

# Avalon: Mists of Time



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# Avalon: Mists of Time



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## Story

*Avalon is an ancient city that has existed outside of time immemorial. It is a marvel of ancient and modern technology - where arcane symbols are fashioned out of neon signs, and where magic tomes are sold along side computers. But here, on the misty isle, a deep darkness is stirring, evil creatures pour forth from the mists and the attacks have taken their toll.*

*You, who were brought through the mists of time to this island, it is up to you to decide the city's fate. Or something more profound than I can think of at midnight. So there.*

Avalon is a role playing adventure setting where magic and technology from all times collide. The city itself is a wonder - no one knows who created it or with what technology. Parts of it seem to be made for people of different times, and there are even people dwelling here which are not human by any stretch of the imagination.

People find their way to Avalon through the mists of time. They wander off, through the mists and end up in a world very different than their own. Of course, some people here are second or third generation residents and resent the newcomers.

But Darkness is Rising. Evil stirs and not just the petty human kind. This evil seeks to overthrow the rule in Avalon, and bend the timeless city's power to their will.



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**Themes:**

*I have seen the enemy, and they are Legion:*

Most Classes have a Burst or Blast attack. Players should always be outnumbered at least 3-1 during combat in order to make the best use of these powers. It also heightens the intensity as they realize they could be overwhelmed *at any moment*.

*Magic is a Science:*

Magic is just another force like Gravity, electricity, or heat. It is formally studied in the Collegium De Magicka and given the term *Ætheric Sciences*. ([ref. GunnerKrig Court](#))

## Weapons

**Firearms:**

Handguns (1-Handed Firearms)

Revolver, +3, 1D6

Pistol, +2, 1D6

SMG (Superior), +2, 1D6, Auto

Dueling Pistol (Superior), +3, 1D6, High Crit

Heavy Pistol (Superior), +2, 1D8, Brutal 1

Rifles (2-Handed Firearms)

Hunting Rifle, +3, 1D8

Assault Rifle, +2, 1D10, Auto

Shotgun, +2, 1D12

Machine Gun (Superior), +2, 1D12, High Crit, Auto

Sniper Rifle (Superior), +3, 1D10, Brutal 2

Combat Shotgun (Superior), +2, 2D6, Brutal 1

**Ammunition (Simplified, ref. Gamma World)**

If a weapon has Ammo, you can use it throughout the Encounter.

Reloading is assumed to have happened during the encounter as Necessary.

If you fire a weapon **more than once** during an encounter, you are out of ammo at the end of the Encounter. If you fire a weapon **only once** during an encounter, you are conserving ammunition and the weapon will be loaded at the end of the encounter.

Weapons are purchased Loaded.

You can buy reloads for your weapons. You can reload a weapon during a Short Rest.

**Ammunition (Complex)**

Each Weapon has a Clip size (for simplicity). After these bullets are expended, the weapon must be reloaded.

A Bullet is expended for each target or square an attack makes. So a Burst 1 attack would expend 9 bullets, regardless of whether they hit an enemy or not. If a weapon does not have enough ammunition to make the attack against each square of a blast, burst, or wall then it can not make the attack.



For example, the *Spray* attack targets a single enemy, but then damages those adjacent. In this case, nine (9) bullets are expended.

**Load Move/Standard:** These weapons take a long time to load, usually by installing a single bullet at a time. You can reload a single shot as a Minor Action.

**Handguns (1-Handed Firearms) range 10/20**

Revolver, 6 shots, Load Move

Pistol, 12 shots, Load Minor

SMG (Superior), 30 shots, Load Minor

Dueling Pistol (Superior), 8 shots, Load Move

Heavy Pistol (Superior), 8 shots, Load Minor

**Rifles (2-Handed Firearms) range 20/40**

Hunting Rifle, 5 shots, Load Move

Assault Rifle, 30 shots, Load Minor

Shotgun, 2 shots, Load Minor

Machine Gun (Superior), 50 shots, Load Standard

Sniper Rifle (Superior), 3 shots, Load Move

Combat Shotgun (Superior), 6 shots, Load Minor

## Implements

*For simplicity, Implements provide a Basic Magic Attack vs Reflex. This is my response to the many and varied burst/blast attacks provided by the named powers of DnD 4e. This simplifies things a bit and allows me to focus on the modification of these powers.*

**Burst or Blast:** Tome, Orb, Staff, Censure, Litany

**Single Target:** Holy Symbol, Wand, Rod, Ki Focus

**Tome** Close Burst 1, All Creatures, 1D6

**Orb** Close Blast 3, All Creatures, 1D6

**Staff** Area Burst 1 within 10, All Creatures, 1D6

**Censure** Close Blast 3, Enemies Only, 1D4

**Litany** Close Burst 1, Enemies Only, 1D4

**Holy Symbol** Range 10, One Enemy, 1D10

**Wand** Range 20, One Enemy, 1D8

**Rod** Range 5, One Enemy, 1D12

**Ki Focus** Melee 1, One Enemy, +2 Prof, 1D10 (vs AC)

## Skills

The skill list for DnD Has been Expanded to include the following skills:

**Programming (Int):** Computers are part of the modern life, and they play a large roll in the makeup of Avalon. Most people only know how to interface with the machines, pressing buttons, typing in search commands, but an individual trained in Programming knows how to get under the hood of a computer, access restricted information, and even bypass security systems.

**Engineering (Int):** In the modern world, there are many aspects of engineering, but for simplicity Engineering represents the knowledge of and information about the modern world. As Dungeoneering relates to underground environments, and Nature relates to natural environments, Engineering gives you knowledge



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about man-made environments. Knowing the roads, where a building is structurally weak, where the drainage pipes go, how the building is wired, how fast a particular car could go, how many people could fit in the back of an 18-wheeler, etc.

**Tactics (Int):** Tactics represents a knowledge of combat as it relates to group combat. Characters trained in tactics know formal maneuvers for military units and can plan pitched battles.

**High Society (Cha):** Where streetwise deals with the underside of society, High Society gives you insight into court politics, current public opinion, and who might be back-stabbing who. It lets you cue in on private alliances, deals, and even the dirty laundry of society's upper crust.

**Acrobatics\* (Dex):** Use this skill to test your balance on narrow or unstable surfaces, to escape from a grab or from restraints, and (if you're trained) to reduce your damage when you fall.

**Arcana (Int):** You have knowledge about magic and magical effects and (if you're trained) you know how to detect a persistent magical effect.

**Athletics\* (Str):** Use this skill to climb, swim, or jump.

**Bluff (Cha):** Use this skill to make what's false appear to be true, fast-talk a guard, con a merchant, or tell lies.

**Diplomacy (Cha):** Use this skill to influence others with tact and social grace, change opinions, inspire good will, and to negotiate a deal in good faith.

**Dungeoneering (Wis):** You have knowledge about forging a path through a dungeon complex, recognizing dungeon hazards, and finding food in the Underdark.

**Endurance (Con):** Use this skill to stave off ill effects and to push beyond normal physical limits.

**Heal (Wis):** Use this skill to administer first aid, stabilize a dying character, grant a saving throw, or treat a disease.

**History (Int):** You have knowledge about history, including significant events, legends, customs, and traditions.

**Insight (Wis):** Use this skill to discern intent and decipher body language, making a best guess as to a target's motives, attitudes, and truthfulness.

**Intimidate (Cha):** Use this skill to influence others through hostile actions and overt threats.

**Nature (Int):** You have knowledge related to finding your way through the wilderness, recognizing natural hazards, and living off the land.

**Perception (Wis):** Use this skill to notice clues, spot imminent dangers, and locate hidden objects.

**Religion (Int):** You have knowledge of religious traditions.

**Stealth\* (Dex):** Use this skill to hide and move silently.

**Streetwise (Cha):** You know how to get the lay of the land in an urban setting, how to avoid gangs and the fuzz, and where to get the best drugs and booze.

**Thievery (Dex):** Use this skill to disable traps, open locks, pick pockets, and perform other sleights of hand.

## Classes

Soldier  
 Gunslinger  
 Knight  
 Wizard  
 Preacher  
 Savage  
 Swashbuckler  
 Witch  
 Crusader  
 Assassin



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## Soldier (Striker/Controller)

+1 Bonus to Fortitude

### *Basic Training*

+1 AB with ranged attacks using Firearms

Choose 1: *Infantry, Sniper*

### *Infantry*

Gain a Bonus to Damage Rolls equal to your Str Mod on ranged attacks

### *Sniper*

Gain a Bonus to Damage Rolls equal to your Wis Mod on ranged attacks

## Powers: At-Will 1

### *Double-Tap*

Standard Action, Personal

Make two ranged basic attacks with a -2 penalty to hit.

### *Good Aim*

Standard Action, Personal

Make a Ranged Basic Attack, Rolling twice to hit and taking the higher result.

### *Cover Fire*

Area Wall 4 within 10

Target: All Creatures in Area

Attack: Dex vs Will

Hit: Target is Knocked Prone

## Powers: Encounter 1

Choose 1: *Spray, Headshot*

### *Spray*

Trigger: You hit an enemy with a ranged attack using a firearm

Effect: All Creatures Adjacent to the target take Str Mod Damage

*Infantry*: Effect targets Enemies Only

### *Headshot*

Trigger: You hit an enemy with a ranged attack using a firearm

Effect: Enemy takes an extra 1[W] Damage

*Sniper*: Enemy takes an extra 2[W] Damage instead

## Gunslinger (Striker/Defender)

+1 Bonus to Reflex

### *Close Quarters*

You do not provoke OA when making ranged attacks

Choose 1: *Cowboy, Vigilante*

### *Vigilante*

Gain a bonus to Firearm Damage Rolls equal to your Con Mod

### *Cowboy*



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Gain a bonus to Firearm Damage Rolls equal to your Cha Mod

### **Powers: At-Will 1**

#### *Reprisal*

Immediate Reaction

Range weapon

Trigger: An enemy you have marked makes an attack that does not include you

Target: Enemy making the attack

Effect: Make a Basic Ranged Attack against the enemy

#### *Distract*

Immediate Interrupt

Range weapon

Trigger: An enemy you have marked hits an ally with an attack that does not include you

Target: Enemy making the attack

Attack: Dex vs Will

Hit: Reduce Damage dealt to your ally from the attack by your Dex Mod

### **Powers: Encounter 1**

#### *Grudge*

Minor Action

Close Burst 10

Mark an enemy in the burst that you can see.

No mark can supersede this one.

When the marked enemy dies, you regain a use of this power.

Choose 1: *Disarm, Dance Partner!*

#### *Disarm*

Trigger: Hit an enemy with a ranged attack using a firearm

Effect: Enemy drops their weapon in an adjacent square.

*Vigilante*: The weapon falls 1+Con Mod squares away.

#### *Dance Partner!*

Trigger: Hit an enemy with a ranged attack using a firearm

Effect: Enemy is Immobilized (SE) or Dazed (SE)

*Cowboy*: Enemy takes a penalty to the Saving throw equal to your Cha Mod.

## **Knight (Defender, Leader, Controller)**

+1 Bonus to Fortitude

#### *Military Prowess*

+1 AB with Melee Weapon Attacks

Choose 1: *Valiant Knight, Shielding Knight*

#### *Valiant Knight*

When you spend a healing surge, all allies within 5 squares of you regain Cha Mod HP

#### *Shielding Knight*

While Adjacent to you, allies gain Damage Reduction equal to the AC bonus provided by the Shield you are wielding.



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*Threatening Aura*

Personal  
Minor Action

Effect: You gain Aura 1. While in your Aura, enemies take a -2 Penalty to attacks rolls that do not include you.

**Powers: At-Will 1***Inspiring Strike*

Make a Basic Melee Attack  
On Hit: You or an Ally within 5 squares gain Temp HP equal to your Cha Mod

*Reaping Strike*

Effect: A number of enemies, equal to Int Mod, adjacent to you take Str Mod damage

*Punishing Strike*

Trigger: An enemy adjacent to you makes an attack that does not include you  
Immediate Reaction

Effect: Make a basic Melee attack against the target with a bonus to the attack roll equal to your Int Mod or Cha Mod

**Powers: Encounter 1***Rally*

Special: Use this Twice/Encounter, but only Once/Turn  
Minor Action  
Close Burst 5  
Target: You or Ally in Burst  
Effect: Ally can spend a healing surge, and regain additional HP equal to your Str Mod  
*Valiant Knight*: Target gains Temp HP equal to your Cha Mod  
*Shielding Knight*: Target gains + Int Mod Power Bonus to AC, UEyNT

*Valorous Strike*

Trigger: You use your Second Wind  
Effect: Make a Basic Melee Attack  
On a Hit, you regain the use of your Second Wind.

**Wizard (Controller, Striker)**

+1 Bonus to Will

*Intelligent Spellcaster*

Wizards use Int for Basic Magic Attacks  
You gain proficiency with tomes, orbs, staves, wands, and rods.

*Collegium de Magicka*

Basic Magic Attacks gain the keyword and deal typed damage depending on school

Choose 1: *Jade, Sapphire, Ruby, Emerald, Topaz, Garnet, Bone, Pearl, Obsidian, Opal*  
*Sapphire School (Cold)*

Creatures you hit with Cold powers are slowed, (SE)

*Garnet School (Thunder)*



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Creatures you hit with Thunder powers are pushed Con Mod squares & knocked prone

*Ruby School (Fire)*

Creatures you hit with Fire powers take extra fire damage equal to your Cha Mod

*Bone School (Necrotic)*

When you bloody or drop to 0 hit points an enemy with a Necrotic power, gain Cha Mod Temp hit points

*Jade School (Poison)*

Creatures you hit with Poison powers take Con Mod Poison Damage at the start of their next turn

*Emerald School (Acid)*

Creatures you hit with Acid powers take a -2 Penalty to all defenses, UEtNT

*Pearl School (Radiant)*

Creatures you hit with Radiant Powers take a penalty to damage rolls equal to your Cha Modifier, UEtNT

*Obsidian School (Shadow)*

Creatures you hit with Shadow powers take a -2 Penalty to all attack rolls, UEtNT

*Topaz School*

When you hit with a Lightning power, a creature adjacent to one target of the attack (but not a target of the original power) takes damage equal to your Con Mod

*Opal School (Psychic)*

Creatures you hit with Psychic powers Grant Combat Advantage, UEtNT

**Powers: Encounter**

Choose 2: *Ætheric Blast*, *Ætheric Strike*, *Warded Wyrding*, *Expanded Wyrding*

*Ætheric Blast*

Req: Wielding a Wand or Rod

Attack: Int vs the lowest of Will, Reflex, or Fortitude

Hit: 3[W] + Int Damage

Miss: Half Damage

*Ætheric Strike*

Req: Wielding a Wand or Rod

Attack: Int vs the lowest of Will, Reflex, or Fortitude

Hit: Target is Stunned, UEtNT

Miss: Half Damage and the target is Dazed, UEtNT

*Warded Wyrding*

Make a Close or Area Basic Magic Attack

Effect: The Basic Magic Attack targets Enemies Only

*Expanded Wyrding*

Make a Close or Area Basic Magic Attack

Effect: Increase the size of the Burst or Blast by 1

**Preacher (Leader, Controller)**

+1 Bonus to Will

*Man/Woman of God*

You are proficient with Holy Symbols, Litanies, Staves, and Censures

You use Wisdom for Basic Magic Attacks

All of your Basic Magic Attacks gain the Radiant Keyword and deal Radiant Damage



Choose 1: *Fire & Brimstone*, *Peace & Prayer*

*Peace & Prayer*

Allies within 5 squares of you gain a bonus to their Healing Surge value equal to Int Mod

*Fire & Brimstone*

All of your attacks gain the Fire Keyword, deal Fire Damage, and ignore up to 5 points of Fire Resistance

### **Powers: At-Will 1**

*Timely Verse*

Make a Basic Magic Attack vs Will

On a Hit: *Fire & Brimstone*: Target is Slowed, UEtNT

Effect: *Peace & Prayer*: You and Allies in the Burst or Blast can Shift 1 as a free action. If the attack targets only one enemy, you and one ally next to the enemy can Shift 1 as above.

*Internal Fire*

Make a Basic Magic Attack vs Fortitude

Effect: *Peace & Prayer*: You or one Ally in the Burst or Blast can make a saving throw against an effect that can end as a free action. If the attack targets only one enemy, you or one ally next to the enemy can make a saving throw.

*Fire & Brimstone*: One Ally in the Burst or Blast deals an additional Str Mod Fire Damage the next time they deal damage (before the end of the encounter) . If the attack targets only one enemy, one ally next to the enemy deals additional damage.

### **Powers: Encounter 1**

*Words of Life*

Special: Use this Twice/Encounter, but only Once/Turn

Close Burst 5

Minor Action

Target: You or Ally in Burst

Effect: You or an Ally in the Burst can spend a healing surge and regains additional Hit Points equal to your Wis Mod

*Peace & Prayer*: You and all allies in the burst gain 1D6+Int Mod Temp HP

*Fire & Brimstone*: Bloodied allies in burst regain Str Mod Hit Points.

*Words of Warding*

Close Burst 1

Effect: You produce an Aura of bright light that lasts UEyNT

*Peace & Prayer*: Allies in the Aura gain a power bonus to AC equal to your Int Mod

*Fire & Brimstone*: Enemies who enter the Aura on their turn or start their turn in the Aura take fire damage equal to your Str Mod

Sustain Standard: The effect persists.

## **Savage (Defender, Striker)**

+1 Bonus to Fortitude

*Savage Attack*

You can use Constitution for Basic Melee Attacks

*Savage Defense*

Gain a bonus to your AC equal to your Con Mod while you are wearing cloth or no armor.



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**Savage Charge**

You gain a +1 Bonus to attack rolls, damage rolls, and speed when charging while you are wearing cloth or no armor.

Choose 1: *Quick Savage*, *Fearsome Savage*

**Quick Savage**

Gain a bonus to your Melee Damage rolls equal to your Dex Mod

**Fearsome Savage**

Gain a bonus to your Melee Damage rolls equal to your Cha Mod

**Threatening Aura**

Personal

Minor Action

Effect: You gain Aura 1. While in your Aura, enemies take a -2 Penalty to attacks rolls that do not include you.

*Fearsome Savage*: Enemies take a Penalty of 1+ Cha Mod

**Powers: At-Will 1****Terrifying Roar**

Minor Action

Stance

Effect: While this stance is active, your Melee attacks gain the Rattling Keyword

**Boundless Fury**

Minor Action

Stance

Effect: While this stance is active, your Melee attacks gain the Invigorating Keyword

**Tearing Strikes**

Minor Action

Stance

Effect: While this stance is active, your Melee attacks deal additional damage equal to your Dex Mod, and when you miss with a Basic Melee attack you deal Dex Mod Damage.

**Quick Strikes**

Standard Action

Effect: Make Two Basic Melee Attacks, with a penalty of -2 to each attack roll

**Powers: Encounter 1**

Choose 1: *Savage Rend*, *Furious Assault*

**Savage Rend**

Trigger: You hit with a Charge Attack

Effect: Target takes Ongoing 5 Damage (SE)

*Quick Savage*: Target instead takes a penalty to the saving throw equal to your Dex Mod

**Furious Assault**

Trigger: You hit with a charge attack.

Effect: You push the enemy 1 square and knock it prone. You can shift 1 into the square the enemy



left.

*Fearsome Savage*: Push enemy Cha Mod Squares and knock it prone. You can shift 1 into the square the enemy left.

## Witch (Controller, Leader)

+1 Bonus to Will

*Dark Magic Caster*

Witches use Charisma for their Basic Magic Attacks

Witches gain proficiency with Holy Symbols, Wands, and Rods

Your Basic Magic attacks deal Psychic damage and have the Psychic Keyword

Choose 1: *Hag, Crone*

*Hag*

Your Basic Magic Attacks deal Necrotic damage and gain the Necrotic keyword

Enemies take a penalty equal to One-Half your level plus your Con Mod when saving against effects you create through Witch Attack Powers

*Crone*

Your Basic Magic Attacks deal Shadow damage and gain the Shadow keyword

Enemies take a penalty equal to One-Half your level plus your Int Mod when saving against effects you create through Witch Attack Powers

### Powers: At-Will 1

*Curse*

Make a Basic Magic Attack vs Will

On a Hit: The target is *Cursed* (SE)

While *Cursed*, a target suffers a -2 penalty to all attack rolls.

Special: Only one target may be subject to your curse at any time. Cursing a subsequent target removes the *Cursed* condition from the first.

*Afflicted*

Make a Basic Magic Attack vs Will

On a Hit: The target is *Afflicted* (SE)

While *Afflicted*, a target suffers a -2 penalty to all defenses.

Special: Only one target may be subject to your affliction at any time. Afflicting a subsequent target removes the *Afflicted* condition from the first.

*Drain*

Make a Basic Magic Attack vs Will

On a Hit: The target is *Drained* (SE)

While *Drained*, a target suffers a -4 penalty to all damage rolls

Special: Only one target may be subject to your drain at any time. Draining a subsequent target removes the *Drained* condition from the first.

*Confusing Illusion*

Make a Basic Magic Attack vs Will

On a Hit: The target makes a Basic Melee Attack against an enemy (one of it's allies) adjacent to it.

### Powers: Encounter 1



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*Transfer Essence*

Special: You can use this power twice/encounter

Standard Action

Close Burst 5

Target: You or One Ally in burst

Effect: The target can spend a healing surge. Make a Secondary Attack.

*Hag*: The target regains additional hit points equal to your Con Mod

*Crone*: The target regains additional hit points equal to your Int Mod

Secondary Attack:

Make a Basic Magic attack against an enemy in the burst.

On a Hit: the primary target gains temporary hit points equal to the damage you dealt to the secondary target.

Choose 1: *Doomed*, *Ties that Bind*

*Doomed*

Make Three Basic Magic Attacks vs Fortitude

On a Hit: The target is *Slowed* (SE)

If Two attacks hit the same target, the target is *Immobilized* (SE) instead.

If Three attacks hit the same target, the target is *Dazed* (SE) instead.

*Hag*: Make a fourth basic Magic Attack:

If Four attacks hit the same target, the target is *Stunned* (SE) instead.

*Ties that Bind*

Make a Basic Magic Attack vs Fortitude

On a Hit: The target suffers from *Binding Pain* (SE)

While a target suffers from *Binding Pain* they gain an Aura 3. When one of the target's allies (i.e. one of your enemies) dies while in the Aura, the target takes Charisma Modifier Psychic damage.

*After Effect*: The target is *Weakened* (SE), only if they took damage from *Binding Pain*.

*Crone*: The Aura is size 2 + Int Mod

## Themes

Warplock Soldier  
 Holy Man/Woman  
 Officer  
 Ætheric Conduit  
 Thug  
 Trigger Man  
 Career Soldier  
 Ætheric Knight  
 Ætheric Slinger  
 Survivor  
 Stalker  
 Thief  
 Pirate  
 Primitive  
 Medic  
 Athlete



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Ace Pilot

## Officer (Leader)

You gain Training in Tactics, if you are already trained, gain a +2 Bonus

You gain a +1 Bonus to Will

### Power: Encounter 1

*Officer's Command*

Close Burst 5

You and All Allies in Burst

Effect: Targets can shift up to your Cha Mod or Gain 2+Cha Mod Temp HP

## Thug (Striker)

You gain Training in Streetwise, if you are already trained, gain a +2 Bonus

You gain a +1 Bonus to Fortitude

### Power: Encounter 1

*Unfair Maneuver*

Trigger: You hit an enemy with an attack

Effect: The attack does +1[W] damage if it is a weapon attack, or +1D8 if it is not

## Warplock Soldier (Firearms)

You gain training in Arcana, if you are already trained, gain a +2 Bonus

You gain a +1 Bonus to Fortitude

### Power: Encounter 1

*Warplock Reload*

Melee Touch

Target: A firearm which has no ammunition, (or is low on ammunition)

Free Action

Effect: The firearm is reloaded (to capacity) with *Warplock Bullets*. Real bullets left in the weapon are consumed in the use of this power.

*Warplock Bullets*

A ranged weapon attack that uses *Warplock Bullets* as ammunition does Force Damage if untyped, or adds the Force keyword if typed.

If unused, a Warplock bullet dissipates at the end of the Encounter or after 5 Minutes.

## Holy Man/Woman (Leader)

You gain training in Religion, if you are already trained, gain a +2 Bonus

Add your Wis Mod to hit points restored using powers with the Healing Keyword

You gain a +1 Bonus to Will

### Power: Encounter 1

*Bless*

Special: *Channel Divinity*

Close Burst 5

Targets: You and Allies in the Burst

Effect: Target gains a +2 Bonus to all defenses, UEyNT

*Doom*

Special: *Channel Divinity*



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Close Burst 5

Targets: Enemies in Burst

Attack: Wis +2 vs Will

Effect: Target takes a -2 Penalty to all defenses, UEtNT

### *Channel Divinity*

You may only use one Channel Divinity Power per encounter.

## **Trigger Man (Striker)**

You gain Combat Advantage against all opponents during the first round in an Encounter

You gain a +1 Bonus to Reflex

**Power: Encounter 1**

### *Hair Trigger*

Immediate Interrupt

Trigger: An enemy higher in the initiative order than you takes an action

Target: Enemy that triggered

Effect: Make a Basic Ranged Attack against the target

## **Career Soldier (Striker)**

Gain a +1 Bonus to Attack Rolls

You gain a +1 Bonus to Fortitude

**Power: Encounter 1**

### *Hip Shot*

Standard Action

Shift up to your speed, making a Basic Attack during the movement.

## **Ætheric Knight (Defender)**

You gain proficiency in an implement from this list: Tome, Orb, Censure, Litany

You Make Basic Magic attacks using your Str Mod.

You gain a +1 Bonus to Will

While wielding an Implement in your off hand, you gain a +1 Shield bonus to AC and Reflex

**Power: Encounter 1**

### *Elemental Augmentation*

You Make a Basic Magic Attack

Effect: The attack deals typed damage (if untyped) or adds one of the following types:

Fire, Cold, Acid, Poison, Lightning, Thunder, Radiant, Shadow, Necrotic, Psychic

## **Ætheric Slinger (Striker)**

You gain proficiency in an implement from this list: Wand, Rod, Holy Symbol

You Make Basic Magic attacks using your Dex Mod.

You gain a +1 Bonus to Will

You can use your Implement instead of a Ranged Weapon when making Ranged Basic Attacks

**Power: Encounter 1**

### *Elemental Augmentation*

You Make a Basic Magic Attack

Effect: The attack deals typed damage (if untyped) or adds one of the following types:

Fire, Cold, Acid, Poison, Lightning, Thunder, Radiant, Shadow, Necrotic, Psychic



## Ætheric Conduit (Controller)

You gain Training in Arcana, if you are already trained, gain a +2 Bonus

You gain a +1 Bonus to Will

**Power: Encounter 1**

*Ætheric Fury*

Special: Use only Once/Turn

Req: You must be wielding an implement you are proficient with

Minor Action

Close Burst 5

Target: One enemy in burst

Effect: Target takes Int Mod Damage

If you reduce an enemy to 0 hit points or kill a minion with this damage, you regain the use of this power.

## Survivor (Defender)

You gain a +1 Bonus to Fortitude

You gain training in Endurance, if you are already trained, gain a +2 Bonus

**Power: Encounter 1**

*Die Hard*

Immediate Reaction

Trigger: You are dropped to 0 hit points or fewer

Effect: Spend a Healing Surge and regain additional hit points equal to your Con Mod

## Stalker (Striker)

You gain training in Stealth, if you are already trained, gain a +2 Bonus

When you roll initiative, you can make a stealth check to hide if you have any cover or concealment.

You gain a +1 Bonus to Reflex

**Power: Encounter 1**

*Deadly Strike*

Trigger: You hit an enemy granting you combat advantage

Target: One enemy hit by your attack

Effect: You deal an extra 2[W]. If the enemy is *helpless* or the attack was a critical hit, this and all extra damage is maximized (including dice from Magic Weapons and High Crit weapons).

## Thief (Skilled)

You gain training in Thievery, if you are already trained, gain a +2 Bonus

You gain a +1 Bonus to Reflex

**Power: Encounter 1**

*Distracting Strike*

Trigger: You hit an enemy with a melee attack

Req: You must have hand free

Effect: You can make a Thievery check to make a pick pocket check on the enemy, ignoring the penalty for making the check during combat/battle.

## Pirate (Striker)

You gain training in Bluff, if you are already trained, gain a +2 Bonus



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You gain a +1 Bonus to Fortitude

**Power: Encounter 1**

*Dirty Trick*

Trigger: You hit an enemy with a melee or ranged attack

Effect: Deal Additional damage equal to your Cha Mod, and knock the target prone.

**Primitive (Defender)**

You gain training in Endurance, if you are already trained, gain a +2 Bonus

You gain a +1 Bonus to Fortitude

**Power: Encounter 1**

*Shake it Off*

Immediate Interrupt

Trigger: You are hit with an attack

Effect: Gain Damage Resistance equal to 3 + Con Mod until the Start of your next turn

**Medic (Leader)**

You gain training in Healing, if you are already trained, gain a +2 Bonus

You gain a +1 Bonus to Will

You can perform heal checks in combat as minor actions

**Power: Encounter 1**

*Medic's Touch*

Trigger: You would make a Heal Check to stabilize a dying ally

Target: Dying ally

Effect: Instead, target regains 1D6 Hit Points and can spend a healing surge

**Athlete (Movement)**

You gain training in Athletics, if you are already trained, gain a +2 Bonus

You gain a +1 Bonus to Reflex

Increase your base speed by 1

**Power: Encounter 1**

*Winning Play*

Minor Action

Effect: You shift a number of squares equal to your Dex Mod

**Aetheric Shadow (striker)**

You gain training in Stealth, if you are already trained, gain a +2 Bonus

You gain a +1 Bonus to Reflex

You can make stealth checks to hide if you are in any cover or concealment that is also in dim light or darkness.

**Power: Encounter 1**

*Shadow Fold*

Trigger: You hit an enemy granting combat advantage to you

Effect: You remain hidden from that enemy, UEyNT

**Wrestler (Defender)**

You gain the Improved Grappling Feat

You gain a +1 Bonus to Fortitude





When Making attempts to escape your grasp, enemies must check against your Fortitude.

**Power: Encounter 1**

*Throw*

Immediate Interrupt

Trigger: An enemy escapes from your grab.

Effect: Make a Basic Melee Attack against the enemy and slide the enemy a number of squares equal to your Strength Modifier.

## Races

Homo Sapiens

Hominidae Secundus

Raptor Modernus

Gargoyle Chimerus

Sylvanus Fae

Sylvanus Dweo

## Homo Sapiens

*The Modern Man*

Primary Attribute: Int

+1 Bonus to Will

+1 Bonus to Saving Throws

Skills: History, Engineering or Programming

Normal Vision

Gain an additional Skill at first level

Gain an additional Feat at first level

*Adaptive*

When Making Skill Enhancements, you reduce the difficulty penalty for lack of equipment or lack of proper equipment by 5.

**Power: Encounter 1**

*Educated Guess*

Trigger: You make an attack roll, skill check, or saving throw and dislike the result

Effect: Change the result of the die roll to a 10.



## Hominidae Secundus



*The Modern Ape? They claim they are from earth's future... as there are no humans past about 2050 in Avalon. Most scholars laugh at this, and claim they're no more than modern apes given intelligence artificially. They vary in appearance, but looks similar to the great apes of today (Orangutans, Gorillas, Chimps). They stand upright, but will sometimes drop to all-fours when running full-tilt. They prefer to not use shoes as such, but specially designed gloves to give them use of their prehensile toes.*

Primary Attribute: Str

+1 Bonus to Fortitude

Skills: Nature, Intimidate, or Acrobatics

Low-Light Vision

*Primate*

Gain a Climb Speed equal to your Dexterity Modifier

Gain a *Slam* Attack: +2 Prof, 1D10 (Natural Weapon)

Gain a +5 Bonus to Athletics/Acrobatics checks made to reduce falling damage or catch a ledge while falling.

**Power: Encounter 1**

*Powerful Grapple*

Trigger: You hit with your *Slam* attack

Req: You must have a hand or foot free.

Effect: The Target is Grabbed

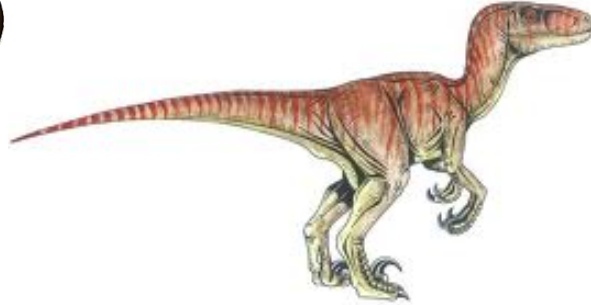
When the grab is sustained, Make a Basic Melee Attack against the target. You have combat advantage against the target for this attack.



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## Raptor Modernus



*The Utah Raptor, given intelligence. They have thrived in the dense forests that surround Avalon. They stand about chest-high to a human, and are about 10-12 feet long nose to tail, and covered in glossy gold/red/green/black scales in various patterns. They have a clan-based society, and paint tribal markings on their bodies. They hatch from eggs after about 23 weeks of gestation. When they hatch, they are covered in downy feathers (and are adoringly called chicks by humans), which help protect them against the cold. As they grow, they lose their feathers as their scales harden. The process, known as molting, is a significant step in the development of an adolescent Raptor into a full adult. During the Molting, they are given the task of hunting prey, choosing their name, and painting their clan symbols.*

*Raptors are considered to be “cool-blooded”, not truly warm or cold blooded creatures. Warm blooded creatures generate body heat through the burning of calories in their muscles - they do this even at rest. Cold blooded creatures do not internally generate heat, and rely upon the atmosphere for their body heat. Raptor’s muscles exhibit warm-blooded behavior, but only when they are active - at rest, they cool and are more cold-blooded. Socially, this means that Raptors never sit and wait long for anything - except during the noonday sun. Raptors are generally impatient and constantly walking, talking, or fidgeting if they are not engaged in a very active task.*

*Unlike prehistoric raptors, Raptor Modernus has a semi-prehensile tail, and two fingers and a thumb instead of a three-clawed hand. They keep their claws filed down to interact amicably with the other races in Avalon, but raptor soldiers will file and sharpen their toe-claws to deadly perfection.*

Primary Attribute: Dex

+1 Bonus to Reflex

Skills: Stealth, Perception, or Athletics

Low-Light Vision

*Carnivorous Dinosaur*

*Claw Attack: +3 Prof, 1D8, High Crit (Natural Weapon)*

*When making a charge attack, you increase your speed by your Dex Mod and can leap the last 2 squares of movement.*

**Power: Encounter 1**

*Flesh-rending Strike*

*Trigger: You hit with a melee attack using your natural claw attack*

*Effect: The target takes Ongoing 5 Damage (SE)*

## Gargoyle Chimerus



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*The Gargoyles of Avalon were created to guard and protect the city. No one knows how they were first made, but they are creatures of living stone. Their skin ranges from marble toned whites and blacks to more granite or slate grays and greens. They appear as humanoid creatures, with grotesque features and claws on their hands and feet. Their heads can have the appearance of a human, lion, devil, dragon, hawk, bull, or goat. They nearly all have bat-like wings on their backs but are slow and clumsy fliers at best. They prefer to leap and glide between buildings instead of taking to serious long-distant flight. Those that cannot fly are well adapted to climbing.*

Primary Attribute: Con

+1 Bonus to Fortitude

Skills: Dungeoneering, Athletics, or Endurance

Darkvision

Choose 1: *Harrier, Guardian*

*Harrier*

You have wings and gain a Fly speed equal to your Dex Modifier

*Claw Attack:* +2 Prof, 1D6, (Natural Weapon)

*Guardian*

You do not have wings, but gain a Climb speed equal to your Str Modifier

*Slam Attack:* +3 Prof, 1D8 (Natural Weapon)

**Power: Daily 1**

*Stone Form*

Minor Action

Effect: Your skin hardens and you gain resist 5 until the end of the encounter.



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## Sylvanus Fae



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(Do I really need to add an image of an elf?)

*Tall, lithe, attractive humanoids, the Fae only exist within the walls of Avalon itself. They appear throughout history in different forms as they are the only creatures known to have ever left Avalon once arrive. Their elder council knew the secrets of time travel, but were killed in a bloody coup that left Avalon in violent cultural chaos for decades.*

Primary Attribute: Cha

+1 Bonus to Will

Skills: Arcana, History, or Nature

Low-Light Vision

*Arcane Adept*

You gain proficiency with an Implement of your choice

You can use Charisma to make Basic Magic Attacks

**Power: Encounter 1**

*Aetheric Native*

Immediate Interrupt

Trigger: You are hit with a Magic Attack

Effect: Spend a healing surge but regain no hit points.

Instead, you treat the Magic attack as if it had missed.



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## Sylvanus Dweo

*Short, stocky, bald humanoids, the Dwarves of Avalon barely resemble dwarfs from earth legend. Their skin ranges from gold to bronze to steel to black iron in color, gloss, and texture. They possess a single chromatic multi-faceted eye that resembles precious or semi-precious stones and crystals. They have no ears or nose although they can hear and smell just as well as a human and their mouths are amorphous at best. In truth, the dwarves of avalon bear more in common with golemns than they do the vikings of mythology. They are long lived, but do not remember the creation of Avalon, even though there are writings and evidences that suggest they assisted in the building of the great city - although it is clear they were not it's designers. Dwarf culture is based around the importance of occupation and the more skilled and demanded a dwarf's creations are, the higher in status the dwarf becomes. Dwarves wear clothing generally made of the finest materials they can buy, be they leather, cloths, or silks.*

*Dwarves reproduce by taking portions of their body and molding them with a metals and minerals. The new dwarf is amorphous at birth, and the parent dwarf must continue to shape it and teach it how to live as it grows. The creation of new dwarves is a highly demanding task, one that takes several years and the undivided attention of the parent dwarf. Once the creation is finished, the new dwarf is apprenticed to the parent dwarf for many years until it has a full grasp of the craft of it's parent.*

Primary Attribute: Wis

+1 Bonus to Fortitude

Skills: Dungeoneering, Engineering, or Arcana

Low-Light Vision

Speed 5

*Stone Step*

You suffer no penalty for moving over difficult terrain that is created from stone or rubble

*Armored Agility*

You suffer no penalty to speed or skills from wearing armor.

*Stone's Endurance*

Gain a bonus to the number of healing surges and surge value equal to your Wis Mod

**Power: Encounter 1**

*Augment Weapon*

Free Action

Melee Touch

Target: One Weapon

Effect: Attacks made using the target weapon gain a +1 bonus to attack rolls and a +2 bonus to damage until the end of the encounter.

## Backgrounds

**Human:**

Information Age

Industrial Age

Age of Enlightenment

Dark Ages



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Age of Camelot  
 Age of Mystery  
 Prehistoric Age  
 Second Generation

**Raptor:**

Clan Sharptooth  
 Clan Razorclaw  
 Clan Shadowhunt  
 Clanless

**Dwarf:**

Bronze  
 Silver  
 Gold  
 Iron

**Gargoyle:**

Lionel  
 Draconic  
 Demonic  
 Hawk

**Ape:**

Gorilla  
 Chimp  
 Bonobo  
 Orangutan

## Rituals

Rituals are ignored in Avalon. Magic is flexible enough and creative enough that players should be able to bend it to their will. In addition, other skills provide Ritual-Like effects (a la Martial Practices) but there are no rules for it.

**Extension**

An Extension is a term given to the ability of players to modify their natural world around them. They can do this through several means, *Ætheric* or *Natural*. In general, an Extension requires existing materials, One Hour of time, and is of DC 20 (although the DM may see fit to increase or decrease these given the circumstances as below).

The following skills can be used for an *Ætheric Extension*.

Arcana, Nature, Religion

The following skills can be used for a *Natural Extension*.

Engineering, Dungeoneering, Nature, Thievery

The Following Chart should be used for Time Durations: (Difficult/Complex --> Simple/Easy).



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In General, for each time step shorter than the base time increase the DC by 5.

In General, for each time step longer than the base time decrease the DC by 5.

Depending on the complexity of the task, the DM may set the Base Time to something other than 1 Hour

- 1 Eon
- 1 Millennium
- 1 Century
- 1 Decade
- 1 Year
- 1 Month
- 1 Week
- 1 Day
- Extended Rest (6 Hours)
- 1 Hour (-- Default Base Time --)
- Short Rest/Encounter (5 Minutes)
- Standard Action
- Move Action
- Minor Action
- Free Action
- No Action

Spending Money on Equipment or Reagents can reduce the DC of the Extension. This is of course only a rough guideline. The GM may give additional bonuses for spending *all* of a character/party's remaining gold.

- 10 GP -2 DC
- 100 GP -5 DC
- 1,000 GP -10 DC
- 10,000 GP -15 DC
- 100,000 GP -20 DC
- 1,000,000 GP -30 DC

Extensions can generally only modify the reality around them. If you want to bend the rules of nature and cause effects that are not normally possible or create things out of thin air the following penalties apply

Use Existing Equipment (No DC Change)

Create Items Valuing:

- 1 GP or less +1 DC
- 10 GP +2 DC
- 100 GP +5 DC
- 1,000 GP +10 DC
- 10,000 GP +15 DC
- 100,000 GP +20 DC
- 1,000,000 GP +30 DC

Items created only last for the Encounter or 5 Minutes. Increasing the duration of the items increases the DC by 5 per time scale. Created Items are detectable by Arcana DC 10 Check.

- Raw Materials (Wood, Stone, etc) (No DC Change)
- Simple, useful items (Ladder, Axe) (+5 DC)
- Complex, useful items (bullet, arrow) (+10 DC)
- Impersonate other object (+10 DC) - Detect Impersonation Perception DC 10
- Increase Arcana/Perception DC by 5 (+5 DC)

Transforming Existing Items is easier than creating items out of thin air.

Cosmetic (Texture, Color) (No DC Change)



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Minor Change (Hand Holds, Sharp/Dull, Long/Short, Heavy/Light) (+5 DC)  
 Impersonate one aspect of an object (+5 DC)  
 Major Change (Create Door in Wall, Close up Window) (+10 DC)  
 Impersonate Like-Object (Brass Coin into Gold Coin) (+10 DC) - see above  
 Complete Change (Change one object into another object) (+15)  
 Impersonate Non-Like-Object (pebble into Gold Coin) (+15 DC) - see above

Most Objects created are assumed to fit into a single square.  
 Each additional square (+5 DC)

Most Extensions effect or are usable by all creatures  
 All Creatures (No DC Change)  
 Allies Only (+5 DC)  
 Enemies Only (+5 DC)

### Example:

*The Party needs to create a raft to cross the river.*

Solution 1:

A character trained in Engineering wishes to build a raft (Base DC 20)  
 Her Allies chop down trees, gather rope (1 GP Equipment) (-2 DC)  
 Since they are not pressed for time, they take 6 hours (+1 longer base time) (-5 DC)  
 Final DC = 13

Solution 2:

A character trained in Nature wishes to create a raft (Base DC 20)  
 His Allies cut down a tree (1 GP Equipment) (-2 DC)  
 He transforms the tree into a canoe (Major Change) (+10 DC)  
 They are being pursued by orcs, so they hurry in 5 minutes (-1 Base Time) (+5 DC)  
 Final DC = 33

Solution 3:

A Wizard Flies the party across the river (Base DC 20)  
 Five other Party Members scattered throughout the combat zone (+25 DC)  
 They are in combat with the orcs, and losing quickly so the wizard wastes no time (Standard Action)  
 (+10 DC)  
 Only Allies are brought over by the magics (+5 DC)  
 Final DC = 60

*A Thief is trying to burgle the royal scepter.*

Solution 1:

The thief is trained in Arcana, and wishes to make a forgery of the scepter (Base DC 20)  
 The thief purchases a golden rod for 1000 GP (-10 DC)  
 The thief only needs to fool the pressure sensor in the pedestal (Impersonate) (+5 DC)  
 The thief needs to do this quickly (5 Mins) (+5 DC)  
 The thief needs this to last for an hour at least to allow him to get away (+5 DC)  
 Final DC = 25  
 (of course, the thief still needs to make the Thievery check to swap the items...)

Solution 2:

The thief is trained in Arcana, and wishes to make a forgery of the scepter (Base DC 20)  
 The thief purchases a golden rod for 1000 GP (-10 DC)



The thief needs to make a perfect impersonation (+15 DC) which needs to stand up under heavy scrutiny +10 DC (+10 DC)

The thief needs to do this quickly (5 Mins) (+5 DC)

The thief needs this to last until the next day's coronation ceremony (+15 DC)

Final DC = 55

(of course, the thief still needs to make the Thievery check to swap the items...)



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