	72	10
	Commander	+5	+4	+5	d8 (+5)	+4	7	18	14	15	13	32	10
	Caster	+3	+4	+5	d6 (+5)	+4	7	16	14	15	13	32	10
	Striker	+4	+5	+3	d8 (+5)	+5	8	17	15	13	13	32	6
Level 3	Minion (½ XP)	+6	+4	+4	d6 (+6)	+4	7	18	14	14	14	12	8
	Grunt	+6	+4	+4	d8 (+6)	+4	7	18	14	14	14	46	8
	Brute (2x XP)	+6	+4	+6	d10 (+6)	+4	7	18	14	16	14	104	12
	Commander	+6	+5	+6	d8 (+6)	+5	8	19	15	16	14	46	12
	Caster	+4	+5	+6	d6 (+6)	+5	8	17	15	16	14	46	12
	Striker	+5	+6	+4	d8 (+6)	+6	9	18	16	14	14	46	8
Level 4	Minion (½ XP)	+7	+5	+5	2d4 (+7)	+5	7	19	15	15	15	16	10
	Grunt	+7	+5	+5	2d6 (+7)	+5	7	19	15	15	15	57	10
	Brute (2x XP)	+7	+5	+7	2d8 (+7)	+5	7	19	15	17	15	130	14
	Commander	+7	+6	+7	2d6 (+7)	+6	8	20	16	17	15	57	14
	Caster	+5	+6	+7	2d4 (+7)	+6	8	18	16	17	15	57	14
	Striker	+6	+7	+5	2d6 (+7)	+7	9	19	17	15	15	57	10
Level 5	Minion (½ XP)	+8	+6	+6	2d4 (+8)	+6	8	20	16	16	16	18	12
	Grunt	+8	+6	+6	2d6 (+8)	+6	8	20	16	16	16	74	12
	Brute (2x XP)	+8	+6	+8	2d8 (+8)	+6	8	20	16	18	16	168	16
	Commander	+8	+7	+8	2d6 (+8)	+7	9	21	17	18	16	74	16
	Caster	+6	+7	+8	2d4 (+8)	+7	9	19	17	18	16	74	16
	Striker	+7	+8	+6	2d6 (+8)	+8	10	20	18	16	16	74	12
Level 6	Minion (½ XP)	+9	+7	+7	2d6 (+9)	+7	8	21	17	17	17	20	14
	Grunt	+9	+7	+7	2d8 (+9)	+7	8	21	17	17	17	86	14
	Brute (2x XP)	+9	+7	+9	2d10 (+9)	+7	8	21	17	19	17	196	18
	Commander	+9	+8	+9	2d8 (+9)	+8	9	22	18	19	17	86	18
	Caster	+7	+8	+9	2d6 (+9)	+8	9	20	18	19	17	86	18
	Striker	+8	+9	+7	2d8 (+9)	+9	10	21	19	17	17	86	14
Level 7	Minion (½ XP)	+10	+8	+8	2d6 (+10)	+8	9	22	18	18	18	22	16
	Grunt	+10	+8	+8	2d8 (+10)	+8	9	22	18	18	18	106	16
	Brute (2x XP)	+10	+8	+10	2d10(+10)	+8	9	22	18	20	18	240	20
	Commander	+10	+9	+10	2d8 (+10)	+9	10	23	19	20	18	106	20
	Caster	+8	+9	+10	2d6 (+10)	+9	10	21	19	20	18	106	20
	Striker	+9	+10	+8	2d8 (+10)	+10	11	22	20	18	18	106	16

	Monster	Attacks				Misc		Defenses				Expendables	
	Role	Melee	Ranged	Magic	Damage	Init	Move	AD	ED	MD	RD	≈HP	≈An.
Level 8	Minion (½ XP)	+11	+9	+9	2d8 (+11)	+9	9	23	19	19	19	24	18
	Grunt	+11	+9	+9	2d10(+11)	+9	9	23	19	19	19	119	18
	Brute (2x XP)	+11	+9	+11	3d8 (+11)	+9	9	23	19	21	19	270	22
	Commander	+11	+10	+11	2d10(+11)	+10	10	24	20	21	19	119	22
	Caster	+9	+10	+11	2d8 (+11)	+10	10	22	20	21	19	119	22
	Striker	+10	+11	+9	2d10(+11)	+11	11	23	21	19	19	119	18
Level 9	Minion (½ XP)	+12	+10	+10	2d8 (+12)	+10	10	24	20	20	20	26	20
	Grunt	+12	+10	+10	2d10(+12)	+10	10	24	20	20	20	142	20
	Brute (2x XP)	+12	+10	+12	3d8 (+12)	+10	10	24	20	22	20	320	24
	Commander	+12	+11	+12	2d10(+12)	+11	11	25	21	22	20	142	24
	Caster	+10	+11	+12	2d8 (+12)	+11	11	23	21	22	20	142	24
	Striker	+11	+12	+10	2d10(+12)	+12	12	24	22	20	20	142	20
Level 10	Minion (½ XP)	+13	+11	+11	2d10(+13)	+11	10	25	21	21	21	28	22
	Grunt	+13	+11	+11	3d8 (+13)	+11	10	25	21	21	21	156	22
	Brute (2x XP)	+13	+11	+13	3d10(+13)	+11	10	25	21	23	21	352	26
	Commander	+13	+12	+13	3d8 (+13)	+12	11	26	22	23	21	156	26
	Caster	+11	+12	+13	2d10(+13)	+12	11	24	22	23	21	156	26
	Striker	+12	+13	+11	3d8 (+13)	+13	12	26	23	21	21	156	22
Level 11	Minion (½ XP)	+14	+12	+12	2d10(+14)	+12	11	26	22	22	22	30	24
	Grunt	+14	+12	+12	3d8 (+14)	+12	11	26	22	22	22	182	24
	Brute (2x XP)	+14	+12	+14	3d10(+14)	+12	11	26	22	24	22	408	28
	Commander	+14	+13	+14	3d8 (+14)	+13	12	27	23	24	22	182	28
	Caster	+12	+13	+14	2d10(+14)	+13	12	25	23	24	22	182	28
	Striker	+13	+14	+12	3d8 (+14)	+14	13	27	24	22	22	182	24
Level 12	Minion (½ XP)	+15	+13	+13	3d8 (+15)	+13	11	27	23	23	23	32	26
	Grunt	+15	+13	+13	3d10(+15)	+13	11	27	23	23	23	197	26
	Brute (2x XP)	+15	+13	+15	4d8 (+15)	+13	11	27	23	25	23	442	30
	Commander	+15	+14	+15	3d10(+15)	+14	12	28	24	25	23	197	30
	Caster	+13	+14	+15	3d8 (+15)	+14	12	26	24	25	23	197	30
	Striker	+14	+15	+13	3d10(+15)	+15	13	28	25	23	23	197	26
Level 13	Minion (½ XP)	+16	+14	+14	3d8 (+16)	+14	12	28	24	24	24	36	28
	Grunt	+16	+14	+14	3d10(+16)	+14	12	28	24	24	24	226	28
	Brute (2x XP)	+16	+14	+16	4d8 (+16)	+14	12	28	24	26	24	504	32
	Commander	+16	+15	+16	3d10(+16)	+15	13	29	25	26	24	226	32
	Caster	+14	+15	+16	3d8 (+16)	+15	13	27	25	26	24	226	32
	Striker	+15	+16	+14	3d10(+16)	+16	14	29	26	24	24	226	28
Level 14	Minion (½ XP)	+17	+15	+15	3d10(+17)	+15	12	29	25	25	25	38	30
	Grunt	+17	+15	+15	4d8 (+17)	+15	12	29	25	25	25	242	30
	Brute (2x XP)	+17	+15	+17	4d10(+17)	+15	12	29	25	27	25	540	34
	Commander	+17	+16	+17	4d8 (+17)	+16	13	30	26	27	25	242	34
	Caster	+15	+16	+17	3d10(+17)	+16	13	28	26	27	25	242	34
	Striker	+16	+17	+15	4d8 (+17)	+17	14	30	27	25	25	242	30



Appendices and Stuff

Names

Town Names

Aldmont
Belhollow
Blackcastle
Brookhedge
Butterwilde Lake
Courtmarsh
Fairwolf
Falconton
Fallbush
Fieldshore
Freyhill
Glassdell
Glassmill
Glassmont Downs
Glassshore
Icecastle
Ironhedge
Landnesse
Linville
Lochmoor
Magebank
Mallowcastle
Mallowlyn
Merrilyn
Nortown
Prymoor
Redcliff Island
Redglass
Riverlake
Shadowmead
Snowbush
Southbarrow
Spellden
Springmere Crags
Starryfair
Summerhaven
Summerpond
Vertford Barrens
Violetbell Field
Westergate
Wildeland
Wildeville
Winterhaven
Winterlea
Wintermill
Winterport
Woodnesse
Aelmarsh
Aelview
Aldmaple Mill
Beachmill
Bellbank
Blackbeach
Bridgemere
Butterbush
Bycastle
Byland
Clearcoast
Fairmill
Faydell
Faylake
Faywinter
Foxbeach
Greenspring
Greycastle
Hedgemeadow
Janwick
Lighthaven
Mallowdeer
Mallowlake
Mallowmarsh Hollow
Merricrest
Merridale
Newriver
Newsnow
Oldbourne Crossing
Roseland
Snowmarsh
Snowmoor Marsh
Southelf
Stonebarrow
Stoneway
Swynmont
Vertdell
Vertmere Point
Wellmoor Forest
Westcliff
Westhurst
Whitegriffin
Wildeflower
Winterdeer
Winterhollow
Witchcastle
Bayville
Belwald
Blackedge Barrens
Blackfog
Brighthaven
Brightpond
Brookbeach
Bycourt
Dorwall
Dragonwald
Edgebourne
Esterston Crags
Falconport
Flowerbush
Foxhedge
Goldbarrow
Greycrystal
Icehill
Ironcastle Forest
Lightbridge Island
Linburn
Lochsage
Mallowhollow
Marblecoast
Morston
Northborough
Northpond
Pondshore
Rosepond
Snowwynne
Southpond
Springlake
Springmeadow
Springmere
Springmount
Stonerock
Valston
Violethollow
Wayshore
Westden
Whitefield
Whitemarble
Wildebeach
Windcastle
Windmead
Wintercrystal Moor

Character Names

Angifer
Artmanias
Arzin
Ashlina
Avell
Baine
Barond
Basoro
Berind
Berine
Bertio
Blaithetzo
Blayna
Boann
Brandret
Brimi
Cabriya
Carbisoda
Cassante
Celennon
Chadamabe
Conburg
Coplach
Craymond
Danaitha
Denell
Dernann
Dogarpith
Dollach
Donah
Eismenedeu
Emrith
Erantz
Farella
Farrina
Finne
Finni
Flane
Flann
Flant
Gavis
Genne
Genni
Goithien
Habrithild
Harle
Herid
Holazio
Huorn
Hyanna
Irmen
Ithirian
Januel
Jayler
Jenton
Jongeri
Kenydden
Larahich
Lutte
Mabiah
Maglac
Maldhon
Marsia
Myrkath
Nairenn
Norag
Oionna
Orbell
Perda
Puchuair
Rasestrea
Rhaeluviel
Rhian
Rhiar
Rothley
Sarad
Sarethian
Selain
Sevyan
Shernai
Sibyrht
Spech
Sreoth
Steina
Stobose
Storcena
Streigis
Tegan
Thonw
Vacus
Vagil
Vanus
Vennyves
Waethal
Wilmenda
Yeven
Adalondor
Aelffe
Aglann
Allasgenui
Amrittan
Anscolec
Arnan
Baudaur
Berni
Bleifu
Brecalf
Brinna
Brochangi
Brunoc
Cainven
Camrinc
Caolass
Cecioun
Coilliath
Colbjarley
Cuire
Cuirn
Delic
Delig
Druana
Druane
Dymonro
Edhwarust
Ekses
Elfindle
Elina
Eline
Eling
Elisan
Elsal
Enthet
Eudelm
Faladett
Fennie
Fennig
Ferri
Fitzi
Fridaks
Ginarad
Gowaith
Grufinnur
Gryffin
Guoch
Gwenburyok
Gwenegne
Harmax
Hunberta
Insay
Inthikwen
Isotapet
Jossuin
Kenda
Keveonius
Khesse
Kirea
Klasai
L'Andis
Lydnie
Mahonix Mains
Meadel
Mekkar
Menrikin
Neisothe
Olieug
Orfiliene
Orgonall
Orleyne
Oskalin
Pheana
Pheldus
Phildthrim
Raedcarric
Rancuin
Rhydd
Rianseon
Rogen
Simenegeni
Snoul
Soneg
Tessalis
Therbus
Thond
Throbroin
Toenryk
Trulf
Tyfer
Urgot
Vaugarrand
Wherblis
Wyleidan
Yarth
Zavrinan
Zorayanna

Stronghold Names

Lafrithe Tower
Ront Stronghold
Wulfgieri Keep
Tilabad's Deep
Lafrine Stronghold
Walld Castle
Harte Castle
Caer Cathanne
Aldwyn Castle
Hamsterley Keep
Gegarid Castle
Barad Cen
Walsch Castle
Sherbourne Stronghold
Barad Elobarn
Frye Tower
Boleyn Castle
Wind Tower
Wart Stronghold
Merstun Stronghold
Caer Licynll
Caer Tatosvat
Gardnar Tower
Berth Keep
Bertane Stronghold
Marzinbul's Hold
Rarinur's Delve
Barad Cennovell
Caer Ang
Ealdfric Tower
Fundushan's Hold
Ine Stronghold
Jendryng Stronghold
Cynotht Castle
The Fortress of Maninia the Bloody
Heardene Keep
Minas Echi
Barad Cull
Beauner Stronghold
The Bastion of Rimiric the Bloody
Minas Comacog
Nelaza's Hold
Helmundwu Stronghold
Caer Losamtiv
Tyndall Tower
Lave Keep
Bilgabhu's Delve
Flijt Stronghold
Barad Eact
Verieu Keep
Bastion of the Destroyer
Swetecok Stronghold
Deringe Castle
The Bastion of the Lich
Minas Tyrnardomn
Mekibiz's Deep
Rooper Stronghold
Wulfusig Castle
Byllyng Keep
Rous Castle
Cuthrenrae Tower
Cassy Keep
The Tower of Gusegoar
Groston Stronghold
Thregere Castle
Estney Castle
Frilleck Tower
Caer Ano
Khalanar's Deep
Minas Cathachi
Wind Castle
Bish's Delve
Fane's Deep
Fundinal's Hold
Young Castle
Boote Stronghold
Parkar Stronghold
Winebald Castle
Aeregewa Keep
The Bastion of Aras the Indomitable
Winothelm Keep
Caer Firteutac
Tharkinbuz's Hold
Gerelwea Stronghold
Caer Eachanob
The Citadel of Ana
The Citadel of Niniduk
Caer Labrinmac
Gathalish's Deep
Cenbaldur Keep
The Citadel of Basargal
Caer Igemachl
Helwing Tower
Wulfrig Castle

Wilderness Names

The Blessed Weald
The Salt Waste
The Nek Spires
The Island of Souls
The Dark Fen
The Golden Woods
The Frostfell Mountains
The Zaniddem Reef
The Howling Steppe
The Suaesio Reef
The Maraeld Veldt
The Gelunaim Plains
The Spiderweb Vale
The Blighted Vale
The Trackless Veldt
The Berthfeld Downs
The Wyvern Hills
The Sohaharj Barren
The Faerie Woods
The Fangs of Banus
The Haunted Sands
The Godhelmfeld Hills
The Flint Bluffs
The Isle of Gates
The Mentino Reef
The Blackfen Moor
The Sea of Stars
The Ertunbtun Hills
The Hibuka Waste
The Nayzahab Desert
The Mountains of Dawn
The Dwalane Highlands
The Sanasal Barren
The Khafjizz Waste
The Gloomy Moor
The Aelmaerburh Hills
The Trackless Veldt
The Criddeneyl Forest
The Witchlight Moor
The Cobalt Sea
The Witchmoor Swamp
The Woeful Moor
The Doomblade March
The Tharamek Highlands
The Glassdust Waste
The Muji Heath
The Dahamusc Waste
The Maharbar Spires
The Withering Fen
The Dismal Swamp
The Desert of Brass
The Faerie Woods
The Hagfen Moor
The Cobalt Sea
The Tharagin Highlands
The Sea of Tears
The Tenebrous Marsh
The Desert of Desolation
The Heavenly Forest
The Angel Reefs
The Winewold Plateau
The Fellmoor Marsh
The Cairn Hills
The Afrileah Bluffs
The Empyrean Sea
The Shadow Waste
The Desert of Tears
The Whispering Woods
The Warlock's Fen
The Sea of Night
The Cerulean Sea
The Ayakili Crags
The Isle of Spiders
The Iron Mountains
The Marsh of Decay
The Blackfen Moor
The Sea of Radiance
The Megalith Downs
The Sea of Ghosts
The Shattered March
The Gore Reef
The Emerald Sea
The Trollmoor Swamp
The Plains of the Fallen
The Isle of Death
The Empyrean Woods
The Landeilanf Forest
The Beyzeoso Island
The Ghoulfen Swamp
The Caldrille Forest
The Whispering Mire
The Azure Sea
The Flint Bluffs
The Sadalat Desert
The Sea of Stars
The Sabisha Waste
The Skyfall Desert
The Desolation of Sabila
The Llanrindy Vale
The Desert of Desolation

Villain Names

Adolphus the Spiteful
Aldric Garvel
Basil Blackheart
Claudius Falkwing
Claudius of Garvel
Claudius the Devil
Dmitri de Tempest
Draco Noire
Draco the Beast
Draco the Serpent
Ebenezer Abaddon
Ebenezer von Blackheart
Edric Ghast
Eustace Diablo
Eustace Mourne
Fabian de Abaddon
Gustav the Soulless
Horatio Nyx
Humbert the Toad
Humbert the Vile
Kyril von Blackheart
Lucian Diablo
Marius Wynter
Marius the Wolf
Nero de Darkstar
Nero of Grimoire
Nicholas Ghast
Octavian Carnadine
Rudolf the Shadow
Sebastian Rackham
Sebastian the Putrid
Severin Livingston
The Branded Devourer
The Branded Toad
The Dark Devil
The Doomed Fiend
The Grim Beast
The Lecherous Brigand
The Terrible Blackguard
The Vicious Blackguard
The Vile Wolf
Ulrich Darkmoon
Ulysses Noire
Victor Hades
Vidar Invidius
Vlad of Garvel
Vlad of Malheur
Vladimir the Red
Xavier the Bilious
Aldric Darkstar
Aldric the Vindictive
Bruno Drear
Bruno of Nyx
Brutus Grimoire
Claude Frostheim
Claude Mourne
Conrad the Hellspawn
Cornelius Invidius
Dmitri Livingston
Dmitri Wilde
Draco the Torturer
Eustace the Scoundrel
Fabian Falkwing
Fabian Viridian
Gaspard the Shrivelled
Gustav del Abaddon
Horatio Grendel
Horatio the Murderous
Ichabod Drear
Ichabod the Torturer
Ichabod von Livingston
Kyril the Torturer
Leopold Livingston
Leopold the Warlock
Lucian Grimoire
Maximilian Hellebore
Maximilian del Garvel
Maximilian the Dastard
Nero Darkstar
Nero del Carnadine
Nero del Livingston
Renard the Torturer
Rodolphus Ghast
Rodrigo de Diablo
Rupert Ghast
Rupert Invidius
Rupert von Helborne
The Blasphemous Devourer
The Forsaken Dastard
The Gruesome Ogre
The Scarred Devil
The Unclean Warlock
The Unpleasant Toad
Vidar the Lecherous
Vidar the Lewd
Vlad Grendel
Xavier Tempest
Xavier the Cruel

Ward Names

Mermaid's Village
Demon's Village
Hydra's Farthing
Priest's Ward
Orb Farthing
Moneylender's Farthing
Highcoin Ward
Rubygate Borough
Brook Village
Innkeeper's Borough
Heath Borough
Hydra's Ward
Lion's Borough
Mermaid's Village
Crag Farthing
Feyford District
Queensfane District
Charger's Village
Highmoor Borough
Drakesgrove Farthing
Greatring Farthing
Drakesford District
Noble's Farthing
Hightome Village
Knifesmith's Farthing
Hydra's Farthing
Hart's Village
Citadel Village
Canal District
Archlamp Ward
Slatepool Borough
Hart's Borough
Charger's Farthing
Highbluff District
Ford Village
Whitewood District
Artificer's Ward
Hart's Borough
Upper Temple Village
Sword Village
Upper Scepter District
Brightring Farthing
Falls Farthing
Lower Bell Borough
West Merchant's Ward
Drakesmoor Ward
Highsword Farthing
Lion's Village
Hill Village
Unicorn's Ward
Spellbinder's District
Archfair Farthing
Lower Rosetome Village
South Mastiff's Village
Crag Ward
North Lamp Farthing
Lamp Village
Crystalwood District
Charger's Ward
Trickster's Borough
Brightkeep Village
Lamp Village
Sword District
Demon's District
Mere Village
Rosecoin District
Hydra's Borough
Brightcourt Farthing
Hart's Ward
Greater Hydra's Farthing
Knifesmith's District
Demon's Ward
Castle Ward
Bridge Borough
Lower Rogue's Ward
Demon's District
Noble's Village
Water Borough
Demon's District
Water Borough
Noble's Ward
Greatorb Borough
Limner's Farthing
Ford Borough
Orb District
Rogue's Farthing
Unicorn's Borough
Herald's Village
Pitchheath Farthing
Castle Farthing
Hart's Borough
Heath District
Upper Dale Farthing
Market Farthing
Ravenswood District
Bluff Farthing
Mastiff's Borough
Drakesbrook Farthing
Grove Ward
Crystalfalls Borough

Street Names

Marble Street
Wimsingbury Street
Court Mews
Archorb Alley
Narrow Stairs
Archsword Mews
Fence's Approach
Feyfalls Avenue
Unicorn's Yard
Crystalcourt Chase
Gringhheath Street
Bastion Way
Shrine Lane
Boar's Side
Goldentower Approach
Hare's Side
Chinghthorp Road
Knesbury Avenue
Market Chase
Frexingthorp Avenue
Archthrone Rise
Water Street
Unicorn's Approach
Farleminster Street
Highheath Approach
Charcoalmaker's Alley
Crystalkeep Chase
Harlot's Way
Tome Alley
Fence's Street
Gingdale Way
Serpent's Avenue
Brightring Arcade
Toulingfalls Avenue
Pipe Road
Hare's Way
Healer's Road
Great Gold Yard
Citadel Circus
Archring Stairs
Heath Road
Kingorlminster Avenue
Axe Road
Greatcoin Stairs
Rosetome Passage
King's Arcade
North Orb Lane
Mastiff's Chase
Spear Rise
Tome Street
Mermaid's Side
East Unicorn's Circus
North Spear Avenue
Marble Yard
Iron Street
Fence's Stairs
Croft Lane
Mercer's Court
Demon's Way
Redcourt Lane
Quarry Road
Physician's Approach
Mastiff's Way
Battery Avenue
Lake Passage
Mermaid's Circus
Chariot Row
Fen Way
Gambler's Circus
Serpent's Court
Moneylender's Passage
Binngthorp Lane
Woodcutter's Road
Maid's Passage
Tanner's Road
Assassin's Close
Ridge Court
Crystalcastle Street
Unicorn's Stairs
Procession Road
Baldingfield Avenue
Copper Mews
Goldenthrone Way
Castle Passage
Spear Rise
Gambler's Stairs
Butcher's Way
West Archwood Cross
Lamp Cross
Narrow Street
Brightdale Alley
Copper Avenue
Crystalbell Avenue
Citadel Avenue
Mermaid's Cross
Hare's Avenue
Silver Lane
Ring Circus
Orchard Stairs
Lower Slate Side

Tavern Names

The Pirate's Flagon, on Silver Mews
The Silver Mace, on Arch Chase
The Wandering Mermaid, on Blackstone Way
The Knave's Tavern, on Whitestone Passage
The Boar's Lodge, on Brick Side
The Wizard and Candle, on Broad Avenue
The Gray Mug, on Citadel Side
The Squirrel's Inn, on Slate Street
The Greedy Witch, on East Barrow Stairs
The Knave and Flagon, on Archsword Lane
The Sage's Pub, on Slate Way
The Thief's Scroll, on Boar's Yard
The Trickster’s Flagon, on Duke's Street
The Fool and Scroll, on Feytemple Street
The Pirate's Spear, on Brightfalls Way
The Greedy Cat, on Scarp Parade
The Hero's Chariot, on Broderer's Close
The Maiden and Scroll, on Ford Lane
The Jester's Hall, on Drakesford Parade
The Fool's Inn, on Bastion Road
The Trickster and Staff, on Grove Side
The Red Chain, on Brick Alley
The Scoundrel and Mug, on Gold Road
The Sapphire Spear, on Archsword Parade
The Lazy Scoundrel, on Ockengrove Road
The Fool and Flask, on Lower Highsword Circus
The Boar and Wolf, on Grove Yard
The Toad's Tavern, on Hedge Alley
The Wizard’s Mug, on Market Circus
The Brass Chalice, on Brass Side
The Pirate's Alehouse, on Blackkeep Passage
The Green Chalice, on Boar's Parade
The Fool's Inn, on Hollow Way
The Silver Cask, on Goldentome Approach
The Knave's House, on Demon's Chase
The Unicorn's Lodge, on Procession Alley
The Warlock's Cellar, on Tinghwood Street
The Gypsy and Cask, on Demon's Side
The Cat's House, on Feyfane Close
The Pirate's Flagon, on Silver Mews
The Silver Mace, on Arch Chase
The Knave's Tavern, on Whitestone Passage
The Wolf's House, on Narrow Avenue
The Boar's Lodge, on Brick Side
The Copper Goblet, on Hart's Cross
The Gray Mug, on Citadel Side
The Warrior's Lodge, on Topazfane Chase
The Sage's Cup, on Crystalhill Lane
The Sleeping Hound, on Brighttome Parade
The Pirate and Flagon, on Candle Passage

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Random Encounters

City Encounters: http://rpgathenaeum.wordpress.com

Research

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http://www.io.com/~sjohn/demog.htm
Fantasy Demographics Made Easy, Robert S. Conley:
http://www.batintheattic.com/downloads/Fantasy%20Demographics%20Version%201.pdf
Medieval Glossary:
http://users.trytel.com/~tristan/towns/glossary.html

Inspiration

RPGs

Castles & Crusades
Dragon Age
Dragon Warriors
Dungeons & Dragons
Labyrinth Lord
Old School Hack

Instructional

Gamemastering by Brian Jamison

Novels and Stories

Conan the Barbarian, Robert E. Howard, et al.
No Such Thing as Dragons, Philip Reeves
Gentlemen of the Road, Michael Chabon
Fafred and the Grey Mouser, Fritz Lieber

Maps

http://historic-cities.huji.ac.il/historic_cities.html
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GM Reference Tables

Ability Modifiers

Ability Score	Modifier
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5

Class Health Points

Class	Class Health Points
Barbarian	8 HP
Warrior	7 HP
Berserker	6 HP
Hunter, rogue, hospiter	5 HP
Warlock, healer, canonate, necromancer, mystic	4 HP

Experience Point Milestones

Character Level	Experience Points
2	10
3	40
4	85
5	145
6	220
7	310
8	415
9	535
10	670
11	820
12	985
13	1165
14	1360
15	1570
16	1795
17	2035
18	2290
19	2560
20	2845

Skills

Wilderness
- Nature
- Animal Handling
- Tracking
- Trapping
- Hunting
- Sailing
- Riding
- Survival (Wilderness)
- Survival (Urban)
- Survival (Water)
- Navigation

Social
- Leadership
- Diplomacy
- Bureaucracy
- Seduction
- Etiquette
- Gambling
- Influence
- Appraise
- Bluff
- Tourney
- Trading

Physical
- Melee Combat
- Unarmed Combat
- Mounted Combat
- Brawling
- Swimming
- Interrogation
- Athletics
- Acrobatics
- Climbing

Medical
- Healing
- Medicine
- Physiology

Performance
- Music
- Dance
- Acting
- Art
- Storytelling

Military
- Tactics and Strategy
- Siege Warfare
- Materials
- Supply
- Training

Trades and Professions
- Smithing
- Cooking
- Crafting
- Herbalism
- Masonry
- Farming
- Forestry
- Fishing
- Tanning
- Construction
- Mining

Knowledge
- Research
- Religion
- Ceremony
- Linguistics
- Mathematics
- Literacy
- Lore
- Science
- Alchemy
- Philosophy
- Literature
- History

Thieves
- Mechanisms/Disarming
- Counterfeiting/Forgery
- Shadowing
- Thievery (pick locks, pick pockets)
- Stealth (hiding, move silently)
- Deception
- Disguise/Impersonation

Combat Actions

Full Actions

- *Rally* healing powers
- Full action powers, e.g. *Wind-Up* or *Steady*
- Stabilize a dying character (Wisdom vs. 13)

Major Actions

- Melee or Ranged attack power
- Major action spell power
- Load a normal or heavy crossbow
- Throw an object
- Activate a wand or other spell implement
- Ability test (such *Shake It Off*)

Move Actions

- Move up to Movement Speed or adjust position
- Opposed movement (such as to move through an occupied position)
- Move action spell power
- Climb a wall, slope or barrier
- Draw, sling or sheath a weapon
- Pick up a weapon or object
- Stand up from prone position
- Mount or dismount a horse

Minor Actions

- Minor action spell power
- Drop a weapon or shield
- Drop prone
- Retrieve a stored item (such as a potion)
- Drink a held potion
- Communicate

Combat Healing

✚ Rally

Action Time	Full action
Power Effect	You regain half of the amount that your HP and AP are depleted. +4 to all Defenses until end of character's next turn.
Special	This can only be used once per encounter.

Common Conditions

Condition	Description
Blinded	Slowed, –4 to Attacks and Defenses.
Burdened	–1 to Movement Speed.
Cover	Partial: +2 to Defenses. Moderate: +4 to Defenses. Substantial: +6 to Defenses.
Dazed or Hampered	You only have a major action and a minor action (but can still downgrade actions).
Dead	You're on –10 HP or less. You can only return to life through magic.
Dying	You have no actions. –6 to Defenses. Successful attacks are automatic critical hits. 1 HP damage at the start of turn.
Encumbered	–1 to Movement Speed.
Immobilized	You can't move intentionally, –2 to Defenses.
Insubstantial	You can move through solid objects at half speed and damage taken from attacks against your AD and ED is halved.
Pinned	You cannot physically move. –2 to Attacks, –4 to Defenses. Opposed ability test to escape (Str/Dex), success moves opponent to adjacent square and character becomes prone.
Poisoned	You take damage at the start of your turn equal to the ½ Level of the creature that poisoned you.
Prone	You are on the ground (or similarly unbalanced). –2 to Attacks and Defenses, Movement Speed is 1. Stand (or equivalent recovery) as move action.
Restrained	You cannot perform actions that require free physical movement. No melee or ranged attacks, Movement Speed is 0, –4 to Magic, –4 to Defenses. Opposed ability test to escape (Str/Dex).
Slowed	Your Move Speed halved (no less than 1).
Stabilized	You're under 0 HP but not dying.
Stunned or Unbalanced	You only have a move action and a minor action (but can still downgrade actions).
Unconscious	You cannot perform any actions. –6 to Defenses. Hits are automatic criticals. Without intervention you recover to 1 HP after a short rest.
Visibility	Obscure: +2 to Defenses and Stealth. Faint: +4 to Defenses and Stealth. Invisible: +6 to Defenses and Stealth.
Weakened	Damage that you deal is halved.

Equipment Bonus/Cost Modifiers

Equipment Quality	Bonus	Cost Modifier
Shoddy	–1	x ½
Plain	-	-
Masterwork	+1	3x
Heroic	+2	10x
Legendary	+3	30x
Ancient	+4	100x
Named	+5 and above	200x

Melee Weapon Prices and Details

	Weapon	Cost	Dam.	Rng.
Simple	Punch	-	1d2	5’
	Spiked Gauntlet	5sp	1d3	5’
	Dagger	1gp	1d4	5’
	Club	1sp	1d4	5’
	Quarterstaff !!	1sp	1d6	5’
	Blackjack/Sap	1sp	1d3	5’
	Mace, Light	2gp	1d6	5’
	Sword, Short	2gp	1d6	5’
	Axe, Hand	1gp	1d6	5’
	Spear, Short	1gp	1d6	5’
Normal	Sword, Long	6gp	1d8	5’
	Halberd !!	4gp	1d10	5’
	Battleaxe	6gp	1d8	5’
	Spear, Long !!	1gp	1d10	5’
	Warhammer	6gp	1d8	5’
	Mace, Heavy	4gp	1d8	5’
	Morningstar	4gp	1d8	5’
	Scimitar	6gp	1d8	5’
	Flail, Light	4gp	1d8	5’
Martial	Flail, Heavy	10gp	1d10	5’
	Sword, Bastard !/!!	10gp	1d10 1d12 !!	5’
	Sword, Two-Handed !!	15gp	2d6	5’
	Warhammer, Heavy !!	15gp	2d6	5’
	Axe, Great !!	15gp	2d6	5’
	Sword, Great !!	20gp	2d6	5’

!/!! These weapons can be used with one or two hands.
!! These weapons require two hands to use.

Ranged Weapon Prices and Details

	Weapon	Cost	Dam.	Rng.
Simple	Rock	-	1d4	20’
	Dart, Throwing	1sp	1d4	20’
	Sling !!	2sp	1d4	20’
	Dagger (Thrown)	1gp	1d4	20’
	Blowgun !!	2gp	1d4	20’
	Bow, Short !!	6gp	1d6	60’
	Axe, Hand (Thrown)	1gp	1d6	20’
	Crossbow, Hand !!	10gp	1d4	30’
	Crossbow !! ⌛	10gp	1d8	60’
	Crossbow, Heavy !! ⌛	20gp	1d10	100’
	Crossbow, Arablest !! ⌛⌛	30gp	1d12	160’
Normal	Longbow !!	12gp	1d8	120’
	Spear, Throwing	2gp	1d6	40’
	Javelin	2gp	1d6	40’
Martial	Longbow, Composite !!	20gp	1d10	200’

!! These weapons require two hands to use.
⌛ These weapons require major action to reload.
⌛⌛ These weapons require two major actions to reload.

Armor Prices and Details

	Armor	Cost	AD Bonus	Max. Dex. Mod.
Light	Quilted Doublet	2gp	+1	+8
	Leather Armor	5gp	+2	+7
	Hardened Leather	10gp	+3	+6
Medium	Brigandine	15gp	+4	+5
	Mail Armor (4-in-1)	30gp	+5	+4
	King’s Mail (8-in-1)	60gp	+6	+3
	Shield	2gp	+1	-
Heavy	Scale Mail	120gp	+7	+2
	Half-Plate	200gp	+8	+1
	Full Plate	400gp	+9	-

Adventuring Equipment

Item	Cost
Sack, Looting	5cp
Parchment (per sheet)	1sp
Vellum (per sheet)	5sp
Waterskin	1sp
Rope (50')	1sp
Needle and Thread	1sp
Whetsone	1sp
Flint and Steel	1sp
Pick	2sp
Shovel	2sp
Bedding	3sp
Backpack	5sp
Rations (5 days)	5sp
Grappling Hook	5sp
Net	5sp
Hammer	2sp
Tent	1gp
Lantern	1gp
Chest	1gp
Lockpick	2gp
Padlock	2gp
Mirror, Silver	4gp
Candles (10)	1sp
Torches (10)	1sp
Lantern Oil (10)	1sp
Arrows (20)	1gp
Bolts (20)	2gp
Sling Bullets (20)	2sp

Magical Consumables

Item	Cost
Potion Bottle	1gp
Scroll Parchment	1gp
Wand Implement	5gp

Potions

Item	Cost
Potion of *Guidance* (+4 to next attack)	2gp
Potion of *Remove* (one condition/effect)	2gp
Potion of *Healing* (10 HP)	2gp
Potion of *Slow Decay* (Slows decay for 3 days)	3gp
Potion of *Channel* (Allows *Rally* as move)	4gp
Potion of *Healing* (25 HP)	6gp
Potion of *Obscurity* (Stealth, Defenses +2)	7gp
Potion of *Buttress* (Reduce dam. by 7 HP)	9gp
Potion of *Faintness* (Stealth, Defenses +4)	16gp
Potion of Cleansing (All conditions/effects)	17gp
Potion of *Stasis* (Halts decay for 5 weeks)	25gp
Potion of *Feigned Death* (5 minutes)	25gp
Potion of *Invisibility* (Stealth, Defenses +6)	26gp
Potion of *Healing* (40 HP)	30gp
Potion of *Warlock's Shield* (absorbs 40 HP)	33gp
Potion of *Insubstantiate* (Until EoE)	42gp
Potion of *Recovery* (Returns conscious character to max HP)	50gp
Potion of *Restore Life* (Dead char. to 1 HP)	100gp

Mounts

Item	Low Cost	High Cost
Mule	15gp	30gp
Horse, Riding	30gp	60gp
Horse, Archer's	50gp	100gp
Horse, Draught	100gp	200gp
Horse, Hunting	200gp	400gp
Horse, Thoroughbred	400gp	800gp
Horse, War	800gp	1,600gp

Food

Item	Low Cost	High Cost
Ale (swill)	1cp	3cp
Ale (draft)	1cp	3cp
Fine Wine	5cp	1sp
Meal	1sp	3sp
Feast	5sp	1gp

Lodging

Item	Low Cost	High Cost
Stables	1cp	5cp
Cot (for servants)	1sp	2sp
Standard Room (two beds)	5sp	1gp
Luxury Room	1gp	2gp

Retainers

Item	Low Cost	High Cost
Serf (Peasant)	1cp/day	2cp/day
Navvy (Worker)	2cp/day	5cp/day
Thug (L1 Minion)	5cp/day	1sp/day
Craftsman/Tradesman	1sp/day	2sp/day
Soldier (L1 Soldier)	5sp/day	1gp/day
Knight (L2 Soldier)	1gp/day	2gp/day

Encumbrance

Strength	Burdened Possessions (Move –1)	Encumbered Possessions (Move –2)	Maximum Possessions
3	-	1 item	1 item
4-5	-	2 items	2 items
6-7	2 items	3 items	3 items
8-9	3 items	4 items	4 items
10-11	4 items	5 items	5 items
12-13	5 items	6 items	6 items
14-15	6 items	7 items	7 items
16-17	7 items	8 items	8 items
18-19	8 items	9 items	9 items
20+	9 items	10 items	10 items

If carrying 1 item less than the character's maximum number of items, a character is burdened (–1 to Movement Speed).

If carrying the maximum amount of items, characters are encumbered (–2 to Movement Speed).

Extended Travel: On Foot

Movement Speed	Walking MPH	Running MPH	Average MPD
1	1	1	10
2	1	2	10
3	1 ½	3	15
4	2	4	20
5	2 ½	5	25
6	3	6	30
7	3 ½	7	35
8	4	8	40
9	4 ½	9	45
10	5	10	50

Extended Travel: By Horse

Mount	Walking MPH	Trot MPH	Gallop MPH	Average MPD
Mule	3	-	-	30
Nag	4	6	8	40
Riding Horse	5	10	20	50
Thoroughbred	6	12	36	60
Warhorse	5	10	20	50
Cart	4	6	8	40
Wagon	3	4	6	30

Extended Travel: By Boat

Boat	Normal MPH	Double MPH	Average MPD
Rowboat	1 ½	2 ½	15
Barge	1 ½	2 ½	15
Sail Boat (40')	4	-	40
Sailing Ship (60')	6	-	60
Longship (75')	7	15	70
Penteconter (100')	9	17	90
Bireme (80')	10	18	100
Trireme (120')	11	20	110

Terrain Conditions

Terrain	On Foot	Mounted
Road or Open Path	Normal	Normal
Hilly Terrain	¾ Speed	¾ Speed
Forest (path)	¾ Speed	¾ Speed
Forest (off path)	½ Speed	¼ Speed
Mountain (path)	½ Speed	½ Speed
Mountain (off path)	¼ Speed	Impassable
Jungle (path)	½ Speed	Impassable
Jungle (off path)	¼ Speed	Impassable
Swamp	¼ Speed	Impassable

Weather Effects: On Land

Weather	On Foot	Mounted
Scorching	½ Speed	½ Speed
Hot	¾ Speed	¾ Speed
Clement	Normal	Normal
Raining	¾ Speed	¾ Speed
Torrential	½ Speed	½ Speed
Blizzard	½ Speed	½ Speed

Weather Effects: At Sea

Winds and Water	Sailing	Under Oars
Becalmed	None	Normal
Ideal	2x Speed	Normal
Favorable	Normal	Normal
Calm	½ Speed	Normal
Gale	¾ Speed	½ Speed
Stormy	½ Speed	¼ Speed
Upstream	½ Speed	½ Speed
Downstream	2x Speed	2x Speed

Ability Test Difficulties

Level	Trivial	Easy	Normal	Hard	Infernal
1 - 2	3	7	13	18	23
3 - 4	4	8	14	19	24
5 - 6	5	9	15	20	25
6 - 8	6	10	16	21	26
9 - 10	7	11	17	22	27
11 - 12	8	12	18	23	28
13 - 14	9	13	19	24	29
15 - 16	10	14	20	25	30
16 - 18	11	15	21	26	31
19 - 20	12	16	22	27	32

Attack Bonus Progression

Level	Ability Score Mod.	½ Level Bonus	Weapon or Misc Bonus	Total Attack Bonus
1	+4	-	-	+4
2	+4	+1	-	+5
3	+4	+1	+1	+6
4	+4	+2	+1	+7
5	+5	+2	+1	+8
6	+5	+3	+1	+9
7	+5	+3	+2	+10
8	+5	+4	+2	+11
9	+6	+4	+2	+12
10	+6	+5	+2	+13
11	+6	+5	+3	+14
12	+6	+6	+3	+15
13	+7	+6	+3	+16
14	+7	+7	+3	+17
15	+7	+7	+4	+18
16	+7	+8	+4	+19
17	+8	+8	+4	+20
18	+8	+9	+4	+21
19	+8	+9	+5	+22
20	+8	+10	+5	+23

Armor defense Progression

Level	Dexterity Mod.	½ Level Bonus	Armor	Armor defense
1	+3	-	+3	16
2	+3	+1	+3	17
3	+3	+1	+4	18
4	+3	+2	+4	19
5	+3	+2	+5	20
6	+3	+3	+5	21
7	+4	+3	+5	22
8	+4	+4	+5	23
9	+4	+4	+6	24
10	+4	+5	+6	25
11	+4	+5	+7	26
12	+4	+6	+7	27
13	+4	+6	+8	28
14	+4	+7	+8	29
15	+5	+7	+8	30
16	+5	+8	+8	31
17	+5	+8	+9	32
18	+5	+9	+9	33
19	+5	+9	+10	34
20	+5	+10	+10	35

Wealth

Level	Weapon Bonus and Cost	Armor Bonus and Cost	Total Value
1	- (5gp)	+3 (10gp)	15gp
2	- (15gp)	+3 (10gp)	25gp
3	+1 (50gp)	+4 (15gp)	65gp
4	+1 (50gp)	+4 (15gp)	65gp
5	+1 (50gp)	+5 (30gp)	80gp
6	+1 (50gp)	+5 (30gp)	80gp
7	+2 (150gp)	+5 (30gp)	180gp
8	+2 (150gp)	+5 (30gp)	180gp
9	+2 (150gp)	+6 (60gp)	210gp
10	+2 (150gp)	+6 (60gp)	210gp
11	+3 (600gp)	+7 (180gp)*	780gp
12	+3 (600gp)	+7 (180gp)*	780gp
13	+3 (600gp)	+8 (600gp)*	1200gp
14	+3 (600gp)	+8 (600gp)*	1200gp
15	+4 (1500gp)	+8 (600gp)*	2100gp
16	+4 (1500gp)	+8 (600gp)*	2100gp
17	+4 (1500gp)	+9 (1200gp)*	2700gp
18	+4 (1500gp)	+9 (1200gp)*	2700gp
19	+5 (3000gp)	+10 (2400gp)*	5400gp
20	+5 (3000gp)	+10 (2400gp)*	5400gp

Monster Stat Summary: Levels 1-7

	Monster	Attacks				Misc		Defenses				Expendables	
	Role	Melee	Ranged	Magic	Damage	Init	Move	AD	ED	MD	RD	≈HP	≈An.
Level 1	Minion (½ XP)	+4	+2	+2	d6 (+4)	+2	6	16	12	12	12	8	4
	Grunt	+4	+2	+2	d8 (+4)	+2	6	16	12	12	12	22	4
	Brute (2x XP)	+4	+2	+4	d10 (+4)	+2	6	16	12	14	12	48	8
	Commander	+4	+3	+4	d8 (+4)	+3	7	17	13	14	12	22	8
	Caster	+2	+3	+4	d6 (+4)	+3	7	15	13	14	12	22	8
	Striker	+3	+4	+2	d8 (+4)	+4	8	16	14	12	12	22	4
Level 2	Minion (½ XP)	+5	+3	+3	d6 (+5)	+3	6	17	13	13	13	10	6
	Grunt	+5	+3	+3	d8 (+5)	+3	6	17	13	13	13	32	6
	Brute (2x XP)	+5	+3	+5	d10 (+5)	+3	6	17	13	15	13	72	10
	Commander	+5	+4	+5	d8 (+5)	+4	7	18	14	15	13	32	10
	Caster	+3	+4	+5	d6 (+5)	+4	7	16	14	15	13	32	10
	Striker	+4	+5	+3	d8 (+5)	+5	8	17	15	13	13	32	6
Level 3	Minion (½ XP)	+6	+4	+4	d6 (+6)	+4	7	18	14	14	14	12	8
	Grunt	+6	+4	+4	d8 (+6)	+4	7	18	14	14	14	46	8
	Brute (2x XP)	+6	+4	+6	d10 (+6)	+4	7	18	14	16	14	104	12
	Commander	+6	+5	+6	d8 (+6)	+5	8	19	15	16	14	46	12
	Caster	+4	+5	+6	d6 (+6)	+5	8	17	15	16	14	46	12
	Striker	+5	+6	+4	d8 (+6)	+6	9	18	16	14	14	46	8
Level 4	Minion (½ XP)	+7	+5	+5	2d4 (+7)	+5	7	19	15	15	15	16	10
	Grunt	+7	+5	+5	2d6 (+7)	+5	7	19	15	15	15	57	10
	Brute (2x XP)	+7	+5	+7	2d8 (+7)	+5	7	19	15	17	15	130	14
	Commander	+7	+6	+7	2d6 (+7)	+6	8	20	16	17	15	57	14
	Caster	+5	+6	+7	2d4 (+7)	+6	8	18	16	17	15	57	14
	Striker	+6	+7	+5	2d6 (+7)	+7	9	19	17	15	15	57	10
Level 5	Minion (½ XP)	+8	+6	+6	2d4 (+8)	+6	8	20	16	16	16	18	12
	Grunt	+8	+6	+6	2d6 (+8)	+6	8	20	16	16	16	74	12
	Brute (2x XP)	+8	+6	+8	2d8 (+8)	+6	8	20	16	18	16	168	16
	Commander	+8	+7	+8	2d6 (+8)	+7	9	21	17	18	16	74	16
	Caster	+6	+7	+8	2d4 (+8)	+7	9	19	17	18	16	74	16
	Striker	+7	+8	+6	2d6 (+8)	+8	10	20	18	16	16	74	12
Level 6	Minion (½ XP)	+9	+7	+7	2d6 (+9)	+7	8	21	17	17	17	20	14
	Grunt	+9	+7	+7	2d8 (+9)	+7	8	21	17	17	17	86	14
	Brute (2x XP)	+9	+7	+9	2d10 (+9)	+7	8	21	17	19	17	196	18
	Commander	+9	+8	+9	2d8 (+9)	+8	9	22	18	19	17	86	18
	Caster	+7	+8	+9	2d6 (+9)	+8	9	20	18	19	17	86	18
	Striker	+8	+9	+7	2d8 (+9)	+9	10	21	19	17	17	86	14
Level 7	Minion (½ XP)	+10	+8	+8	2d6 (+10)	+8	9	22	18	18	18	22	16
	Grunt	+10	+8	+8	2d8 (+10)	+8	9	22	18	18	18	106	16
	Brute (2x XP)	+10	+8	+10	2d10(+10)	+8	9	22	18	20	18	240	20
	Commander	+10	+9	+10	2d8 (+10)	+9	10	23	19	20	18	106	20
	Caster	+8	+9	+10	2d6 (+10)	+9	10	21	19	20	18	106	20
	Striker	+9	+10	+8	2d8 (+10)	+10	11	22	20	18	18	106	16

Monster Stat Summary: Levels 8-14

	Monster	Attacks				Misc		Defenses				Expendables	
	Role	Melee	Ranged	Magic	Damage	Init	Move	AD	ED	MD	RD	≈HP	≈An.
Level 8	Minion (½ XP)	+11	+9	+9	2d8 (+11)	+9	9	23	19	19	19	24	18
	Grunt	+11	+9	+9	2d10(+11)	+9	9	23	19	19	19	119	18
	Brute (2x XP)	+11	+9	+11	3d8 (+11)	+9	9	23	19	21	19	270	22
	Commander	+11	+10	+11	2d10(+11)	+10	10	24	20	21	19	119	22
	Caster	+9	+10	+11	2d8 (+11)	+10	10	22	20	21	19	119	22
	Striker	+10	+11	+9	2d10(+11)	+11	11	23	21	19	19	119	18
Level 9	Minion (½ XP)	+12	+10	+10	2d8 (+12)	+10	10	24	20	20	20	26	20
	Grunt	+12	+10	+10	2d10(+12)	+10	10	24	20	20	20	142	20
	Brute (2x XP)	+12	+10	+12	3d8 (+12)	+10	10	24	20	22	20	320	24
	Commander	+12	+11	+12	2d10(+12)	+11	11	25	21	22	20	142	24
	Caster	+10	+11	+12	2d8 (+12)	+11	11	23	21	22	20	142	24
	Striker	+11	+12	+10	2d10(+12)	+12	12	24	22	20	20	142	20
Level 10	Minion (½ XP)	+13	+11	+11	2d10(+13)	+11	10	25	21	21	21	28	22
	Grunt	+13	+11	+11	3d8 (+13)	+11	10	25	21	21	21	156	22
	Brute (2x XP)	+13	+11	+13	3d10(+13)	+11	10	25	21	23	21	352	26
	Commander	+13	+12	+13	3d8 (+13)	+12	11	26	22	23	21	156	26
	Caster	+11	+12	+13	2d10(+13)	+12	11	24	22	23	21	156	26
	Striker	+12	+13	+11	3d8 (+13)	+13	12	26	23	21	21	156	22
Level 11	Minion (½ XP)	+14	+12	+12	2d10(+14)	+12	11	26	22	22	22	30	24
	Grunt	+14	+12	+12	3d8 (+14)	+12	11	26	22	22	22	182	24
	Brute (2x XP)	+14	+12	+14	3d10(+14)	+12	11	26	22	24	22	408	28
	Commander	+14	+13	+14	3d8 (+14)	+13	12	27	23	24	22	182	28
	Caster	+12	+13	+14	2d10(+14)	+13	12	25	23	24	22	182	28
	Striker	+13	+14	+12	3d8 (+14)	+14	13	27	24	22	22	182	24
Level 12	Minion (½ XP)	+15	+13	+13	3d8 (+15)	+13	11	27	23	23	23	32	26
	Grunt	+15	+13	+13	3d10(+15)	+13	11	27	23	23	23	197	26
	Brute (2x XP)	+15	+13	+15	4d8 (+15)	+13	11	27	23	25	23	442	30
	Commander	+15	+14	+15	3d10(+15)	+14	12	28	24	25	23	197	30
	Caster	+13	+14	+15	3d8 (+15)	+14	12	26	24	25	23	197	30
	Striker	+14	+15	+13	3d10(+15)	+15	13	28	25	23	23	197	26
Level 13	Minion (½ XP)	+16	+14	+14	3d8 (+16)	+14	12	28	24	24	24	34	28
	Grunt	+16	+14	+14	3d10(+16)	+14	12	28	24	24	24	226	28
	Brute (2x XP)	+16	+14	+16	4d8 (+16)	+14	12	28	24	26	24	504	32
	Commander	+16	+15	+16	3d10(+16)	+15	13	29	25	26	24	226	32
	Caster	+14	+15	+16	3d8 (+16)	+15	13	27	25	26	24	226	32
	Striker	+15	+16	+14	3d10(+16)	+16	14	29	26	24	24	226	28
Level 14	Minion (½ XP)	+17	+15	+15	3d10(+17)	+15	12	29	25	25	25	36	30
	Grunt	+17	+15	+15	4d8 (+17)	+15	12	29	25	25	25	242	30
	Brute (2x XP)	+17	+15	+17	4d10(+17)	+15	12	29	25	27	25	540	34
	Commander	+17	+16	+17	4d8 (+17)	+16	13	30	26	27	25	242	34
	Caster	+15	+16	+17	3d10(+17)	+16	13	28	26	27	25	242	34
	Striker	+16	+17	+15	4d8 (+17)	+17	14	30	27	25	25	242	30

Character Sheet

Heroes Against Darkness

Name _____ Player _____

Class _____ Class HP _____ XP _____ Level _____ ½ Level Bonus _____

Race _____ Age _____ Gender _____ Height _____ Weight _____

ABILITY	SCORE	ABIL MOD	ABIL BON (Abil Mod + ½ Level Bonus)
Strength			
Dexterity			
Wisdom			
Constitution			
Intelligence			
Charisma			

HEALTH POINTS

Max

Current

ANIMA POINTS

Max

Current

MOVEMENT

	DEX BON		MISC		TOTAL
Initiative Bonus		+		=	

	DEX MOD		MISC		TOTAL
Movement Speed	5 +		+	=	

ATTACKS

		ABIL BON		MISC		TOTAL
Melee Bonus	(Str)		+		=	
Ranged Bonus	(Dex)		+		=	
Magic Bonus	(Wis)		+		=	

DEFENSES

		ABIL BON		MISC		TOTAL
Armor defense	(Dex + Armor)	10+	+		=	
Evasion defense	(Dex)	10+	+		=	
Magic defense	(Wis)	10+	+		=	
Resilience defense	(Con)	10+	+		=	

XP Earned

EQUIPMENT & POSSESSIONS

Weapon		Dam	
Armor		AD	
Off-Hand			
Slung			
Worn			

10

9

8

7

6

5

4

3

2 Burdened

1 Encumbered

Wealth CP _____ SP _____ GP _____

BACKGROUND DETAILS

Skills

Langs

Traits

Short Term Goals

Med Term Goals

Long Term Goals

Character Sheet

Heroes Against Darkness

Name _____ Player _____

RIGHTS & WRONGS

WOES

MAJOR LIFE EVENTS

FRIENDS & FOES

PORTRAIT

SINS & VIRTUES

GOALS

Short Term

Medium Term

Long Term