

# Sword World 2.0

By Kitazawa Kei

This is a document designed to help GMs who can read Japanese run a game for players who can't. It contains a summary of the rules for character creation in Sword World 2.0, as well as magic spells up through level 3, so it has enough material for probably your first 5 game sessions. I made it so I could GM a game with players who don't speak Japanese, so there's no information here on how to GM, and no stats for monsters. You'll need to grab at least the first book for that.

Graphics taken from various character art threads on /tg/ and doing a Google Image search for Final Fantasy pictures.  
I like Final Fantasy's artwork, and Sword World barely has any art at all in the books. Replace it with your own art if you want.

# Character Creation

- ① Race (roll or choose)
- ② Gender (roll or choose)
- ③ Occupation (roll or choose, see race pages)
- ④ Abilities (roll all 6 in order. May roll all 6 up to 3 times)
- ⑤ Background (roll, choose or make your own, up to 3)
- ⑥ Classes

Purchase ranks in classes with your experience points. Rank A classes are more powerful in combat, but they cost more experience. Multi-classing is *strongly* encouraged.

## Rank A Classes

Fighter, Grappler, Sorcerer, Conjuror, Priest, Faerie Tamer, Magitech

## Rank B Classes

Fencer, Shooter, Scout, Ranger, Sage, Enhancer, Bard, Rider

- ⑦ Languages (Races, Classes, +1 per Sage level)
- ⑧ Feats (Choose 1 at each odd-numbered level)
- ⑨ Equipment (2,000G)
- ⑩ Fill in derived numbers

Abilities						
	A	B	C	D	E	F
Lildraken	1d	2d	2d	2d+6	1d	2d
Grassrunner	2d	2d	1d	2d+6	1d	2d+6
Manaborn	2d	1d	2d	1d	1d	1d
Human	2d	2d	2d	2d	2d	2d
Elf	2d	2d	1d	2d	2d	2d
Dwarf	2d+6	1d	2d	2d	1d	2d+6
Tabbit	1d	1d	1d	2d	2d+6	2d
Rune-folk	2d	1d	2d	2d	2d	1d
Nightmare	2d	2d	1d	1d	2d	2d
Shadow	1d	1d	2d	2d	2d	2d



# Races

## Quick Guide

- Human:** Lucky, varied. Well-rounded ability scores.
- Elf:** Breathe underwater. Low STR.
- Dwarf:** Immune to fire. High DEX and SPI.
- Tabbit:** Rabbit-folk. Good at magic, can't be priests. High INT.
- Runefolk:** Magical robot Meido. Can burn HP for MP.
- Nightmare:** Demonic mutants. Can use magic in armor. Low STR/CON.
- Shadow:** Mysterious assassins. Resistant to magic.
- Lildraken:** Dragon-folk. Can fly around and hit people with their tails. Good CON.
- Grassrunner:** Short people. No MP, resistant to magic. Good SPI.
- Manaborn:** Magic-infused humans who die at 30. Excellent casters and Sages; low-ish ability scores.

Roll	Race
2	Nightmare (roll again or choose birth race)
3	Shadow
4	Rune-folk
5	Tabbit
6	Dwarf
7-8	Human
9	Elf
10	Grassrunner
11	Lildraken
12	Manaborn

# Human

Humans are the most prevalent race in Raxia. Their appearance is no different from humans in the real world.

Because of their many abilities and aptitudes, they are also the most common race among adventurers. They reach adulthood at the age of 15, and their lifespan is approximately 100 years.

**Starting Languages:** Can read and write a local language (e.g. Zaltz) and Common

**Restricted Classes:** none

### Racial Abilities

[Sword's Salvation/Change Fate]: Once per day on any Action Resolution, Damage Calculation, or Loot Determination, you can switch the face on the rolled 2d to the opposite side. A die roll of [1] becomes [6], [2] becomes [5], and [3] becomes [4]. Conversely, this might also switch your result to a lower number, but you cannot choose to switch only one die.

For example, if you roll [1] and [4] on 2d and use [Sword's Salvation/Change Fate], the dice become [6] and [3]. If you have an automatic failure (p.97) with [1] and [1], you can change this to an automatic success of [6] and [6].



Human				
Roll	Occupation	Beginning Class	Base Attributes	EXP
2	Patrolman	Scout	10/6/5	2500
3	Hunter	Shooter	9/7/5	2500
4	Mystic	Enhancer	8/8/5	2500
5	Mage	Sorcerer	6/5/10	2000
6	Brawler	Grappler	8/9/4	2000
7	Mercenary	Fighter	7/10/4	2000
8	Swordsman	Fencer	9/8/4	2500
9	Clergyman	Priest	5/6/10	2000
10	Scholar	Sage	5/7/9	2500
11	Apothecary	Ranger	9/4/8	2500
12	Minstrel	Bard	7/5/9	2500

Elf

Elves are taller than humans, a race with beautifully elegant appearance, and an affinity for magic. They prefer to live on the shore and in areas surrounding freshwater lakes and rivers.

They love nature and calmly enjoying their long lives, but Elves who leave on journeys out of a strong sense of curiosity are also not uncommon.

While a little more delicate than humans, they are intelligent, and are well suited to using magic. Skillful and agile, they are also make good Rangers and Fencers. They reach adulthood at the age of 15, and their lifespan is approximately 500 years. Those who become adventurers usually do so when they become adults. Their outward appearance ages very slowly.

**Starting Languages:** Can read and write Elvish and Common

**Restricted Classes:** none

Racial Abilities

[Darkvision]: Can see in the darkness as well as they can during daytime.

[Sword's Salvation/Gentle Water]: Can move as freely underwater as on land. While underwater, they can hold their breath for up to one hour, although outside of water their breathing rate is the same as that of other races.

After spending 1 hour submerged, they must spend at least one minute breathing normally. Elves can also speak normally while underwater.



Elf				
Roll	Occupation	Beginning Class	Base Attributes	EXP
2~3	Swordsman	Fencer	12/5/9	2500
4~5	Archer	Shooter	13/5/8	2500
6	Shaman	Faerie Tamer	10/4/12	2000
7	Wizard	Sorcerer	10/3/13	2000
8	Mage	Conjurer	9/4/13	2000
9~10	Clergyman	Priest	9/5/12	2000
11~12	Apothecary	Sage <i>and</i> Ranger	10/5/11	2000

Dwarf

Shorter than Humans, Dwarves are an able-bodied and muscle-bound race.

Many of the men grow thick beards. The women do not grow beards, and as adults they resemble young human girls. Their head and body hair can range in color from blonde to red, and sometimes even more striking colors such as green and pink can be seen. While many of them are overly stubborn, they are also known to heavily cherish their companions. Possessed of self-discipline,

and with an inborn potential to develop great strength, they can become excellent warriors. They are also famous for creating superior arms and other crafts. While in many cases they live in cities hewn out from the insides of mountains, they also fight with savage races and intermingle with humans, and there are many of them who become mercenaries and adventurers. They reach adulthood at the age of 15, and their lifespan is approximately 200 years. They usually become adventurers when they become adults, and continue to temper themselves until their death.

**Starting Languages:** Can read and write Dwarven and Common

**Restricted Classes:** none

Racial Abilities

[Darkvision]: Can see in the darkness as well as they can during daytime.

[Sword's Salvation/Body of Flame]: Cannot be injured by fire attacks or magic, and receive no damage from fire-based effects or spells. They also cannot be burned or hurt by flames.



Dwarf				
Roll	Occupation	Beginning Class	Base Attributes	EXP
2~4	Archer	Shooter	6/8/6	2500
5~6	Brawler	Grappler	4/11/5	2000
7	Soldier	Fighter	3/12/5	2000
8~9	Clergyman	Priest	5/6/9	2000
10~12	Technologist	Magitech	6/7/7	2000

# Tabbit

Tabbits have the shape of a 1 meter tall rabbit. Their fur can be various colors, and their arms and legs end in paws, but they use tools and wear shoes just like humans. They enjoy collecting information, and the pursuit of knowledge is a driving force in their lives. They demonstrate a superior talent for magic, and have the ability to easily use difficult spells. However, they are for some reason unable to learn holy magic. Many tabbits think that this is because they are descended from gods who were defeated in the God Wars, and are cursed by the victorious gods. Because of their shorter arms and legs, their movements are slow and clumsy. They reach adulthood at the age of 10, with an average lifespan of 50 years. They often become adventurers at the age of 6, before becoming adults, and continue until they die.

**Starting Languages:** Can read Ancient Celestial and read and write Common

**Restricted Class:** Priest

## Racial Abilities

[Sixth Sense]: The ability to sense danger. When you make a Danger Sense Check (p.109), you use your "Adventurer Level + Intellect Bonus."



Tabbit				
Roll	Occupation	Beginning Class	Base Attributes	EXP
2~4	Minstrel	Bard	7/7/8	2500
5~6	Apothecary	Sage <i>and</i> Ranger	8/6/8	2000
7	Mage	Sorcerer	6/5/11	2000
8~9	Shaman	Faerie Tamer	4/7/11	2000
10~12	Technologist	Magitech	8/5/9	2500

# Runefolk

The Runefolk were not born naturally, but were created 2000 years ago, a race of constructs that was created by the Magitech civilization.

Fundamentally similar in shape to humans, they also must eat and sleep like them as well. The male-types mostly have a large build, while most of the female-types have a small build. They can still be differentiated from humans, however; their necks are always wrapped in a rigid covering, and their ears, parts of their face, legs or arms might also be made of a hardened material (the specifics are left up to the player).

Runefolk excel in terms of physical strength and dexterity, and make excellent warriors and archers. They cannot hear the voices of the Gods, however, nor can they see the Fey, and so they are not very good with magic, but because of their origins it is common to see them become Magitechs.

Their lifespan is measured by their operational time. They can operate stably for about 50 years, but thereafter will suddenly cease to operate. From the time they are born to the time they die their appearance does not change, and there are some who become adventurers immediately after they are born.

**Starting Languages:** Can read and write Magitech and Common

**Restricted Classes:** Fairy Tamer, Priest

## Racial Abilities

[Darkvision]: Can see in the darkness as well as they can during daytime.

[HP Conversion]: In exchange for reducing your HP a certain number of points, you recover that same number of MP. The conversion requires 10 seconds (1 round), and can only be used once a day.

Runefolk				
Roll	Occupation	Beginning Class	Base Attributes	EXP
2~4	Expert	Sage <i>or</i> Bard	8/8/10	2500
5~6	Archer	Shooter	12/8/6	2500
7	Soldier	Fighter <i>or</i> Grappler	9/12/5	2000
8~9	Technologist	Magitech	12/8/6	2000
10~12	Wizard	Conjurer	7/9/10	2000



# Nightmare

Nightmares are born to Human, Elven, Dwarven or (rarely) Lildraken parents, a variant race that appears suddenly. In most cases they are born to humans. They have one or two small horns on their head, and birthmarks on their body. They are extremely fair-skinned, but otherwise their appearance is no different from their birth race.



Their aptitude as adventurers is higher than other races, and many of them are excellent magical warriors.

Because of this, they are often welcomed into the adventuring life.

Nightmares reach adulthood at the age of 15 but do not age after that. They do not have a fixed old age, and there is no record of a Nightmare dying from old age. There are many cases of them becoming adventurers before adulthood, and most of them continue to be adventurers until they die.

**Starting Languages:** Nightmare PCs have the same starting languages as the race they are born to.

**Restricted Classes:** none

## Racial Abilities

[Alternate Form]: As a free action, a Nightmare can instantaneously change form an unlimited number of times per day. Their horns increase in size and their skin turns pure white. They receive no penalty for using magic while wearing armor, and can cast spells without using the required verbal and somatic components (implements and others are still required). It takes a Nightmare 10 seconds (1 round) to revert to their humanoid form once transformed.

[Weakness]: Nightmares take 2 extra points of damage from silver weapons and from certain elemental attacks determined by their race of origin. Human: Earth; Elf: Water/Ice; Dwarf: Fire Lildraken: Wind

Nightmare				
Roll	Occupation	Beginning Class	Base Attributes	EXP
2~4	Wizard	Sorcerer	5/13/12	2000
5~6	Soldier	Fighter <i>or</i> Grappler	7/15/8	2000
7	Duelist	Fencer <i>and</i> Scout	11/13/6	2000
8~9	Clergyman	Priest	6/14/10	2000
10~12	Technologist	Magitech	9/9/12	2000

# Shadow

With dark gray, nearly black skin and a third eye in their foreheads, Shadow have a mysterious air about them. Their eyes can be blue, green, or gold, and their pupils resemble cats' eyes, changing in response to light. Their hair can be silver, white, or more rarely black. They are a bit taller than humans, and characterized by a lithe and sinewy frame.



Coming from the northern continent, Shadow are a peculiar sight in Telastia. However, many Shadow travel to train themselves or to prove their skill, so they can be found all over the world.

Shadow are accomplished spies, and they also demonstrate impressive talent as soldiers. Known for their strong sense of duty, Shadow never break a contract nor betray their employers, and thus have a reputation as excellent mercenaries, adventurers, and even assassins. While they have little talent for wizardry, their resistance to magic greatly improves their chances of survival in a dangerous world.

Shadow come of age at 15 years old, and live to be about 100 years old. Shadow customarily leave home on a journey of self discipline and self discovery upon reaching adulthood.

**Starting Languages:** Can read and write Shadow and Common

**Restricted Classes:** None

## Racial Abilities

[Darkvision]: Can see in the darkness as well as they can during daytime.

[Protection of Moonlight]: +4 WIL (mental resistance).

Shadow				
Roll	Occupation	Beginning Class	Base Attributes	EXP
2~4	Hermit	Ranger	15/6/6	2500
5~6	Swordsman	Fencer	17/7/3	2500
7	Spy	Scout	16/7/4	2500
8~9	Brawler	Grappler	14/8/5	2000
10~12	Soldier	Fighter	15/9/3	2000



Lldraken

Smaller-sized dragons who walk upright. Although bestial in appearance, Lldraken are said to have been created by the First Sword, Lumierre, and are thus counted among the humanoid races, living happily side-by-side with humans. In contrast with their rough exterior, the majority of Lldraken prefer diplomacy and trade. Although they do have their own, independent nation, the mostly live amongst humans.

Lldraken are born from eggs, and are treated as adults after their third molting, around 30 years of age. Their life span is around 300 years.



**Starting Languages:** Draconic (spoken) and Common (written and spoken)

**Restricted Classes:** None

Racial Abilities

[Scaled Hide]: +1 to DEF.

[Tail]: Can use their tail as a weapon in combat.

Name	Use	STR	HIT	POW	2	4	5	6	7	8	9	10	11	12	C	Cost
Tail	1H#	1	+1	11	1	2	2	3	3	4	5	6	6	7	12	--

[Sword’s Salvation/Wings of Wind]: Can use the wings on their back to fly for up to 1 minute (6 rounds) per day.

Speed is restricted to the character’s movement speed. +1 to EVA and melee HIT.

Lldraken				
Roll	Occupation	Beginning Class	Base Attributes	EXP
2~3	Hermit	Ranger	6/11/8	2500
4~5	Brawler	Grappler	6/13/6	2000
6~8	Soldier	Fighter	5/14/6	2000
9~10	Merchant	Sage	5/11/9	2500
11~12	Archer	Shooter	7/11/7	2500

Grassrunner

A small, optimistic race of wanderers, Grassrunners love to travel in grassy plains.

For some unknown reason, Grassrunners have very little reaction to Mana, the source of magic, and therefore have very little interest in magic.

Where they came from and where they were born remains a mystery. Since they don’t keep records, the truth remains unknown. Some say they come from another world entirely.

Grassrunners become physically mature at 15 years of age, and are said to live to be around 200 years old, although most are killed off by their natural curiosity long before that.

**Starting Languages:** Grassrunner and Common (written and spoken)

**Restricted Classes:** None, but magic can be tricky.

Racial Abilities

[Mana Resistant]: Grassrunners have no MP (marked “—“ on the character sheet), and do not gain MP even if they take a magic class. They can, however, use Mana Crystals. However, on a successful WIL check against magic, they take receive absolutely no effect.

[Communicate with Plants and Insects]: Although they can’t have conversations, plants and insects can inform Grassrunners of danger, commotion or the like.



Grassrunner				
Roll	Occupation	Beginning Class	Base Attributes	EXP
2~4	Thief	Scout	13/0/12	2500
5~6	Duelist	Fencer	13/1/11	2500
7	Vagabond	Scout <i>and</i> Ranger	14/1/10	2000
8~9	Apothecary	Ranger	12/1/12	2500
10~12	Expert	Sage <i>or</i> Bard	12/0/13	2500

# Manaborn

During the Magitech Era, experiments were conducted to create a more perfect human. The plan ended in catastrophic failure, however, producing a race of beings with extremely short lifespans: the Manaborn.

They are a pale-skinned, white haired, beautiful and ephemeral race. Every Manaborn has a small glyph somewhere on their body, which expands and glimmers when they use magic.

Manaborn are seen as adults at 15 years old, and live to be at most 30, although their appearance ages at much the same rate as a human. Manaborn sometimes experience strong memories from past lives, however.

**Starting Languages:** Arcana and Common (spoken and written)

**Restricted Classes:** None

## Racial Abilities

[Déjà vul]: +2 to any INT-based check (other than Spellcasting) once per day. Must announce before rolling.

[Child of Magic]: +1 to MAG (all classes). Whenever you roll 2 sixes on a Spellcasting check, the spell is cast without using MP.



© GROUP SNE/FUJIMISHOBO, BROCCOLI  
Illustration / 12/11/19 坂本

Manaborn				
Roll	Occupation	Beginning Class	Base Attributes	EXP
2~4	Shaman	Faerie Tamer	7/6/14	2000
5~6	Scholar	Sage	7/5/15	2500
7	Mage	Sorcerer	6/7/14	2000
8~9	Spiritualist	Conjurer	7/7/13	2000
10~12	Clergyman	Priest	6/8/13	2500





# Languages

Race	Language
Human	Choice of local language (Zaltz, etc.)
Elf	Elven
Dwarf	Dwarven
Tabbit	Ancient Celestial (written only)
Rune-folk	Magitech
Nightmare	Birth parents' language
Shadow	Shadow
Lldraken	Draconic (spoken only)

Class	Language
Sorcerer	Arcane
Conjurer	Arcane
Faerie Tamer	Sylvan (spoken only)
Magitech	Magitech

Language	Spoken	Written	Used by
Elven	0	0	Elves, Mermen
Giant	0	0	Giants, Trolls
Common	0	0	Common races
Shadow	0	0	Shadow
Ancient Celestial	X	0	Tabbits (for writing names and titles)
Local Language	0	0	Various
Draconic	0	X	Lldraken
Drake	0	0	Drakes, Lamia, Ogres
Dwarven	0	0	Dwarves
Common Bestial	0	0	Bestial races
Dæmonic	0	X	Dæmons
Magitech	0	0	Runefolk, Magitechs
Arcane	0	0	Sorcerers, Conjurers
Sylvan	0	X	Faeries, Faerie Tamers
Goblinoid	0	X	Goblins, Boggarts



# Backgrounds

Roll 1d6, odd = table A, even = table B

Table A			
1-1	You've had a great love affair.	4-1	You've been imprisoned.
1-2	Someone has saved your life.	4-2	You've been betrayed.
1-3	You ran away from home as a child.	4-3	You've had an unforgettable, horrifying experience.
1-4	You went bankrupt.	4-4	You were raised with love by both parents.
1-5	You've committed a crime.	4-5	You've saved someone.
1-6	You pine after another adventurer.	4-6	You have (had) a famous friend.
2-1	You've had a near-death experience.	5-1	You've discovered a major ruin.
2-2	You come from a wealthy family.	5-2	You've never been in love before.
2-3	You were adopted.	5-3	You don't know where you're from.
2-4	You have mixed ancestry.	5-4	You have an especially absorbing hobby.
2-5	You were once a noble.	5-5	You've been highly praised for your talents.
2-6	You've had your heart broken by love.	5-6	You were the neighborhood bully.
3-1	You've suffered a serious injury.	6-1	You've heard the voice of a god.
3-2	You've suffered memory loss.	6-2	You once nearly drowned.
3-3	You've received some precious advice.	6-3	You've had prophetic dreams.
3-4	You were raised as the opposite gender.	6-4	You have a tattoo.
3-5	You have (had) a fiancé/fiancée.	6-5	One of your close relatives has died.
3-6	You've suffered a major setback.	6-6	You have some useless knowledge.

Table B			
1-1	You've made a huge mistake.	4-1	You helped out at a store.
1-2	You have a mentor.	4-2	You were in a huge fight (physical or otherwise).
1-3	You have a friend of another race.	4-3	A famous artist lives (lived) in your neighborhood.
1-4	You've made an important promise.	4-4	You have a lucky charm that you take with you everywhere.
1-5	You've suffered a major illness.	4-5	You've been poisoned.
1-6	There is someone you used to trust.	4-6	Someone you know came back from the dead.
2-1	You were raised in a town populated mostly by another race.	5-1	You are (or were at one time) afraid of other races.
2-2	You have recurring dreams.	5-2	You've defeated a monster.
2-3	You were raised in the countryside.	5-3	You've been separated from someone important to you.
2-4	You have (had) a rival.	5-4	You have a useless talent.
2-5	You've been attacked by a monster.	5-5	You used to serve a lord.
2-6	You were deeply affected by a book.	5-6	You have a secret that you definitely don't want anyone to know.
3-1	Someone has confessed their love to you.	6-1	You have an embarrassing habit.
3-2	You won first prize at a contest.	6-2	There is someone who looks just like you.
3-3	You were the neighborhood know-it-all.	6-3	You've risked your life for something.
3-4	You've had a food so delicious that you can't forget it.	6-4	You really like a certain race.
3-5	You have (had) a much older or younger friend.	6-5	You've been secluded.
3-6	Your father left on a journey.	6-6	You're searching for the Swords of Origin.

# A Rank Classes

## Fighter (FTR)

- ✧ Can use any armor or shield, and any melee or thrown weapon
- ✧ Adds level to Attack, Evasion, Physical Damage

## Grappler (GPL)

- ✧ Can use Martial Arts, limited armor, no shields
- ✧ Gains the Chain Attack and Throw feats
- ✧ Adds level to Attack, Evasion, Physical Damage

## Sorcerer (SRC)

- ✧ Can cast True Word spells up to current class level
- ✧ Must use a magical implement (100g+), takes armor penalties in Hard Leather or higher.
- ✧ Adds level to Spellcasting, Magic Power

## Conjurer (CNJ)

- ✧ Can cast Conjuration spells up to current class level
- ✧ Must use a magical implement (100g+), takes armor penalties in Hard Leather or higher.
- ✧ Adds level to Spellcasting, Magic Power

## Priest (PST)

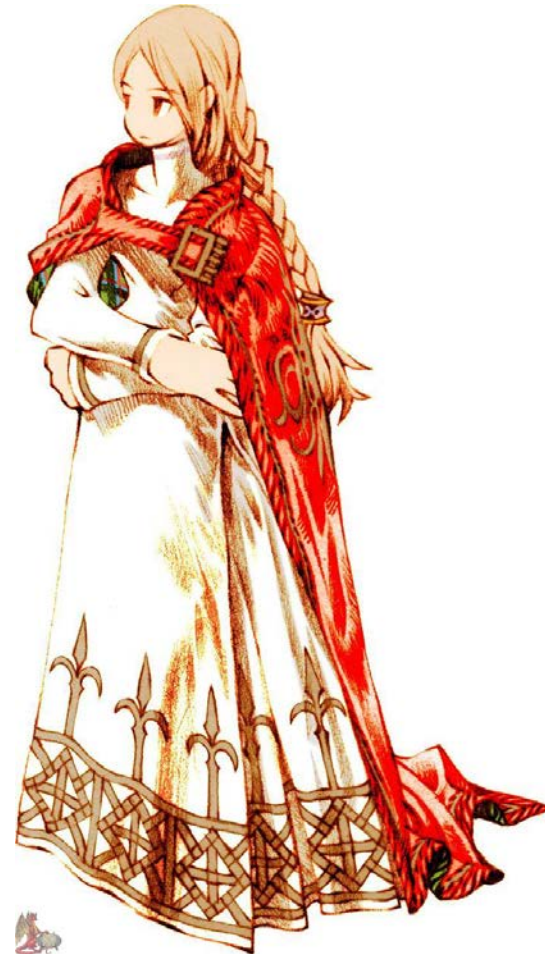
- ✧ Can cast Divine spells up to current class level + 1 deity's special spells.
- ✧ Must have a holy symbol. No armor penalties.
- ✧ Adds level to Spellcasting, Magic Power

## Faerie Tamer (FTM)

- ✧ Can cast Faerie spells up to current class level
- ✧ Must carry jewels (50g+) for each contract. Takes armor penalties in heavy armor.
- ✧ Adds level to Spellcasting, Magic Power

## Magitech (MTK)

- ✧ Can cast Magitech spells up to current class level
- ✧ Must have a magisphere to use certain spells. No armor penalties.
- ✧ Adds level to Spellcasting, Magic Power, Gun Damage.



# B Rank Classes

## Fencer (FNC)

- ✧ Can use armor, shields, and melee weapons up to 1/2 STR requirement.
- ✧ Crit range increased by 1.
- ✧ Adds level to Attack, Evasion, Physical Damage

## Shooter (SHT)

- ✧ Can use armor, ranged and thrown weapons.
- ✧ Adds level to Attack, Bow and Thrown Damage

## Scout (SCT)

- ✧ Adds level to Stealth, Open Lock, Pickpocket, Disguise, Set Trap, Roll, Hide, Acrobatics, Initiative, Follow, Track, Listen, Danger Sense, Search, Cartography, Meteorology, Appraise, Find Traps

## Ranger (RNG)

- ✧ Adds level to Stealth, First Aid, Open Lock, Set Trap, Roll, Hide, Acrobatics, Follow, Track, Listen, Danger Sense, Search, Cartography, Meteorology, Medicine, Herbalism, Find Traps
- ✧ Adds level to potion and herb effectiveness, and can give this bonus to others.

## Sage (SAG)

- ✧ Adds level to Knowledge, Crafts, Cartography, Medicine, Research, Appraise, Monster Lore, Herbalism
- ✧ Can use Monster Lore to find a monster’s weak point and give the party special bonuses to damage, accuracy, magic, etc.
- ✧ Learns 1 bonus language (read/write or speak) per level.

## Enhancer (ENH)

- ✧ Can choose 1 Enhancer ability per level. Most are Free Actions that succeed automatically for 3 MP.

## Bard (BRD)

- ✧ Can choose 1 Bard song per level. Non-magical effects that cost no MP.

- ✧ Learns 1 bonus language (speaking only) per level.
- ✧ Adds level to Knowledge checks.

## Rider (RDR)

- ✧ Can choose 1 Rider trick per level. Very much like feats.
- ✧ Can ride one-handed without penalty.
- ✧ Adds level to First Aid, Roll, Cartography, and Monster Lore.

Class	Rank A	Rank B
Level		
1	1000	500
2	1000	1000
3	1500	1000
4	1500	1500
5	2000	1500
6	2500	2000
7	3000	2500
8	4000	3000
9	5000	4000
10	6000	5000
11	7500	6000
12	9000	7500
13	10500	9000
14	12000	10500
15	13500	12000

# Basic Rules

- Modifiers + 2d6 = Result, compare against target number
- Two 6s makes an automatic success. Two 1s means an automatic failure, but you get 50 EXP just for being a good sport.
- In contested rolls, the passive party (i.e. defender) wins on a tie.
- Retrying a failed check takes longer (see table in book).
- Round up fractions unless otherwise noted.

## Dexterity-based Actions

Action Type	Class Bonus
Stealth	2d6+DEX+[SCT, RNG]
First Aid	2d6+DEX+[RNG]
Open Lock	2d6+DEX+[SCT, RNG]
Pickpocket	2d6+DEX+[SCT]
Disguise	2d6+DEX+[SCT]
Attack (HIT)	2d6+DEX+[FTR, GPL, FNC, SHT]
Set Trap	2d6+DEX+[SCT, RNG]

## Agility-based Actions

Action Type	Class Bonus
Roll	2d6+AGI+[SCT, RNG]
Hide	2d6+AGI+[SCT, RNG]
Evasion (EVA)	2d6+AGI+[FTR, GPL, FNC]
Acrobatics	2d6+AGI+[SCT, RNG]
Initiative (INI)	2d6+AGI+[SCT]
Follow	2d6+AGI+[SCT, RNG]
Swim	2d6+AGI+[ADV]
Jump	2d6+AGI+[ADV]

## Strength-based Actions

Action Type	Class Bonus
Climb	2d6+STR+[ADV]

## Constitution-based Actions

Action Type	Class Bonus
Fortitude (FOR)	2d6+CON+[ADV]
Death Check	2d6+CON+[ADV]

## Intelligence-based Actions

Action Type	Class Bonus
Track	2d6+INT+[SCT, RNG]
Listen	2d6+INT+[SCT, RNG]
Danger Sense	2d6+INT+[SCT, RNG]
Knowledge	2d6+INT+[SAG]
Spellcasting (MAG)	2d6+INT+[SRC, CNJ, PST, FTM, MGT]
Crafts	2d6+INT+[SAG]
Search	2d6+INT+[SCT, RNG]
Cartography	2d6+INT+[SCT, RNG, SAG]
Meteorology	2d6+INT+[SCT, RNG]
Medicine	2d6+INT+[RNG, SAG]
Research	2d6+INT+[SAG]
Appraise	2d6+INT+[SCT, SAG]
Monster Lore	2d6+INT+[SAG]
Herbalism	2d6+INT+[RNG, SAG]
Find Traps	2d6+INT+[SCT, RNG]

## Spirit-based Actions

Action Type	Class Bonus
Willpower (WIL)	2d6+SPI+[ADV]



## Dexterity-based Action Details

### ✧ **Stealth**

**Calculation:** Scout or Ranger level + Dexterity modifier

**Use Time:** 10 minutes (60 rounds)

**Effect:** On success, you manage to hide footprints and items. On failure, footprints or items will be found.

**Details:** You eliminate any footprints you and your allies have left behind and hide any tools and objects. The higher your result, the more difficult it will be to find your traces.

### ✧ **First Aid**

**Calculation:** Ranger level + Dexterity modifier

**Use Time:** 10 minutes (60 rounds)

**Effect:** On success, you restore an unconscious ally to 1 HP, and he wakes up. On failure, he remains unconscious.

**Details:** You attempt to wake up an ally who is unconscious, usually as a result of being below 0 HP. The target for this action is 0, but the HP of the target ally is applied as a penalty to your roll (so for an ally with -5 HP, the target is effectively 5).

If you succeed, the ally's HP becomes 1 and he wakes up.

### ✧ **Open Lock**

**Calculation:** Scout or Ranger level + Dexterity modifier

**Use Time:** 1 minute (6 rounds)

**Effect:** On success, you open a lock on a door or a container, or disarm a trap. On failure, you do not open the object.

**Details:** You can open a door or container without having its key, and you can also remove a trap. The higher your roll, the better the lock or trap you can unlock. The target is set by the lock or trap.

Any object indoors can only be opened by the Scout skill, and you incur a -4 penalty to open such objects without scout's tools. Failing a roll twice in a row will cause a trap to spring.

### ✧ **Pickpocket**

**Calculation:** Scout level + Dexterity modifier

**Use Time:** 10 seconds (1 round)

**Effect:** On success, you steal something the target has. On failure, the target notices you.

**Details:** You steal an item or some cash from a target without being noticed. This is a contested roll between your action and the target's Danger Sense check. The Pickpocket roll is an active roll, while the Danger Sense is a passive roll.

### ✧ **Disguise**

**Calculation:** Scout level + Dexterity modifier

**Use Time:** 10 minutes (60 rounds)

**Effect:** On success, you disguise yourself as another person. On failure, your disguise is seen through.

**Details:** You change your clothes and makeup to look like another person. The higher your roll, the better your disguise is and the harder it is to see through.

If you disguise another character, you take a -4 penalty to the roll. The roll to see through the disguise is an Adventurer Level + Intelligence modifier check using the Disguise check result as a target.

### ✧ **Attack**

**Calculation:** Fighter, Grappler, Fencer, or Shooter level + Dexterity modifier

**Use Time:** Instant

**Effect:** On success, you hit the target with your attack. On failure, you miss.

**Details:** This is the action for hitting with an attack. The result represents how effective the attack was. Different weapons and techniques have different accuracies.

## ✧ Set Trap

**Calculation:** Scout or Ranger level + Dexterity modifier

**Use Time:** 10 minutes (60 rounds)

**Effect:** On success, you can set a trap. On failure, you don't set a trap.

**Details:** You can lay a trap on a door, passageway, or container. The trap can be discovered with a contested roll using Search or Danger Sense and disarmed with a contested roll using Open Lock.

You cannot use the Ranger skill to set a trap indoors (but a Scout can set one outdoors).

You take a -4 penalty to set a trap indoors without scout's tools.



## Agility-based Action Details

### ✧ Roll

**Calculation:** Scout or Ranger level + Agility modifier

**Use Time:** Instant

**Effect:** You reduce the damage from falling.

**Details:** When you fall from a high place or into a pit trap, you can roll to take less damage from impact. Reduce the damage taken by your Roll check result. Your check result cannot be less than 0, and it is treated as 0 on an automatic failure.

If you use Roll in metal armor, you take a -4 penalty to your check.

### ✧ Hide

**Calculation:** Scout or Ranger level + Agility modifier

**Use Time:** 10 minutes (60 rounds)

**Effect:** On success, you can move without making a sound or giving an indication of your presence, and you can hide behind objects. On failure, you are noticed.

**Details:** You move without making a sound or revealing your presence. The higher your roll, the less sound you make and the more you are able to find hiding places. This is a contested roll against the enemy's Danger Sense.

If you use Hide in metal armor, you take a -4 penalty to your check.

### ✧ Evasion

**Calculation:** Fighter, Grappler, Fencer, or Shooter level + Agility modifier

**Use Time:** Instant

**Effect:** On success, you dodge the enemy's attack. On failure, you are hit and take damage.

**Details:** You dodge an attack. The check result determines how well you dodged.

This action opposes the Accuracy action, so you cannot use it when you are not being attacked. Different weapons and armor can change your Evasion bonus.

### ✧ Acrobatics

**Calculation:** Scout or Ranger level + Agility modifier

**Use Time:** 1 minute (6 rounds)

**Effect:** On success, you avoid dangerous terrain as you walk. On failure, you lose your balance and can't move.

**Details:** You move gracefully and nimbly over difficult terrain. The higher your result, the more you avoid dangerous or fragile ground as you move.

If you use Acrobatics in metal armor, you take a -4 penalty to your check.

## ✧ Initiative

**Calculation:** Initiative (Scout level + Agility modifier)

**Use Time:** Initiative

**Effect:** On success, your party seizes the initiative. On failure, your party loses the initiative.

**Details:** This action determines whether you act first when combat begins. The check result represents how quick you were. This is a contested roll between the Initiative roll of the monsters or the enemy party.

## ✧ Follow

**Calculation:** Scout or Ranger level + Agility modifier

**Use Time:** 10 minutes (60 rounds)

**Effect:** On success, you follow a party without being noticed. On failure, you are noticed.

**Details:** You follow a moving party secretly. Your result determines how well you can conceal your presence while following the target. This is a contested roll against the target's Danger Sense.

If you use Acrobatics in metal armor, you take a -4 penalty to your check. A Ranger cannot use Follow indoors or in a crowd.

## ✧ Swim

**Calculation:** Adventurer level + Agility modifier

**Use Time:** 1 minute (6 rounds)

**Effect:** On success, you swim for longer periods of time. On failure, you begin drowning.

**Details:** You swim using your arms and legs. In areas with weak currents, you may be able to swim without using your legs. If there is no current, no check is necessary.

When you move while swimming, your full movement and standard movement actions each have 1/5 range (rounding up). Short movements are 1 meter.

In streams with rapid currents or open water with high waves, you make a check once per minute. Targets should be around 7 for flowing rivers, 9 for rapids, and 13 for tall waves.

Success means you swim with no difficulty, but on failure, you cannot take a short movement and must pass a Fortitude check or drown, falling unconscious regardless of current HP.

While swimming, you incur a restricted movement penalty.

## ✧ Long Jump, High Jump

**Calculation:** Adventurer level + Agility modifier

**Use Time:** 10 seconds (1 round)

**Effect:** On success, you jump the distance you want. On failure, you fall before reaching your target.

**Details:** You can make a high jump or clear an obstacle while carrying your equipment. The target changes depending on how far you want to jump. The target number is 10, but your check is affected by various modifiers.

If you succeed, you clear your target distance or height. If you fail, you fall down short of your target or crash into the object you were trying to clear. The GM decides the actual consequences.

Long jump modifiers

Condition	Modifier
First 3m	+/- 0
Each 1m more	-2
Can't see landing spot	-2
Strong wind conditions	-2
Wearing metal armor	-4
Carrying very little	+2
Running start of at least 5m	+2

High jump modifiers

Condition	Modifier
First 1m	+/- 0
Each 10cm more	-1
Can't see landing spot	-2
Strong wind conditions	-2
Wearing metal armor	-4
Carrying very little	+2
Running start of at least 5m	+2

Strength-based Action Details

✧ **Climb**

**Calculation:** Adventurer level + Strength modifier

**Use Time:** 10 minutes (60 rounds)

**Effect:** On success, you climb the distance you want. On failure, you fall.

**Details:** You climb a wall with footholds or a hanging rope. The target is 10, but your check result is affected by various modifiers. On success, you climb to a safe place. If you fail, you fall and incur fall damage. The distance you fall is half the distance you tried to climb.

Climb modifiers

Condition	Modifier
First 5m	+/- 0
Each 5m more	-2
No handholds, steep slope	-4
Climbing a hanging rope rather than a wall	-4
Wearing metal armor	-4
Strong wind conditions	-2
Carrying very little	+2
Helped up (e.g. with a rope)	+2

## Constitution-based Action Details

### ✧ Death Check

**Calculation:** Fortitude (Adventurer level + Constitution modifier)

**Use Time:** Instant

**Effect:** On success, a PC remains unconscious. On failure, he dies.

**Details:** This check is used to determine whether a PC who has dropped below 0 HP from damage and lost consciousness lives or dies. The check result represents how well his body resists dying of injury. The target for this action is 0, but your HP is applied as a penalty to the roll. At 0 HP, the target is 0, but if you were to take more damage and drop to -8 HP, a -8 penalty would be applied to your roll (in effect, the target would be 8).

If ten minutes pass after a death check or you take more damage, you will have to make another check. If ten minutes passed, the target increases by 1. If you took damage, apply your new HP total as a penalty. Afterwards, continue making death checks until you die, score an automatic success, or have gone one hour without taking any damage.

Using the spell Awaken or a Wakeup Potion on an unconscious character sets their HP to 1 and allows them to wake up. If a character's HP is healed above 1 without using Awaken, the character will still not awaken for one hour.

Even if left untreated, a character who takes no damage for one hour sets their HP to 1 and wakes up (provided they pass death checks every ten minutes).

A PC who fails a death check dies.

If you get an automatic failure on a death check, you die regardless of the target. If you get an automatic success, your HP is set to 1 and you wake up.

### ✧ Fortitude

**Calculation:** Fortitude (Adventurer level + Constitution modifier)

**Use Time:** Instant

**Effect:** On success, you lessen or negate an effect being applied to you. On failure, it affects you in full.

**Details:** You resist an effect, such as a poison or disease, that attacks your body. The higher your check result, the more powerful effects you can shake off. The target is specific to the poison or disease you are trying to resist, or the result of whatever spell or monster ability targeted you.

On success, you may completely negate the condition or reduce it to partial effect.





## Intelligence-based Action Details

### ✧ Track

**Calculation:** Scout or Ranger level + Intelligence modifier

**Use Time:** 1 minute (6 rounds)

**Effect:** On success, you learn details like time and heading from tracks and footprints left behind. On failure, you can't tell anything.

**Details:** You search for tracks and other clues that will tell you where your quarry was headed. Your result determines the quality of clues you find.

### ✧ Listen

**Calculation:** Scout or Ranger level + Intelligence modifier

**Use Time:** 10 seconds (1 round)

**Effect:** On success, you find the best place to hear any carrying sounds and voices. On failure, you hear nothing.

**Details:** You try to hear sounds and voices from far away or behind barriers. The higher your check result, the further away you can hear and the quieter sounds you discern.

You can also tell clearer details about what sounds you hear.

### ✧ Danger Sense

**Calculation:** Scout or Ranger level + Intelligence modifier

**Use Time:** Instant

**Effect:** On success, you sense imminent danger, threatening intent, and the presence of hidden secrets. On failure, you sense nothing.

**Details:** You get a sense of danger and misfortune before it happens. The higher your check result, the more quickly and surely your sense triggers.

The Sixth Sense racial trait of Tabbie PCs allows them to roll Adventurer Level + Intelligence modifier for Danger Sense rolls.

### ✧ Knowledge

**Calculation:** Sage level + Intelligence modifier

**Use Time:** 10 seconds (1 round)

**Effect:** On success, you know details about the matter at hand. On failure, you either don't know or don't remember anything.

**Details:** Your education offers insight into some matter. The higher your check result, the more knowledgeable you are about the subject.

### ✧ Spellcasting

**Calculation:** Magic power (Sorcerer, Conjurer, Priest, Faerie Tamer, or Magitech level + Intelligence modifier)

**Use Time:** 10 seconds (1 round)

**Effect:** On success, you successfully cast a spell. On failure, the spell is incomplete or has no effect.

**Details:** Make a Spellcasting check when you cast a spell. Your check result represents how powerfully you worked the spell. For each spell you cast, use whatever magical skill supplies that spell when making a magic power check.

Magic power checks based on Sorcerer, Conjurer, or Faerie Tamer skills incur a -4 penalty if used in heavy armor.

You may not use the action retry rules to retry a failed Spellcasting check.

### ✧ Crafts

**Calculation:** Sage level + Intelligence modifier

**Use Time:** 10 minutes (60 rounds)

**Effect:** On success, you know the materials used in the construction of a building or object and at what time it was made. On failure, you don't know anything.

**Details:** You examine a building or object and gain information about it. Your check result represents how much detail you know about the time and method of its construction.

### ✧ Search

**Calculation:** Scout or Ranger level + Intelligence modifier

**Use Time:** 10 minutes (60 rounds)

**Effect:** On success, you discover traps or hidden items. On failure, you don't find anything.

**Details:** You search for traps and hidden doors. The higher your check result, the more cleverly hidden an item you can find.

A Ranger can only use Search outdoors.

## ✧ Cartography

**Calculation:** Scout or Ranger level + Intelligence modifier

**Use Time:** 10 minutes (60 rounds)

**Effect:** On success, you create a map out of an area you have examined before. On failure, you can't make one.

**Details:** You create a map of an area or the inside of a building, noting obstacles and pieces of terrain. Your check result represents how accurate your map is and how easy it is to read. A Ranger can only use Cartography to map an outdoor area.

## ✧ Meteorology

**Calculation:** Scout or Ranger level + Intelligence modifier

**Use Time:** 1 minute (6 rounds)

**Effect:** On success, you predict the weather. On failure, you don't know anything.

**Details:** You read the movement of the wind and clouds to predict the weather in the immediate future. The higher your check result, the further ahead and more accurate your forecast is.

Meteorology can only be used outdoors.

## ✧ Medicine

**Calculation:** Ranger or Sage level + Intelligence modifier

**Use Time:** 10 minutes (60 rounds)

**Effect:** On success, you know about the disease a patient you inspect has and how to treat it. On failure, you don't know anything.

**Details:** You know the symptoms and treatment of a disease. The higher your check result, the rarer diseases you know about and the more effectively you can gauge the symptoms and provide treatment.

## ✧ Research

**Calculation:** Sage level + Intelligence modifier

**Use Time:** 10 minutes (60 rounds)

**Effect:** On success, you know (or can find out) an important piece of information from books, scrolls, etc. On failure, you don't know anything.

**Details:** You gain information you need from a relevant piece of writing. Your check result represents how reliable your information is.

## ✧ Appraise

**Calculation:** Scout or Sage level + Intelligence modifier

**Use Time:** 10 minutes (60 rounds)

**Effect:** On success, you know the value, time of origin, usage, and effect of an item or good. On failure, you don't know anything.

**Details:** You examine a magical item or tool and learn when it was created, how to use it, and what it does. The higher your check result, the more you can tell about the item's powers. A Scout may only use Appraise to tell an item's value.

## ✧ Monster Lore

**Calculation:** Monster Lore (Sage level + Intelligence modifier)

**Use Time:** Instant

**Effect:** On success, you know data about a monster and can check with the source book or your GM. If you beat its weakness target, you may take advantage of its weaknesses. On failure, you don't know anything about that monster.

**Details:** You know the statistics and weaknesses of monsters and unusual creatures.

Your check result determines how much you know or can remember about a particular monster. The target is the Rarity of the monster. You can also use Monster Lore if asked to describe the monster's special abilities.

Furthermore, a Sage making a Monster Lore check may also know about the monster's weaknesses. If the result of the Monster Lore check exceeds the monster's weakness target, the Sage knows about the monster's weaknesses. All members of a party can make decisions that take advantage of a monster's known weaknesses.

Only one Monster Lore check can be made against a particular type of monster per session. One success on a Monster Lore check that exceeds the monster's weakness

target allows a party to take advantage of identical monsters' weakness for the full session.

If the same type of monster is encountered in a later session, the players may make a new check. If they have made a successful check in a previous session, they only have to check to determine the monsters' weaknesses (they may not always be able to find the weak point).

### ✧ Herbalism

**Calculation:** Ranger or Sage level + Intelligence modifier

**Use Time:** 1 minute (6 rounds)

**Effect:** On success, you know the effects and value of a herb or poison. On failure, you don't know anything.

**Details:** You can tell the value and effects of an herb or medicine. The higher your check result, the more details you know. If you are inspecting a poison, you may also know how to treat it.

### ✧ Find Trap

**Calculation:** Scout or Ranger level + Intelligence modifier

**Use Time:** Instant

**Effect:** On success, you notice the presence nearby traps. On failure, you don't notice anything.

**Details:** You notice cunningly hidden traps quickly. The higher your check result, the better-hidden traps you notice.

This is a very difficult check. The target is the trap's Search difficulty + 4.

Rangers may only use Find Trap outdoors.

## Spirit-based Action Details

### ✧ Willpower

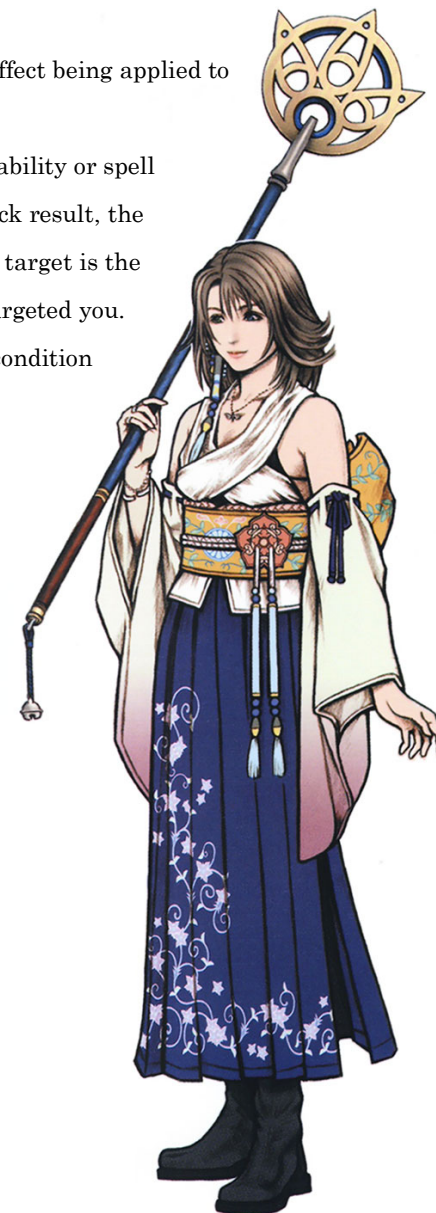
**Calculation:** Willpower (Adventurer level + Spirit modifier)

**Use Time:** Instant

**Effect:** On success, you lessen or negate an effect being applied to you. On failure, it affects you in full.

**Details:** You resist an effect from a monster ability or spell that attacks your mind. The higher your check result, the more powerful effects you can shake off. The target is the result of whatever spell or monster ability targeted you.

On success, you may completely negate the condition or reduce it to partial effect.



# Simplified Combat Rules

## Flow of Combat

### ① Initiation Phase

- i. Roll Monster Lore [SAG+INT]
- ii. Roll Initiative [SCT+AGI]
- iii. Place combatants
  - A) The advantaged side goes first, and can place their combatants in either the middle zone or in their side's back row. Combatants placed in the middle zone are treated as having used their move action during the first round.
  - B) The disadvantaged side places their combatants next. They must place a number of combatants in the middle zone equal to 1/2 the number placed by the advantaged side, rounded up.

### ② Combat Phase

- i. Teams take turns based on Initiative. Combatants within a team can take their turns in any order they prefer.
- ii. Characters can take one Move Action and one Standard Action *or* a Full Round Action, and any number of Free Actions (within reason).

### ③ Resolution Phase

- i. If the party is victorious, they can roll a Loot Check, which takes 1 minute per fallen enemy. They also receive EXP.

## Actions in Combat

### Move Actions

- Advance/Fall Back: Move forward or backward 1 zone. Can still use a Standard Action, but cannot cast magic or fire a ranged weapon (thrown weapons are OK). Cannot leave a zone with enemies in it.

### Standard Actions

- Attack: Use a melee or thrown weapon. [FTR/GRP/FNC/(SHT)+DEX] vs. Evasion.
- Pick up/stow/equip/give an item or weapon.

### Free Actions

- Cancel a spell.
- Stand up.
- Draw or stow a small item (e.g. knife) from boot.
- Talk.

### Full Round Actions

- Fire: Use a ranged weapon (bow, gun, crossbow). [SHT+DEX]
  - When firing into a melee zone from outside without the Precise Shot feat, the target is chosen randomly. Cannot fire through a melee zone without the Hawk Eye feat.
- Cast Magic
  - When casting into a melee zone from outside without the Guided Magic feat, the target is chosen randomly. Cannot cast through a melee zone without the Hawk Eye feat.
  - AoE spells affect a number of combatants equal to its area in m<sup>2</sup>, chosen randomly.
- Sprint: Move forward 2 zones. -4 penalty to Evasion. Cannot move through a zone with enemies in it.
- Retreat: Move backward to own team's back row. Can leave or move through a zone with enemies in it.

# Feats Available at Character Creation

## Passive Feats

Name	Page	Effect
Precise Shot	250	Can shoot into melee without incident
Aimed Shot	251	Allows for easier critical ranged attacks
Weapon Proficiency/**	253	Deals +1 damage, allows A-Rank weapons
Armor Proficiency/**	254	Adds +1 Defense, allows A-Rank armor
Guided Magic	255	Can cast magic into combat without incident
Dual Wielding	255	Able to attack with two one-handed weapons

## Active Feats

Name	Page	Effect
Cover	256	Take attacks for another person
Aimed Attack	256	Accuracy +1, but Critical Rate -1
Power Strike	257	Deal +4 damage, -2 Evade
Taunting Strike	257	Become the target of attacks
Lethal Strike	258	Allows for easier critical melee attacks
Metamagic/Accuracy	258	Enhances magical accuracy
Metamagic/Targets	258	Increases the number of targets for a spell
Metamagic/Distance	258	Extends the range of a spell
Metamagic/Time	259	Lengthens the duration of a spell
Metamagic/Area	259	Increases the radius of an area-of-effect spell
Magic Convergence	259	Focuses a spell onto a single target

Mana Strike	259	Deals extra damage equal to Magic Power
-------------	-----	---

## Grappler-only Feats

Name	Page	Effect
Chain Attack	252	Allows for an extra attack
Throw Attack	257	Throws the opponent to a prone position

## Recommended Feats

If you have trouble choosing a feat, here is a list tailored to each class.

Name	Intention	Feat
Fighter	Dealing damage	Power Strike
	Protecting a comrade	Block
Grappler	Want to reliably hit the target	Aimed Attack
	Want to increase damage	Weapon Proficiency/Wrestling
Fencer	Aim for a mortal blow	Lethal Strike
	Want to be a strong warrior-mage	Mana Strike
Shooter	Shoot into dangerous situations	Precise Shot
	Shoot with 2 guns	Dual Wielding
Sorcerer	Reliably cast magic into combat	Guided Magic
Conjurer	Want to damage every enemy	Metamagic/Targets
Priest	Want to heal each comrade	Metamagic/Targets
Faerie	Reliably cast magic into combat	Guided Magic
Tamer		
Magitech	Allow for easier gun usage	Precise Shot



# Passive Feats List

The techniques listed here are always in effect. They do not need to be activated.

Passive Feats include effects that improve on active techniques or allow you to perform new maneuvers.

## Evasive Maneuvers

Prerequisites: AL 3	Skill: -
Description: You evade attacks with nimble steps.	
Effect: Your evasion increases by one point.	

## Tenacity

Prerequisites: Fighter or Grappler 5	Skill: -
Description: You toughen your body so you can take more punishment.	
Effect: Your maximum HP increases by 15.	

## Precise Shot

Prerequisites: None	Skill: -
Description: You aim your shots carefully to make sure they strike true.	
Effect: You don't risk crossfire when you fire a ranged weapon into a brawl zone.	
Your accuracy does not decrease if other brawl zones or covering objects are in your line of fire.	

## Twin Strike

Prerequisites: Dual-Wielding	Skill: -
Description: You can attack two enemies at once.	
Effect: If you are wielding a weapon in each hand, you may roll accuracy twice against two different targets. You may select the target for the second attack after the first has been resolved.	
If you use Chain Attack after Twin Strike, you may choose either of Twin Strike's	

targets as the new target.

## Aimed Shot

Prerequisites: None	Skill: -
Description: You can shoot at an enemy's weak point for massive damage.	
Effect: You can execute an aimed shot with a ranged weapon.	
You may only make an aimed shot on a character who has not moved or taken only short movements for ten seconds (one round). You may not target a character who is in a brawl.	
First, the target must not be aware of you, or you must hide using a Stealth action. The target of the aimed shot may make a Danger Sense check to notice your presence. If the distance exceeds 10m, the character using Aimed Shot gets a +1 bonus on his Stealth check.	
If the Stealth check succeeds, the sniper can make an aimed shot. By taking ten seconds to aim, the sniper receives a +1 bonus to Accuracy, and his critical rate is reduced by one (criticals become more likely). The effect of aiming can be stacked up to three times, after which the bonus to Accuracy is +3 and the critical rate is reduced by 3 (to a minimum of 7).	

## Hawkeye

Prerequisites: Precise Shot or Guided Magic	Skill: -
Description: You track your enemies like a hawk hunting its prey.	
Effect: You can cast magic and make ranged attacks whenever an enemy is not fully concealed by cover such as forests, or through brawl zones. You may also target enemies partially concealed by blocking items or cover such as brush.	

## Chain Attack

Prerequisites: Gain a level in Grappler	Skill: Grappler
---	-----------------

Description: After making an attack, you strike the same enemy once more.	
Effect: You automatically learn this technique when you gain a grappler level.	
You may not learn it any other way.	
When you attack while wielding a weapon of the grappling category in one hand, you can make another attack against the same enemy.	
Normally this will be a second attack, but you can use this skill with Twin Strike to make two attacks and then make Chain Attack your third. If you do, the attack from Chain Attack is not subject to the penalties from Dual-Wielding.	
Furthermore, as long as you attack with a grappling weapon, you can use the same weapon or a different weapon.	
You cannot use Chain Attack with Throw Attack.	

### Iron Wall

Prerequisites: Block	Skill: -
Description: You can defend more allies.	
Effect: This technique enhances Block. When you declare Block, you can choose to block up to three allies. You may only block for allies in the same brawl zone as you.	
You may only block for each ally once per round.	

### Improved Throw

Prerequisites: AL 3, Throw Attack	Skill: Grappler
Description: Your throw attack is more powerful.	
Effect: This technique increases the power of Throw Attack and improves its effect. You can throw four-legged creatures and even creatures with up to eight legs and two body sections. The Impact of the Throw attack increases to 20.	

### Dual Technique

Prerequisites: AL 5, Dual-Wielding	Skill: -
Description: You can fight perfectly with both your weapons.	
Effect: When you attack with both your weapons against a single target, you do not incur an accuracy penalty.	
You can equip two weapons with a strength rating of up to 15.	

### Weapon Proficiency/\*\*

Prerequisites: None	Skill: -
Description: You are more skilled and graceful with your chosen weapon.	
Effect: You must choose a weapon category for this technique, such as swords or axes. When you wield a weapon of that category, you deal an extra point of damage. In addition, you can wield A rank weapons of that category.	
You may take this technique multiple times for different weapon categories.	

### Weapon Proficiency 2/\*\*

Prerequisites: AL 5, Weapon Proficiency/** (same category)	Skill: -
Description: You are even more skilled and graceful with your chosen weapon.	
Effect: When you wield a weapon of the ** category, you now deal an extra +2 points of damage (for a total of +3). In addition, you can wield S rank weapons of that category (found in Book 2).	

### Trample

Prerequisites: AL 5, Throw Attack	Skill: Grappler
Description: You attack with your feet after throwing an enemy.	
Effect: When you successfully hit with Throw Attack, you may then make another attack against the same enemy. Use the Kick weapon or your equipped foot weapon to attack. If you attempt this attack and the target successfully dodges, you incur the -2 penalty due to being prone.	

## Blocking

Prerequisites: AL 3

Skill: -

Description: You can engage several enemies, trapping them in a brawl.

Effect: When the character is in a brawl zone, he counts as twice his size. PCs each count as two characters, while monsters with two body segments count as four characters.

Use the character's normal size to determine passing through a brawl zone and targetting area effects in a brawl zone.

## Armor Proficiency/\*\*

Prerequisites: None

Skill: -

Description: You are more skilled and graceful in your chosen armor.

Effect: You must choose a weapon category for this technique, either metal, nonmetal, or shields. When you wear armor of that category, your defense increases by one. In addition, you can wear A rank armor of that category. You may take this technique multiple times for different armor categories.

## Armor Proficiency 2/\*\*

Prerequisites: AL 5, Armor Proficiency/\*\* (same category)

Skill: -

Description: You are even more skilled and graceful with your chosen armor.

Effect: When you wear armor of the \*\* category, you now gain an extra +2 points of defense (for a total of +3). In addition, you can wear S rank armor of that category (found in Book 2).

## Magic Control

Prerequisites: Guided Magic, Magic Convergence

Skill: -

Description: Your understanding of magic lets you affect only the targets you

want.

Effect: When you cast a spell with an area of effect, you may choose which allies and enemies in the area are affected by the spell. If you cast into a brawl zone, you may choose any targets you want up to the maximum target limit of the spell.

## Guided Magic

Prerequisites: None

Skill: -

Description: You take aim with your spell to strike an enemy.

Effect: You can target an aimed spell at any enemy who is behind incomplete cover or blocking. Also, you don't risk crossfire if you cast an aimed spell into a brawl zone.

## Dual Wielding

Prerequisites: None

Skill: -

Description: You can wield a weapon in each hand.

Effect: When you make a melee or ranged attack, you can attack twice, once with a weapon in each hand. You cannot aim at two targets at once, so both attacks must be made at the same target. In addition, both attacks incur a -2 penalty.

You can only wield weapons with a strength rating of up to 15.

You may not wield two weapons at once without having Dual Wielding.

## MP Save/\*\*

Prerequisites: AL 5

Skill: -

Description: You use mana more efficiently, reducing your consumption.

Effect: Choose one magical skill for \*\* when you learn this technique. Any spell you use from that skill consumes 1 less MP. This effect cannot reduce the cost of a spell to 0 MP (minimum 1 MP). When you learn new spells from the selected skill, the new spells will also have reduced cost.

# Active Feats List

These Feats must be activated to take effect. Activating a technique is a free action. You may only activate one technique per turn.

Penalties imposed by a Feat last until the beginning of the user's next turn.

## Block

Prerequisites: None	Skill: -
Description: You defend nearby allies by blocking attacks.	
Effect: When you declare Block, select one creature in the same brawl zone or that you can reach in a single move. Whenever that character is subject to a melee or ranged attack, you become the target of that attack instead. That attack hits you without a roll.	
Block triggers automatically when the subject is targetted by an attack. It can only trigger once per round and will not trigger against magical attacks, other techniques, or effects that hit an area. Block can only be used on a willing creature.	
The effect of Block lasts until the beginning of your next turn.	

## Aimed Attack

Prerequisites: None	Skill: -
Description: You focus on accuracy over raw power as you attack.	
Effect: Each of your accuracy checks is made with a +1 bonus, but your critical rate increases by one (criticals become less likely). If your critical rate is already 13 or more, you cannot use Aimed Attack.	

## Aimed Attack 2

Prerequisites: Aimed Attack	Skill: -
Description: You attack even more accurately, striking with surgical precision.	
Effect: Each of your accuracy checks is made with a +2 bonus, but your critical	

rate increases by two (criticals become less likely). If your critical rate is already 12 or more, you cannot use Aimed Attack 2.

## Power Strike

Prerequisites: None	Skill: -
Description: You focus on offense and attack for high damage.	
Effect: Your melee attacks do +4 damage.	
When you use Power Strike, you suffer a -2 penalty to Evasion.	

## Taunting Strike

Prerequisites: None	Skill: -
Description: As you attack, you taunt the enemy and draw his attacks.	
Effect: You make a wide, flashy attack, drawing your target's attention to yourself. An attack made with Taunting Strike deals -2 damage.	
A target hit by a Taunting Strike must attack the user whenever possible, though the method of attack is up to it.	
Taunting Strike has no effect on characters with over 18 Intelligence or monsters with a high intelligence rating. If the target cannot attack the user, Taunting Strike has no effect. If Taunting Strike is used through a ranged attack, it has no effect if the user is 10m or more from the target.	

## Throw Attack

Prerequisites: Gain a level in Grappler	Skill: Grappler
Description: You attack by hurling the enemy.	
Effect: You can use the two-handed grappling weapon "Throw". You can only use Throw on creatures with two legs and one body section. You cannot use Throw Attack with Chain Attack.	
If you hit, the target takes damage and is knocked prone. Until the end of of the	

turn when a prone enemy stands up, it takes a -2 penalty to all Constitution and Willpower checks.

You automatically learn this technique when you gain a grappler level. You may not learn it any other way.

#### Lethal Strike

Prerequisites: None Skill: -

Description: You attack an enemy's weak point for massive damage.

Effect: When determining calculated damage from a melee attack, the weapon's critical rate is reduced by 1 (criticals become more likely). Lethal Strike cannot reduce the critical rate to 7 (minimum 8).

When you use Lethal Strike, you suffer a -2 penalty to Evasion.

#### Metamagic/Accuracy

Prerequisites: None Skill: -

Description: You cast a spell at an enemy repeatedly, ensuring you hit.

Effect: You cast a spell repeatedly in one turn. You make a separate Spellcasting roll for each casting, then choose one to apply. You pay the MP cost for each attempt.

If the spell has an effect based on Impact, apply it only once.

You can activate this technique on the same turn as any other Metamagic technique.

#### Metamagic/Targets

Prerequisites: None Skill: -

Description: You infuse a spell with extra mana to make it affect more targets.

Effect: You increase the number of targets a spell can affect. Multiply the MP cost by the number of additional targets (2x for two more targets, 3x for three targets,

etc.). You cannot use Metamagic/Targets on a spell with a range of Personal or Touch. You can select the targets one by one, or all at the time of casting if you prefer.

You can activate this technique on the same turn as any other Metamagic technique.

#### Metamagic/Distance

Prerequisites: None Skill: -

Description: You infuse a spell with extra mana to extend its range.

Effect: You increase the range of a spell by two or three times. Multiply the MP cost by as much as the range was extended. You cannot use Metamagic/Distance on a spell with a range of Personal or Touch.

You can activate this technique on the same turn as any other Metamagic technique.

#### Metamagic/Time

Prerequisites: None Skill: -

Description: You infuse a spell with extra mana to extend its duration.

Effect: You increase the duration of a spell effect by two or three times. Multiply the MP cost by as much as the duration was extended. You cannot use Metamagic/Distance on a spell with a duration of Instant or Permanent.

You can activate this technique on the same turn as any other Metamagic technique.

#### Metamagic/Area

Prerequisites: None Skill: -

Description: You infuse a spell with extra mana to widen its area of effect.

Effect: You widen the effect of a spell whose area is a radius.



The MP cost of the spell increases by one time over for each meter the radius is to be expanded (2x for one meter, 3x for two meters, etc.). The maximum number of affected targets also increases. The new target limit is equal to the number of characters who can be in the brawl zone.

You can activate this technique on the same turn as any other Metamagic technique.

#### Magic Convergence

Prerequisites: None

Skill: -

Description: You shrink the area of a spell to pinpoint only the target you want to affect.

Effect: You can cast a spell whose area is a radius such that only a single target is affected.

#### Mana Strike

Prerequisites: None

Skill: -

Description: You infuse your attacks with mana to deal more damage.

Effect: You can add your magic power to your melee damage. You may choose any magical skill level you have to determine your magic power.

When you use Mana Strike, you suffer a -1 penalty to Evasion, Constitution, and Willpower checks.



# Items

✂Category

[Sword] and [Axe] are described as such. This also affects the [Weapon Proficiency/\*\*] Feat.

✂Rank

For weapons and armor, there are four ranks: B, A, S, and SS. B-Rank equipment can be equipped by anyone. A-Rank equipment requires the appropriate [Weapon Proficiency/\*\*] or [Armor Proficiency/\*\*] Feat. For S-Rank and SS-Rank equipment, please refer to rulebooks 2 and 3.

- 1. **Name:** The name of the weapon, armor, etc.
- 2. **Usage :** The number of hands required to use the weapon effectively. Also notes whether or not the weapon can be thrown, as well as methods of usage. The notations are as follow.  
  
[1H]: Requires one hand to wield.  
  
[2H]: Requires both hands to wield.  
  
[1H†]: Allows either one or two hands to wield. Data for 2-handed use is included immediately below.  
  
[1H\*]: Can be used as a throwing weapon. If thrown, counts as a [Thrown] missile weapon instead of it's normal category.  
  
[1H‡]: Does not use the hands, but is still treated as a 1-handed weapon.  
  
[2Hs]: This weapon has multiple uses, and deals slashing damage.  
  
[2Hp]: This weapon has multiple uses, and deals piercing damage.
- 3. **Req'd STR :** Stands for Required Strength. A PC needs to have a Strength equal to or exceeding the listed Strength to equip that item. Not additive.
- 4. **Accuracy:** Shows how accurate each weapon is.
- 5. **Impact:** The weapon's damage table. 2d, compare to chart, add modifiers.
- 6. **Crit Rate:** If the total of your dice alone meet or exceed the Crit Rate, your attack is a critical hit.
- 7. **Add'l Dmg :** When rolling damage for [Crossbows], add the number given to the roll.
- 8. **Magic Power** [Guns] When determining damage, add the number given to the roll.
- 9. **Range** [Guns]. The effective range of weapons that require aiming at the desired target.
- 10. **Max Magazine** Represents a [Gun]'s maximum capacity for bullets.

- 11. **Evasion:** Add this number to evasion rolls.
- 12. **Defense :** Subtract this number from physical damage received.
- 13. **Price:** Listed in Gil (G). Unwanted equipment can be bought back for half the listed price.

## Class tools (buy or be unhappy)

Class	Item name	Price
Sorcerer/Conjurer	Magic Implement (may be added to a weapon)	100
	Holy Symbol	100
Priest		
Faerie Tamer	Jewel (need 1 for each faerie, i.e. 2 at level 1)	50
	Magisphere (small)	200
Magitech	Magisphere (medium)	500
	Magisphere (large	1000
Scout	Scout Tools	100
	Lifegrass	30
Ranger	Magic Herbs	100
	Healing Potion	100
	Awake Potion	100

# Melee Weapons

Most melee weapons tend to be inexpensive, and their use tends to earn favor with those who fight on the front lines. However, even a wizard may use melee weapons in self-defense, though not as proficiently. Even punches, kicks, and wrestling techniques will be examined here.

Each category is separated according to strength and ease of use, with more difficult weapons requiring a bit more training to use. Otherwise, there is naught but money stopping one from purchasing their weapon of choice.

## Swords

Swords and knives. Relatively easily concealed, and just as easily drawn.

B-Rank Swords						
Name	Usage	Req'd STR	Accuracy	Impact	Crit Rate	Price
Knife	1H*	1	-	1	10	30
Dagger	1H*	3	-	3	10	50
Short Sword	1H	5	-	5	10	80
Rapier	1H	8	-	8	10	110
Saber	1H	10	-	10	10	190
Estoc	2H	11	-	21	10	370
Long Sword	1H†	13	-	13	10	440
	2H	13	-	23	10	
Broad Sword	1H	15	-	15	10	340
Bastard Sword	1H†	17	-	17	10	560
	2H	17	-	27	10	
Falchion	2H	18	-	28	10	790
Zweihander	2H	20	-	30	10	860
Shamshir	2H	22	-	32	11	950
Great Sword	2H	24	-	34	10	1,020

Only those with [Weapon Proficiency/Sword] may equip the following weapons.

A-Rank Swords						
Name	Usage	Req'd STR	Accuracy	Impact	Crit Rate	Price
Flissa	1H	8	-	13	10	880
Flamberge	1H†	23	-	28	10	1,580
	2H	23	-	38	10	
Dragonslayer	2H	28	-	43	10	2,760

## Axes

Whether single- or double-bladed, the defining feature of axes is their immense Impact. This is balanced out by their increased difficulty to critically hit, however.

B-Rank Axes						
Name	Usage	Req'd STR	Accuracy	Impact	Crit Rate	Price
Hand Axe	1H*	7	-	12	11	90
Battle Axe	1H†	16	-	21	11	360
	2H	16	-	31	11	
Great Axe	2H	18	-	33	11	410
Heavy Axe	1H†	20	-	25	11	440
	2H	20	-	35	11	
Bulova	2H	22	-	37	11	490
Minotaur's Axe	2H	30	-	45	11	950

Only those with [Weapon Proficiency/Axe] may equip the following weapon.

A-Rank Axes						
Name	Usage	Req'd STR	Accuracy	Impact	Crit Rate	Price
Halberd	2H <sub>S</sub>	20	-	40	11	1,080
	2H <sub>P</sub>	20	-	35	10	

Spears

The spear. Characterized by the point at the end of it's haft, it's increased Impact comes at the loss of accuracy.

B-Rank Spears						
Name	Usage	Req'd STR	Accuracy	Impact	Crit Rate	Price
Javelin	1H*	5	-1	10	10	65
Short Spear	1H*	10	-1	15	10	110
Spear	1H†	15	-1	20	10	170
	2H	15	-	25	10	
Long Spear	1H†	20	-1	25	10	220
	2H	20	-	30	10	

Only those with [Weapon Proficiency/Spear] may equip the following weapon.

A-Rank Spears						
Name	Usage	Req'd STR	Accuracy	Impact	Crit Rate	Price
Ahlspiess	1H†	15	-1	25	10	480
	2H	15	-	30	10	

Maces

With both high Impact and higher accuracy, the mace is a dangerous weapon. Don't expect to critically hit all too often, however.

B-Rank Maces						
Name	Usage	Req'd STR	Accuracy	Impact	Crit Rate	Price
Light Mace	1H	5	+1	10	12	120
Heavy Mace	1H†	15	+1	20	12	330
	2H	15	+1	30	12	
Maul	2H	20	+1	35	12	440
Ogre Maul	2H	30	+1	45	12	640

Only those with [Weapon Proficiency/Mace] may equip the following weapon.

A-Rank Maces						
Name	Usage	Req'd STR	Accuracy	Impact	Crit Rate	Price
Bilong	1H	7	+1	17	12	460

Staves

A sturdy piece of carved wood, staves are reliable weapons, even for those of lower Strength. Spellcasters also use them as a channel for their magic, though typically Sorcerers are seen focusing their Truespeech Magic through one.

B-Rank Staves						
Name	Usage	Req'd STR	Accuracy	Impact	Crit Rate	Price
Mage Staff	2H	1	+1	11	12	110
Quarterstaff	2H	4	+1	14	12	140

Only those with [Weapon Proficiency/Staff] may equip the following weapon.

A-Rank Staves						
Name	Usage	Req'd STR	Accuracy	Impact	Crit Rate	Price
Mana Staff※	2H	3	+1	13	12	6,800

※Increases Magic Power by +1, and is considered a magical weapon.



Flails

A weight or iron ball attached with a chain to a handle, a flail is a simple weapon. However, while its swings carry a lot of Impact, they lack the accuracy of other weapons in exchange.

B-Rank Flails						
Name	Usage	Req'd STR	Accuracy	Impact	Crit Rate	Price
Light Flail	1H	7	-1	12	10	90
Flail	1H†	10	-1	15	10	240
	2H	10	-1	25	10	
Morningstar	1H	12	-1	17	10	280
Heavy Flail	1H†	15	-1	20	10	340
	2H	15	-1	30	10	

Only those with [Weapon Proficiency/Flail] may equip the following weapon.

A-Rank Flails						
Name	Usage	Req'd STR	Accuracy	Impact	Crit Rate	Price
Goedendag	1H†	18	-1	28	10	1,540
	2H	18	-1	38	10	

Warhammers

A weapon used by rank-and-file troops, warhammers are relatively inexpensive, but difficult to successfully attack with.

B-Rank Warhammers						
Name	Usage	Req'd STR	Accuracy	Impact	Crit Rate	Price
Pike	1H	2	-1	7	10	60
Warhammer	1H	11	-1	16	10	250
Mattock	2H	20	-2	40	10	440

Only those with [Weapon Proficiency/Warhammer] may equip the following weapon.

A-Rank Warhammers						
Name	Usage	Req'd STR	Accuracy	Impact	Crit Rate	Price
Bec-De-Corbin	2Hp	20	-1	40	10	1,800
	2Hs	20	-2	45	10	

Martial Arts

Encompasses punching, kicking, Grappler techniques, and weapons that can be used with punches or kicks. It is important to know that the weapons listed here do not inhibit any sort of movement of the arms or legs.

B-Rank Martial Arts						
Name	Usage	Req'd STR	Accuracy	Impact	Crit Rate	Price
Punch	1H	0	-	0	12	-
Kick	1H‡	0	-1	5	12	-
Throw※	2H	0	-	0	12	-
Cestus※	1H	1	+1	1	10	40
Spiked Boots※	1H‡	1	-1	11	10	160

※Grappler only. A Cestus increases punch damage, while Spiked Boots increase kick damage. A character can equip two of each, one in each hand/on each foot.

Only those with [Weapon Proficiency/Martial Arts] may equip these weapons.

A-Rank Martial Arts						
Name	Usage	Req'd STR	Accuracy	Impact	Crit Rate	Price
Hard Knuckle※	1H	5	+1	10	10	440
Stomper※	1H‡	5	-1	20	10	520

※Grappler only. Hard Knuckles increases punch damage, while Stompers increase kick damage. A character can equip two of each, one in each hand/on each foot.

# Ranged Weapons

Only skilled Shooters are able to handle all ranged weapons. [Bows], [Crossbows], [Guns], and [Thrown Weapons] each have their own characteristics, so choose wisely. In addition, it is a good idea to keep track of the range and number of ammunition remaining.

## Thrown Weapons

Includes a variety of thrown weapons, often with irregular trajectories. Thrown weapons can usually be recovered after being thrown, but not always. Any thrown weapon has a range of 10m, and additional damage is calculated by adding a PC's Shooter skill level (if any) and their Strength modifier.

B-Rank Thrown Weapons						
Name	Usage	Req'd STR	Accuracy	Impact	Crit Rate	Price
Stone	1H*	1	-	6	12	0
Knife	1H*	1	-	1	10	30
Dagger	1H*	3	-	3	10	50
Hand Axe	1H*	7	-	12	11	90
Javelin	1H*	5	-1	10	10	65
Short Spear	1H*	10	-1	15	10	110

Only those with [Weapon Proficiency/Thrown Weapons] may equip these weapons.

A-Rank Thrown Weapons						
Name	Usage	Req'd STR	Accuracy	Impact	Crit Rate	Price
Chakram	1H*	1	-	6	10	100

## Bows

For those who wish to stay farther from combat than a thrown weapon allows, there is the bow. They are easy enough to fire each round, but it's just as easy to lose track of how many arrows are left. Arrows have a range of 20m, and additional damage is calculated by adding a PC's Shooter skill level (if any) and their Strength modifier.

B-Rank Bows						
Name	Usage	Req'd STR	Accuracy	Impact	Crit Rate	Price
Short Bow	2H	2	-	12	10	60
Normal Bow	2H	7	-	17	10	120
Long Bow	2H	12	-	22	10	170
Heavy Bow	2H	17	-	27	10	220

Only those with [Weapon Proficiency/Bows] may equip these weapons.

A-Rank Bows						
Name	Usage	Req'd STR	Accuracy	Impact	Crit Rate	Price
Wrapped Bow	2H	13	-	28	10	780

## Guns

Packed into each bullet is the power of mana, though only Magitechs can unleash that power. However, while a Magitech adds their skill level to damage, a Shooter adds *their* skill level to the attack roll. Also, each gun has its own critical value and Strength requirement, as each gun is different. Finally, while every gun comes with a holster to carry it, changing weapons from or to a one-handed gun is but a free action.

B-Rank Guns								
Name	Max Magazine	Usage	Req'd STR	Accuracy	Magic Power	Crit Rate	Range	Price
Matchlock	3	1H	1	-	-	11	10m	360
Torador	3	2H	5	-	-	10	30m	800
Jezail	3	2H	10	-	+1	10	50m	1,200



Only those with [Weapon Proficiency/Guns] may equip these weapons.

A-Rank Guns								
Name	Max Magazine	Usage	Req'd STR	Accuracy	Magic Power	Crit Rate	Range	Price
Derringer	2	1H	1	+1	-	10	10m	600
Tempest	6	2H	10	-	+1	11	30m	2,000
Longbarrel	1	2H	15	+1	+2	10	50m	3,500

## Crossbows

More than just the combination of a bow and a gun stock, a crossbow is a dangerous weapon. It can fire a quarrel each round with little difficulty. Compared to [Bows], [Crossbows] require less Strength to use for a much longer range and higher damage output. However, additional damage is fixed for each crossbow, regardless of skill level.

B-Rank Crossbows have a range of 30m.

B-Rank Crossbows							
Name	Usage	Req'd STR	Accuracy	Impact	Crit Rate	Add'l Dmg	Price
Light Crossbow	2H	1	-	16	10	4	160
Normal Crossbow	2H	5	-	20	10	4	260
Heavy Crossbow	2H	10	-	25	10	4	530

Only those with [Weapon Proficiency/Crossbows] may equip these weapons. A-Rank Crossbows have a range of 50m.

A-Rank Crossbows							
Name	Usage	Req'd STR	Accuracy	Impact	Crit Rate	Add'l Dmg	Price
Thami	2H	18	-	38	10	7	1,480

## Ammunition

Each category of ranged weapons, aside from [Thrown Weapons], has their own type of ammunition, whether it's arrows, quarrels, or bullets. Quivers and gun belts can be worn at the hip, slung across the back, etc.

Name	Price
Arrow (1)	1
Arrow (12)	10
Silver Arrow (1)	50
Quarrel (1)	2
Quarrel (12)	20
Silver Quarrel (1)	100
Quiver (holds 12 arrows/quarrels)	20
Bullet (1)	5
Bullets (12)	50
Silver Bullet (1)	250
Gun Belt (holds 12 bullets)	20



# Armor

Armor is typically worn over the body to provide Defense to those that wear it. Shields provide similar protection, though in a handheld form. Do be aware that, while there is less armor than there are weapons, the armor listed here can be more expensive. Also, wearing armor and/or carrying a shield may impose a penalty to actions taken. Please refer to pgs. 104 - 118 for more details.

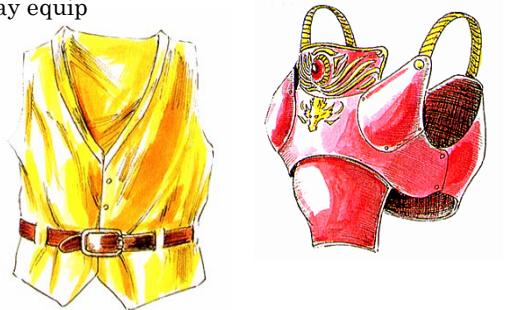
## Light Armor

B-Rank Light Armor				
Name	Req'd STR	Evasion	Defense	Price
Cloth Armor※ <sup>1</sup>	1	-	2	15
Point Guard※ <sup>2</sup>	1	+1	0	100
Soft Leather	7	-	3	150
Hard Leather	13	-	4	340

※<sup>1</sup>: Grapplers may equip  
※<sup>2</sup>: Grappler only  
Only those with [Armor Proficiency/Light Armor] may wear the following armor.

A-Rank Light Armor				
Name	Req'd STR	Evasion	Defense	Price
Aramid Coat※	5	+1	2	750
Breast Armor	10	-	5	1,000

※Grapplers may equip



## Heavy Armor

B-Rank Heavy Armor				
Name	Req'd STR	Evasion	Defense	Price
Splint Armor	15	-	5	520
Chainmail	18	-1	6	760
Plate Armor	21	-2	7	1,200
Suit Armor※	24	-3	8	2,500

※Unsuited for long-distance travel. Dexterity -6.

A-Rank Heavy Armor				
Name	Req'd STR	Evasion	Defense	Price
Brigandine	18	-1	7	3,800
Fortress	27	-3	9	8,200

## Shields

B-Rank Shields				
Name	Req'd STR	Evasion	Defense	Price
Buckler	1	+1	-	60
Round Shield	8	-	+1	100
Kite Shield	13	+1	+1	500
Tower Shield	17	-	+2	600

Only those with [Armor Proficiency/Shield] may use the following shields.

A-Rank Shields				
Name	Req'd STR	Evasion	Defense	Price
Spiked Shield※	13	+1	+2	1,800

※Can be used as a weapon (see below), but do not gain benefit of Defense that turn.

Name	Usage	STR	Accuracy	Impact	Crit Rate	Price
Spiked Shield	1H	13	-	13	10	1,800

# General Equipment

Name	Price	Notes
Adventurer Set	100	Backpack, Waterskin, Blanket, 6 Torches, Tinderbox, 10m Rope, Small Knife

Containers		
Name	Price	Notes
Bag	8	Fabric
Belt Pouch	15	Leather
Waterskin	20	Leather
Backpack	50	Leather

Camping Equipment		
Name	Price	Notes
Tableware Set	12	Cup, Plate, Bowl
Blanket	40	
Cooking Utensil Set	50	Frypan, Pan, Cooking Spoon
Tent	250~350	250 for 4 people, 300 for 5 people, 350 for 6 people

Lighting Equipment		
Name	Price	Notes
Torch	5	Set of 6. Lasts 2 hours each, even if dropped.
Tinderbox	20	Box of flint and kindling. Ignites in 10 minutes.
Oil	20	Lantern oil. Burns 12 hours.
Hu Lamp	100	Small pot containing flint and a mechanical spark. Ignites in 1 minute.
Lantern	40	Shuttered lantern. Destroyed when dropped.

Adventurer's Tools		
Name	Price	Notes
Rope	10	10m long, 1G for each additional 1m.
Blanket	40	
Small Hammer	10	
Grappling Hook	10	
Piton	20	Set of 10. 2G for each additional piton.
Small Knife	20	Cannot be used as a weapon.
Hand Mirror	50+	Small: 50G, Cosmetic: 100G, Full-length: 150G

Clothing		
Name	Price	Notes
Change of Clothes	10	One week's worth of clothes.
Underwear	3	
Casual Wear	6+	Shirt 6G, Skirt 7G, Pants 8G
Swimwear	20	
Snowsuit	80	Top and bottom included.
Maid/Butler Outfit	90	Top and bottom included.
Riding Outfit	100	Top and bottom included.
Robe/Dress	100	

Miscellaneous		
Name	Price	Notes
Writing Quill	2	
Ink	3	
Cloth	4+	Handkerchief size: 4G, Wrapping size: 10G
Parchment	5	Bundle of 5 sheets.
Blank Book	30	20 pages.
Stuffed Toy	30+	Small: 30G, Medium: 50G, Large: 75
Scout's Tools	100	Set of wire, skeleton keys, and other such tools. If you do not have tools, Scout Skills receive a fixed -4 penalty.
Key of Unlocking Instrument	100	Allows an attempt at opening a magically closed door. Regardless of success, it will break after one use.
	100	Portable instrument, such as a lute or harp.

Food/Drink		
Name	Price	Notes
Ale	1+	Price is for 1 cup. Barrel: 300G
Wine	2+	Price is for 1 cup. Bottle: 20G
Meal (1 person)	3+	Snack: 3G, Lunch Set: 8G, Dinner 15G
Preserved food (1 day)	10+	Dried meat and fruits.
Preserved food (1 week)	50+	Value pack.
Nutrition Capsule	100+	Runefolk only. Only 1 is needed per week.

Work Animals	
Name	Price
Donkey	800
Mule	1,000
Packhorse	1,500
Camel	2,000
Riding Horse	5,000
War Horse	10,000

Lodging		
Name	Price	Notes
1 Day (excluding meals)	15+	Stable Corner: 15G, Standard Room: 30G, Suite: 100G
1 Week (excluding meals)	150	Only available by reservation.

Cost of Living		
Name	Price	Notes
Lifestyle Expenses	10+	Frugal Living: 10G, Decent Living: 30G

### Herbs and Potions

Used to recover depleted HP and MP. The Ranger Skill increases the amount recovered.

Herbs			
Name	Impact	Price	Notes
Lifegrass	10	30	Restores HP. Cannot be used in combat. 10 min. to take effect.
Magic Herb	0	100	Restores MP. Cannot be used in combat. 10 min. to take effect.

Potions			
Name	Impact	Price	Notes
Healing Potion	20	100	Instantly recovers HP. Can be used in combat.
Awake Potion		100	Same effect as Awaken spell (pg. 194), except Range is Touch.

### Wizards' Items

Required to use magic, or tools designed to help with casting magic. Sense Magic will show these items as being magical.

Name	Price
Magical Implement	100, can be made as a weapon for 200
Holy Seal	100
Enchanted Oak Branch	50
Enchanted Clay	200
Gem of the Fairie Tamer	50
Magisphere	Small: 200, Medium: 500, Large: 1,000
Mana Crystal (1-5 pts.)	100 per point
Mana Crystal (6-10 pts.)	200 per point
Mana Crystal (11-15 pts.)	300 per point
Mana Crystal (16-20 pts.)	400 per point



# Accessories

Accessories are items (other than clothes) that can be worn. Each accessory has a certain area where it can be worn, which is shown on your character sheet. In addition, accessories listed as [Other] can be worn as though it were another area.

The prices listed are the minimum market value, with many items having higher-quality versions (with a higher price tag). It is assumed that a character can start with some common accessories at character creation, as well as items like clothes and underwear.

Some accessories are magical, so refer to the appropriate page for more information.

## Head Accessories

Name	Price	Notes
Hairpins	3	Beads: 3, Gemstones: 6, Silver: 100
Hat	7	Knitted Fabric: 7, Leather: 15, Silk: 100
Circlet	20	
Veil	40	Made of fine lace
Toupee	300	Able to hide baldness
Crown/Tiara	10,000	Decorated with plenty of jewelry, custom orders only
Salamander	1,500	[Magic] When thrown, deals 20 Impact + 5 pts. Fire damage (see p. 259)
Hairpin		
Pointed Hat	3,000	[Magic] Monster Knowledge checks +1 (see p. 258)

## Ear Accessories

Name	Price	Notes
Earrings	2	Beads: 2, Gemstones: 5, Silver: 100
Ring Earring	8	Made of metal. Silver: 100
Earmuffs	10	Protects ears from cold weather
Rabbit Earrings	4,000	[Magic] Listen checks +1 (see p. 256)

## Face Accessories

Name	Price	Notes
Mask	2	Only covers the mouth and nose
Disguise	10	Wooden: 10, Party: 60, Metal: 100
Fake Moustache	20	Causes inappropriate laughter and loss of dignity
Glasses	150	
Monocle	200	Similar to glasses, requires special order
Sunglasses	1,000	Special glasses made of ancient materials

## Neck Accessories

Name	Price	Notes
Necklace	5	Beads: 5, Gemstones: 8, Silver: 100
Choker	10	For loyal servants
Muffler	15	Protects neck from cold weather
Rose Choker	1,000	[Magic] Break to reduce damage by -2. (see p. 259)
Lucky Charm	2,000	[Magic] Loot Determination rolls +2 (see p. 257)
Amulet of Light	3,000	[Magic] +1 Fortitude, Willpower and Evasion vs. undead attacks (see p. 259)

## Back Accessories

Name	Price	Notes
Half Mantle	30	Waist-length cloak. 40 with hood
Long Mantle	40	Knee-length cloak. 50 with hood
Poncho	50	Square fabric with central hole for head. 55 with hood.
Little Wing	3,000	[Magic] Falling damage -20 pts. (see p. 260)

Hand Accessories

Name	Price	Notes
Ring	5	Beads: 5, Gemstones: 8, Silver: 100
Wristband	7	
Bracelet	9	Leather: 9, Gemmed: 12, Silver: 100
Gloves	10	Knitted Fabric: 10, Leather: 18
Ability-Enhancing Ring	500	[Magic] +1 to any ability score. Break to increase bonus to +13 once. (see p. 258)
Ability-Enhancing Bracelet	1,000	[Magic] +2 to any ability score. Break to increase bonus to +14 once. (see p. 258)
Sunshine Band	1,000	[Magic] Break to receive +2 bonus to Vitality. (see p. 260)
Moonlight Band	1,000	[Magic] Break to receive +2 bonus to Spirit. (see p. 257)
Droplet Bracelet	5,000	[Magic] Made with spring water. Ice damage -1 pt. (see p. 257)
Ring of the Mind	5,000	[Magic] +1 Resistance bonus to Willpower (see p. 257)

※The bonuses provided by these items do not stack with each other (for example, one cannot equip both items for a +3 bonus to an ability score).

Hip Accessories

Name	Price	Notes
Belt	10	Thin leather. 15 for a design on belt
Garterbelt	50	
Corset	80	Rather stylish, though less so on men
Champion's Buckle	5,000	[Magic] May cast Lightning with 6 Magic Power, Cost: 10MP (see p. 259)
Black Belt	3,000	[Magic] +1 Defense (see p. 260)

Foot Accessories

Name	Price	Notes
Toe Ring	5	Beads: 5, Gemstones: 8, Silver: 100
Trendy Shoes	15	
Boots	20	Ankle-length leather boots. 25 for knee-length
Anklet	20	Metal. Silver: 100
Skanda Boots	2,000	[Magic] Movement speed +5 (see p. 255)
Angel Shoes	8,000	[Magic] While worn, always float 10cm above the ground (see p. 258)

Other Accessories

Name	Price	Notes
Braid	1	Simple hair braid. White: 1, Other color: 3 each
Ribbon	1	White: 1, Other color: 3
Bandanna	5	
Scarf	7	
Piercing	8	Gemstone: 8, Silver: 100
Chain	30	Cannot be a weapon. Colored chain: 35
Gem Case	100	Leather case holds up to 4 Gems of the Fairie Tamer. Silver: 200.
Chandelle Products	-	Luxury brands available in Zaltz region. Price +50% (min. +300)



# Sorcerer Spell List

Tru 1		Energy Bolt		5MP	
Target	One creature	Range	Duration	Resist	Half
		30m/Shot	Instant		
Attacks by firing a bolt of energy.				Type	Energy
Effect: Deals 10 Impact + Magic Power damage.					

Tru 1		Blunt Weapon		2MP	
Target	One creature	Range	Duration	3 minutes	Resist
		30m/Target	(18 rounds)		Null
Uses mana to weaken the power of a weapon or claw.					
Effect: Reduces the damage of a target's melee or ranged attacks by 4. This cannot reduce damage to 0.					

Tru 1		Light		1MP	
Target	10m radius	Range	Duration	3 hours	Resist
		30m/Target			N/A
Creates a mote of light to illuminate an area.					
Effect: Removes penalties due to darkness within the area. The mote can be carried and moved.					

Tru 1		Lock		1MP	
Target	One item	Range	Duration	Instant	Resist
		Touch/-			N/A
Uses mana to close a lock tight.					
Effect: You lock any object that can be locked. An object locked with this spell behaves as if locked normally. Anything with a lock can be affected.					

Tru 2		Sleep		5MP	
Target	One creature	Range	Duration	3 minutes	Resist
		10m/Target	(18 rounds)		Null
Manipulates the target's mind to put it to sleep.				Type	Willpower
Effect: If the target fails to resist, it falls asleep. A sleeping target is woken up by losing any HP or MP or being awakened by an ally. Awakening a sleeping creature is a standard action.This spell has no effect on creatures that do not sleep.					

Tru 2		Detect Magic		1MP	
Target	One item	Range	Duration	Instant	Resist
		30m/Target			N/A
Detects if an item is affected by or contains magical power.					
Effect: Senses the presence of magic in a target object. You know if magic is present or not, but not the name, type, effect, or how many spells are affecting the item.					

Tru 2		Dispel Magic		3MP	
Target	One	Range	30m/Target	Duration	Instant
<b>Resist</b>		Null			
spell					
Destroys a magical effect by interrupting the flow of mana.					
Effect: Nullifies one active magical effect that is not of the Curse type. You do not have to know the name of the effect.Dispelling magic is a contested roll.If you enhance the number of targets, you may dispel multiple spells at once (but no effects for which you lost the contested roll).					

Tru 2		Vitality			2MP
Target	One	Range	Duration	3 minutes (18	Resist
creature		30m/Target	rounds)		Null
Bolsters a creature's vitality, increasing its resistance.					
Effect: The target gets a +2 bonus on Fortitude checks.					

Tru 3	Unlock			2MP			
Target	One object	Range	Touch/-	Duration	Instant	Resist	N/A
Uses mana to open a lock.							
Effect: This spell opens mundane locks. If the lock is sealed magically, make a contested roll against the seal's caster. The lock opens if you win.							

Tru 3		Sense Enemy		2MP	
Target	One	Range	30m/Target	Duration	Resist Null
creature		Instant			
Senses hostility towards the caster.					
Effect: You can tell if the target harbors feelings of ill will towards you. If the target resists, you can't tell if he wishes you ill or not.Anyone targeted by this spell has a momentary feeling of dizziness that can alert them to the fact that this spell was used on them.					

Tru 3		Paralyze		3MP	
Target	One	Range	Duration	3 minutes	Resist
creature		30m/Target	(18 rounds)		Null
Binds the arms and legs of a creature.					
Effect: The target takes a -2 penalty to its Accuracy or Evasion. The caster chooses what the penalty applies to.					

Tru 3		Reaping Slash		7MP	
Target	One	Range	Duration	Resist Half	
creature		10m/Target	Instant		
Attacks with a blade made of mana from above.				Type	
				Slashing	
Effect: Deals 20 Impact + Magic Power damage.					

# Conjurer Spell List

Cnj 1	Enchant Weapon				2MP
Target	One	Range	Duration	3 minutes	Resist
creature		30m/Target	(18 rounds)		N/A
Infuses a blade or fist with mana, making it sharper or harder.					
Effect: The target's melee and ranged weapon attacks deal damage as if they were magic and deal 1 extra point of physical damage.					

Cnj 1	Spark				6MP
Target	Radius	Range	Duration		Resist
3m/5		30m/Target	Instant		Half
Attacks all characters in an area with tiny bolts of lightning.					
				Type	Lightning
Effect: Deals 0 Impact + Magic Power damage.					

Cnj 1	Dark Mist				3MP
Target	Radius	Range	Duration	10 seconds	Resist
3m/5		30m/Target	(1 round)		Null
Creates a magical fog.					
Effect: Fills the area with magical fog. Creatures that fail to resist lose their sense of distance, taking a -2 penalty to their Evasion.					

Cnj 1	Protection				1MP
Target	One	Range	Duration	3 minutes	Resist
creature		10m/Target	(18 rounds)		N/A
Protects the target with a barrier of mana.					
Effect: The target takes -1 damage from all physical and magical sources. Protection has no effect on poison, disease, or curse type damage.					

Cnj 2	Earth Heal				3MP
Target	One	Range	Duration		Resist
creature		10m/Target	Instant		Null
Repairs a living body using the power of the earth.					
Effect: This is a healing spell. It heals the target of 0 Impact + Magic Power points of damage. It even heals creatures of the undead and magical beast categories. This spell cannot critically hit.					

Cnj 2	Counter Magic				1MP
Target	One	Range	Duration	3 minutes (18 rounds)	Resist
creature		30m/Target			Null
Wraps the target in mana, boosting his resistance to attacks against his mind.					
Effect: The affected creature receives a +2 bonus to Willpower checks.					

Cnj 2	Command Doll			4MP
Target	<b>One doll</b>	<b>Range</b> Touch/-	<b>Duration</b> One day or until a task is complete	<b>Resist</b> N/A
A doll acts as you command.				
Effect: You animate a doll or puppet and give it an order or task. The affected object will only carry out the order it is given. Once its task is complete or one day has passed, it reverts into an ordinary doll. The doll uses the statistics of the cat familiar and has no special properties. You can animate an object up to the size of a small animal. It has about the strength of a human child. You can only give simple orders, like following a specific path or performing one action over and over.				

Cnj 2	Fanaticism			3MP
Target	<b>One creature</b>	<b>Range</b> 30m/Target	<b>Duration</b> 3 minutes (18 rounds)	<b>Resist</b> Null
You inflame your target's passions and push him to attack.				Type Willpower
Effect: The affected creature receives a +2 bonus to Accuracy, but a -2 penalty to Evasion.				

Cnj 3	Fire Weapon			4MP
Target	<b>One creature</b>	<b>Range</b> 30m/Target	<b>Duration</b> 3 minutes (18 rounds)	<b>Resist</b> N/A
Wraps a creature in flame, infusing its strikes with magical power.				
Effect: The target's melee and ranged weapon attacks deal damage as if they were fire type magic and deal 2 extra points of physical damage.				

Cnj 3	Create Golem			4/8MP
Target	<b>One construct</b>	<b>Range</b> Touch/-	<b>Duration</b> One day	<b>Resist</b> N/A
You build and animate a golem.				
Effect: You create a golem out of ready materials. The golem will follow a single simple command until it is destroyed. Casting this spell takes one hour. If the golem is unable to follow its order, it will become inert wherever it is. It will reanimate if it becomes able to follow its order again. To create an oak golem, you need an enchanted oak branch. To create a loam puppet, you need a piece of enchanted clay. The amount of mana used depends on the type of golem created. Refer to the monster data for the golem's game statistics.				
Create Golem Mana Costs				
<i>Golem Type</i>	<i>MP Cost</i>	<i>Ingredient</i>		
<b>Oak Golem</b>	4	Enchanted Oak Branch		
<b>Loam Puppet</b>	8	Enchanted Clay		

Cnj 3	Earth Regeneration			7MP
Target	<b>Radius</b> 10m	<b>Range</b> 10m/Target	<b>Duration</b> Instant	<b>Resist</b> Null
Accelerates natural healing using the power of the earth.				
Effect: Each creature in the area regenerates 3 points of damage at the end of their turn. This even heals creatures of the undead and magical beast categories.				

# Basic Divine Spell List

Div 1	Sanity			3MP
Target	One	Range Touch/-	Duration Instant	Resist Null
creature				
Restores the target to his normal state of mind.				
Effect: Dispels all Willpower-type spells and abilities on the target. If the spell or ability you are trying to dispel had a roll, make a contested roll against it.				

Div 1	Field Protection			2MP
Target	3m radius/5	Range Self/-	Duration Instant	Resist Null
A sparkling light surrounds the targets and protects them from harm.				
Effect: The targets take -1 damage from all physical and magical sources. This effect lasts for 3 minutes (18 rounds). Field Protection has no effect on poison, disease, or curse type damage.				



Div 1	Banish			3MP
Target	3m radius/5	Range 30m/Target	Duration Instant	Resist Null
Negatively affects undead and barbaros.				
Effect: For each undead or barbaros in the area that fails to resist, roll 2d6 and consult the table below to determine Banish's effect.				
Banish Effects				
Die	Effect			
2-4	The target panics and goes berserk. For 30 seconds (3 rounds), it receives a +2 bonus to Accuracy and a -2 penalty to Evasion. If the target has an intelligence score, it cannot use any actions that require reason or cast any spells.			
5-9	The target is consumed by fear, slowing its movements. For 3 minutes (18 rounds), it receives a -1 penalty on all Accuracy, Evasion, and other action checks.			
10-12	The target flees. If it cannot flee, it cowers in fear and cannot take any actions for ten seconds (1 round). After that round, it can act normally again.			

Div 2	Awaken			5MP
Target	One	Range 10m/Target	Duration	Resist N/A
creature			Instant	
Wakes a target up from being asleep or unconscious.				
Effect: A sleeping or unconscious character wakes up. If his HP was below 0, it is set to 1.The affected character can take an action immediately. Prone characters wake up still prone.				

Div 2	Cure Wounds			3MP
Target	One	Range 10m/Target	Duration	Resist Null
creature			Instant	
Uses mana to heal a creature's injuries.				
Effect: This is a healing spell. It heals the target of 10 Impact + Magic Power points of damage. This spell has no effect on creatures of the magical beast category. If the target is undead, this spell deals 10 Impact + Magic Power points of damage instead. This spell cannot critically hit.				

Div 2	Detect Faith			4MP
Target	One	Range 10m/Target	Duration	Resist Null
creature			Instant	
Learns the name of the target's deity.				
Effect: This spell informs the caster of the target's Priest skill level and what god he follows. If you don't know his god, you also learn the god's domain, symbol, and the names of his granted advanced divine spells. A target of this spell knows the spell has been used on him.				

Div 3	Cure Blindess			2MP
Target	One creature	Range Touch/-	Duration Instant	Resist N/A
Restores sight to a creature who has been blinded.				
Effect: Dispels all blindness-related penalties on the target.				

Div 3	Cure Poison			3MP
Target	One	Range Touch/-	Duration Instant	Resist N/A
creature				
Purges poison from the target's body.				
Effect: Dispels a poison-type spell or effect on the target. If the poison has a roll, make a contested roll against it.				

Div 3	Field Resistance			5MP
Target	5m radius/15	Range Self/-	Duration Instant	Resist N/A
You bestow targets within the field with protection against one type of energy.				
Effect: The targets take -3 damage from all physical and magical sources of a single damage type. Choose Wind, Fire, Water/Ice, Lightning, or Energy when you cast the spell. This effect lasts for 3 minutes (18 rounds).				

Div 3	Force			4MP
Target	One	Range	Duration	Resist Half
creature		10m/Shot	Instant	
You shoot the target with a cannonball of spiritual force.				Type Bludgeoning
Effect: Deals 10 Impact + Magic Power damage.				

# Special Divine Spell List

Special divine spells are granted by faith in a specific god. A character may not use another god's advanced divine spells.

## Lyfos, God of Creation

Div 2	Search Barbaros		3MP
Target 30m radius	Range Self/-	Duration Instant	Resist N/A
A simple detection spell using a quick burst of mana.			
Effect: You are aware of the presence of barbaros in the area of the spell. You know only presence or absence, not their location or number. The targets are aware that this spell has been used on them.			

Div 2	Mind Sending	4MP
Target	One Range	Duration 10 Resist
creature	30m/Target	seconds (1 round) Null
Sends the caster's thoughts to the target.		
Effect: For the duration of the spell, the caster can transfer his own thoughts into the mind of the target. You may only send what you could say in ten seconds or a broad impression of your intentions. You may only use languages you can speak, and whether the target understands your intentions or not depends on it. This spell only sends from the caster to the target, not the other way.		

## Special divine spells of Tidan, God of the Sun

Div 2	Sunlight			3MP	
Target	20m	Range	30m/Target	Duration	12
radius				hours	Resist N/A
Creates a small light source to illuminate an area.					
Effect: Removes penalties due to darkness within the area. The object can be carried and moved.					

Div 4	Ray	5MP
Target point	<b>Target</b> Range 30m/Line	<b>Duration</b> Instant <b>Resist</b> Half
Deals damage with a beam of light.		<b>Type</b> Energy
Effect: Deals 10 Impact + Magic Power damage. Undead creatures take +3 damage.		

## Sien, God of the Moon

Div 2	Nightwalker			2MP
Target	One	Range	Duration	3 minutes
creature		10m/Target	(18 rounds)	Resist Null
Enables the target to see in the dark.				
Effect: The target gains the Darkvision ability. This allows them to see in darkness as if it was sunlight.				



Div 4		Blindness		4MP	
Target	One	Range	Duration	3 minutes	Resist
creature		10m/Target	(18 rounds)		Null
Robs the target of sight.					
Effect: If the target fails to resist, it is blinded. This has no effect on creatures with magical or mechanical senses.					

Special divine spells of Lu Lode, God of Wanderers

Div 2		Luck		3MP	
Target	Self	Range	Self/-	Duration	1 day
				Resist	N/A
You pray for luck and receive a blessing of success in your endeavors.					
Effect: Once during the duration of the spell, you may reroll a die roll made as part of an action. You can decide to reroll or not after you see the result of the dice. You must use the second roll.If you cast this spell a second time during its effect, the second spell is lot. You may only benefit from this spell once per day.					

Div 4		Unluck		5MP	
Target	One	Range	10m/Target	Duration	1 day
creature				Resist	Null
You pray for a creature's ill fortune and lay a curse on it that saps its luck.				Type	Curse
Effect: If the target fails to resist, it must make two die rolls and use the worse on its first action after the spell is cast.If the target is a monster or other character using a static result (see monster section), it applies a -2 penalty to its result. The spell is cancelled at the end of its duration or once triggered.					

Special divine spells of Zaiya, God of Knights

Div 2		Oath		2MP	
Target	Self	Range	Self/-	Duration	10 seconds (1
					Resist N/A
You swear a vow to protect someone, and your faith bolsters your strength.					
Effect: When you cast this spell, choose one PC or NPC within 10 meters of your position. You must uphold an oath to defend that character. The target's Adventurer Level or Monster Level must be within 2 of yours. Other oaths are subject to the GM's approval. All of your actions for the spell's duration receive a +2 bonus.Casting this spell is a free action. You cannot swear to defend a barbaros, undead, magical beast, or demon.					

Div 4		Covering		3MP	
Target	Self	Range	Self/-	Duration	3 minutes (18
					Resist N/A
Enables you to defend those who fight around you.					
Effect: You gain the use of one Feat: Block, Iron Wall, Armor Proficiency I, or Armor Proficiency II. You must meet the prerequisites for that technique. With multiple castings, you can emulate multiple techniques.					

## Special divine spells of Kilhia, God of Wisdom

Div 2	Penetrate		2MP
Target <b>Self</b>	<b>Range</b> Self/-	<b>Duration</b> Instant	<b>Resist</b> N/A
You receive a sign from your god that shows you an enemy's weakness.			
Effect: If you cast this spell before making a Monster Knowledge check, you receive a +2 bonus to the check. Casting this spell is a free action.			

Div 4	Weak Point		2MP
Target <b>One creature</b>	<b>Range</b> 10m/Target	<b>Duration</b> 3 minutes (18 rounds)	<b>Resist</b> Null
You see through the eyes of a deity, detecting the enemy's weak points instantly.			
Effect: If the target fails to resist, the critical threshold of any attack that hits it is reduced by 1 (criticals become more likely). This effect cannot reduce the critical threshold to 7 (minimum 8).			

## Special divine spells of Luferia, God of Water

Div 2	Purification		2MP
Target <b>Up to 100l of water</b>	<b>Range</b> Touch/-	<b>Duration</b> Instant	<b>Resist</b> N/A
Purges water of impurities and solutes, making it pure and clean.			
Effect: Up to 100 liters of water the caster is touching become pure water.			

Div 4	Water Walking		3MP
Target <b>One creature</b>	<b>Range</b> 30m/-	<b>Duration</b> 1 hour	<b>Resist</b> Null
The target can walk on water as if it were solid ground.			
Effect: For the duration, the target can move over water as if it were a solid surface.			



# Faerie Spell List

Fae 1	Wind Voice			2MP
Target	Radius	Range	Duration	3 minutes
5m/15		100m/Target	(18 rounds)	Resist N/A
The caster can hear sounds in the area and transmit his own sounds.				
Effect: The caster can send sounds into and converse with creatures within the area. The area must be in line of sight and outdoors.				

Fae 1	Healing Water			3MP
Target	Target	Range	Duration	3 minutes (18 rounds)
point		Touch		Resist N/A
Draws a small amount of healing water out of the air.				
Effect: Creates water that can heal wounds. Creatures that drink the water are healed of 10 Impact + Magic Power points of damage. The water may be drunk out of hands or containers. Drinking the water is a standard action. The water disappears when the spell's duration expires.				



Fae 1	Faerie Wish			1MP
Target	Self	Range	Self/-	Duration 1 hour
				Resist N/A
You make a request of the faeries, and they guide your own decisions.				
Effect: At any point during the spell's duration, you may ask a faerie for aid and receive a +1 bonus on a roll. You must decide to ask for the faerie's help before you make the roll. When you cast this spell, choose a faerie you have contracted with. That faerie appears by your side and hovers near you until the spell is discharged. If you can speak the faerie's language, you can communicate your precise request to the faerie. However, you may not give it an order or force it to do anything. When the spell's duration ends, you ask the faerie for aid, or the spell is dispelled, the faerie leaves. You may not make a request of the faerie during combat.				

Fae 2	Whisper Heal			4MP
Target	Radius	Range	30m/Target	Duration
3m/5				Instant
Heals shallow wounds with a faerie's breath.				
Effect: This is a healing spell. It heals the target of Magic Power points of damage. It has no effect on characters of the undead and magical beast categories.				

Fae 2	Wind Guard			3MP
Target	One	Range	Duration	3 minutes (18 rounds)
creature		30m/Target		Resist N/A
Turns aside or stops the wind with a tiny shield of air.				
Effect: The target takes -3 damage from all wind-type attacks.				

Fae 2	Snare			3MP
Target	One creature	Range 30m/Target	Duration Instant	Resist Null
Earth faeries grab the enemy's legs and pull it to the ground.				
Effect: The target is rendered prone. Creatures with multiple body sections or three or more legs are unaffected.				

Fae 2	Fire Bolt			4MP
Target	One creature	Range 10m/Shot	Duration Instant	Resist Half
Attacks by firing a bolt of flame.				Type Fire
Effect: Deals 10 Impact + Magic Power damage.				

Fae 3	Wind Cutter			3MP
Target	One creature	Range 30m/Shot	Duration Instant	Resist Half
Slices the enemy with a blade of air pressure.				Type Wind
Effect: Deals 10 Impact + Magic Power damage.				

Fae 3	Water Screen			3MP
Target	One creature	Range 10m/Target	Duration 3 minutes (18 rounds)	Resist N/A
Protects the target with a curtain of water.				
Effect: The target takes -3 damage from all fire-type attacks.				

Fae 3	Stone Guard			4MP
Target	One creature	Range 10m/Target	Duration 3 minutes (18 rounds)	Resist N/A
Stones orbit the target, warding off attacks.				
Effect: Once when the target would take physical damage from a melee or ranged attack, he may take -5 damage. The affected creature chooses whether or not to use this effect. Once it has been used once, the spell ends.				

Fae 3	Purification			2MP
Target	Up to 100l of water	Range Touch/-	Duration Instant	Resist N/A
Purges water of impurities and solutes, making it pure and clean.				
Effect: Up to 100 liters of water the caster is touching become pure water.				

# Magitech Spell List

Tec 1		Solid Bullet		1MP	
Item	<b>Small, one bullet</b>	<b>Range</b> Touch/-	<b>Duration</b> 10 seconds (1 round)	<b>Resist</b> N/A	
Infuses a mundane bullet with mana.					
Effect: This spell creates a bullet that deals high damage. The bullet deals 20 Impact + Magic Power damage if it hits.					
Casting this spell is a free action.					

Tec 1		Targeting Sight		3MP	
Item	<b>Small</b>	<b>Range</b> Self/-	<b>Duration</b> 10 seconds (1 round)	<b>Resist</b> N/A	
You enhance your vision, helping you aim your attacks.					
Effect: You gain a +1 bonus on Accuracy rolls.					
Casting this spell is a free action.					

Tec 1		Flashlight		2MP	
Item	<b>Small</b>	<b>Range</b> 10m/Shot	<b>Duration</b> 6 hours	<b>Resist</b> Null	
A bright white light emanates from the Magisphere.					
Effect: Your magisphere emits a bright light.This light emanates in the half-circle ahead of the caster, out to a 10m radius. Within the light, all penalties from darkness are canceled.					

Tec 1		Mana Search		3MP	
Item	<b>Small/Medium/Large</b>	<b>Range</b> 30m/Target point	<b>Duration</b> Instant	<b>Resist</b> N/A	
Scans for items imbued with magic.					
Effect: Your magisphere shows you the location of all magical items within the area of effect. It does not inform you of the strength or type of the magic.The area is a 10m radius if a small magisphere is used, 30m for a medium sphere, and 50m for a large sphere.					

Tec 2		Critical Bullet		2MP	
Item	<b>Small, one bullet</b>	<b>Range</b> Touch/-	<b>Duration</b> 10 seconds (1 round)	<b>Resist</b> N/A	
Crafts a penetrating bullet.					
Effect: This spell creates a bullet that deals high damage. The bullet deals 20 Impact + Magic Power damage if it hits. In addition, the bullet's critical threshold is reduced by 1 (criticals become more likely).					
Casting this spell is a free action.					

Tec 2		Shadow Body		3MP	
Item	<b>Small</b>	<b>Range</b> Self/-	<b>Duration</b> 1 minute (6 rounds)	<b>Resist</b> N/A	
You wrap yourself in shadowy mana, blurring your outline.					
Effect: You gain a +1 bonus on Evasion rolls.					

Tec 2	Knocker Bomb			3MP
Item	<b>Small</b>	<b>Range</b> Touch/-	<b>Duration</b> 10 seconds (1 round)	<b>Resist</b> N/A
Creates a very small bomb for blowing up locks.				
Effect: You cause an explosion about 3cm in radius that can break open normal and magical locks. If you attempt to destroy a lock closed by magic, make a contested roll. This spell makes a very loud sound.At the end of the spell's duration (10 seconds), the bomb explodes. The explosion is not large enough to damage creatures.				

Tec 2	Healing Bullet			1MP
Item	<b>Small, one bullet</b>	<b>Range</b> Touch/-	<b>Duration</b> 10 seconds (1 round)	<b>Resist</b> N/A
Crafts a special bullet that accelerates the healing of a creature it hits.				
Effect: This spell creates a bullet that heals wounds. The bullet heals 0 Impact + Magic Power damage if it hits. The bullet hits as long as you do not score an automatic failure on the roll.This spell has no effect on creatures of the undead and magical beast types.This spell cannot critical.Casting this spell is a free action.				

Tec 3	Effect Weapon			2MP
Item	<b>Small, one creature</b>	<b>Range</b> 10m/Target	<b>Duration</b> 3 minutes (18 rounds)	<b>Resist</b> N/A
Applies magical effects to a weapon and allows it to strike with an element.				
Effect: The target's melee and ranged attacks deal damage as if magic and deal an additional point of physical damage.The affected attacks also deal energy damage. You may choose Fire, Water, Wind, Earth, or Lightning as the energy type.				

Tec 3	Effect Bullet			1MP
Item	<b>Small, one bullet</b>	<b>Range</b> Touch/-	<b>Duration</b> 10 seconds (1 round)	<b>Resist</b> N/A
Infuses a bullet with mana and the power of an element.				
Effect: This spell creates a bullet that deals high damage. The bullet deals 20 Impact + Magic Power damage if it hits. In addition, the bullet also deals energy damage. You may choose Fire, Water, Wind, Earth, or Lightning as the energy type. Casting this spell is a free action.				



Tec 3	Jump Boots			3MP
Item	Small/Medium/Large	Range	Duration	3 Resist
		Self/-	minutes (18 rounds)	N/A
Using your magisphere, you create boots of great jumping and put them on.				
Effect: For the duration of the spell, your jumping distance is increased. If you used a small magisphere, you jump twice as far, three times as far for a medium magisphere, and five times as far for a large. You take no falling damage from such distances.				

Tec 3	Shock Bomb			3MP
Item	Medium	Range 10m/Shot	Duration Instant	Resist Null
You create and throw a bomb that explodes in a burst of electricity.				
Effect: The explosion affects a single creature in range. The creature resists the explosion with its Willpower. If it fails, it takes a -12 penalty to it Agility (or -2 to its Agility modifier). This effect cannot reduce a creature's Agility score to 0.				

