

SAMPLE SKILLS

Combat Posture: Enables a character to concentrate on either attack or defense. There are two combat postures, each of which costs 5 xp.

Offensive: -15 to attacks, +15 to parries and evasions

Defensive: +15 to attacks, -15 to parries and evasions

Characters must announce which posture (if any) they wish to use at the beginning of each combat round when sequence is rolled. This skill cannot affect resistance attempts, and can be assumed only against known foes. Therefore, a character entering an enemy courtyard cannot assume a defensive posture until that enemy reveals himself.

Mana Sense: Enables a mana-using character to detect the presence of magic in an object or area. An attribute check is normally not required unless the character tries to determine specifics about the magic detected (divination, necromancy, etc.). This skill may be used to detect if a given creature can use mana, and approximately how much mana the character currently possesses, although such attempts always require attribute checks.

Piercing Strike: Enables a character to attempt to bypass an opponent's armor by aiming for gaps. This skill may be simultaneously combined with others; therefore, a character could launch a combination Piercing Strike/Crippling Strike in hopes to bypass an opponent's armor to render a limb useless. A character who uses Piercing Strike suffers a +15 to his attack roll (in addition to any other penalties from combined skills), and may launch only one attack that round.

Superior Weapon: Enables a character to select a specific weapon at which she is unusually proficient. She may subtract 10 from all attack rolls when using that weapon. Characters who wish to purchase this skill must first have purchased Weapon Use and Enhanced Weapon in that weapon.

Trap Knowledge: Enables a character to detect traps (pits, tripwires, etc.) and to successfully disarm them. The GM may rule that some traps (shifting walls, falling ceilings) are so large or so ingrained in the surrounding structure that they cannot be negated with this skill, although they should always be detectable. The character may also build traps, unless the trap is so complex that it would involve another skill. (For example, a character who wishes to rig a falling ceiling must also possess Engineering.) Characters who wish to use this skill must purchase a toolkit.

SAMPLE SPELLS

Dim

Range: Touch

Duration: 10 rounds per level

With this spell, the recipient is able go virtually unseen by other sentient creatures. The recipient does not actually become invisible, and will still cast shadows or a reflection in a mirror, but instead becomes unobtrusive and unnoticeable, except to those who are wary or on guard, or who are very familiar with or specifically looking for the recipient. Therefore, the recipient could not vanish right before the eyes of a mob, but could make his way carefully through the main room of a crowded tavern without being noticed. This spell has no effect on creatures of animal intelligence or less. To remain *dim*, the recipient may not attack, cast spells or move faster than normal speed, and must avoid physical contact with onlookers. The recipient may open doors or windows while *dim*, but may not force stuck or locked portals.

Mystic Shield

Range: Self

Duration: 2 rounds per level

This spell creates an invisible magical force that acts as a shield to parry incoming melee or magical attacks. The *mystic shield* may parry one attack per round, plus one per action the caster chooses to use. The caster must roll a Sorcery check to determine if the parry was successful. The *mystic shield* cannot be damaged by physical force, but it may be countered by magic.

Flame Weapon

Range: 40'

Duration: 3 rounds per level

With this spell, the caster may cause one weapon per caster level to burst into magical flame. These flames do not damage the weapon (even if it is wooden) or its wielder, and provide a -10 to attack rolls and +2 to damage. A *flame weapon* may also provide certain benefits against creatures immune to normal weapons, as decided by the GM.

Dream

Range: See description

Duration: See description

This spell enables the caster to send dreams to any creature that he can personally identify. (Use of a personal item of the creature to be affected can substitute for identification.) The *dream* the caster creates will never be harmful, but it may be disturbing or even frightening. The caster can also attempt to send a message or otherwise communicate with the dreamer, but it should be noted that the caster's intent is almost always distorted by the dreamer's subconscious. The player and the GM must work together to determine exactly what form a *dream* takes. The material component for this spell is a small crystal or piece of glass shaped into a prism.

Mindblast

Range: Self

Duration: Instantaneous

This spell unleashes a powerful wave of mental energy that sears the minds of all sentient creatures in the area of effect. Affected creatures who fail resistance rolls (at +15) are stunned for 2-4 rounds. The area of effect is a cone emanating from the caster, 40' long, and 40' wide at its base. *Mindblast* does not affect non-sentient creatures such as dogs, cats, birds, etc.

EXAMPLE OF COMBAT

Boris the Belcher and his associate, Tatyana the Mystic, encounter two goblin soldiers, who draw swords and charge. Sequence is rolled, with the goblins rolling 14, Tatyana 93 and Boris 37. The goblins attack first, and both strike Boris with their swords, deeming him the greater threat. Boris, clad in heavy plate, chooses to parry with his sword instead of attempting to evade the blows. Boris' Battle is 60, and his player rolls two sets of percentile dice and gets a 24 and a 71. Boris parries only one strike and the GM rolls damage for the other, which Boris' player deducts from his armor's damage points. It is now Boris' sequence, and he uses his two actions to attack the goblin on the left. Boris rolls against his Battle, and he rolls 70 and 99, missing twice. Tatyana is now up, and she casts *daze* on one of the goblins. Since this spell is mental, the goblin can only attempt to resist it, and rolls an attribute check against its Sorcery, which is 47. The goblin rolls 63 and suffers the full effect of the spell, which renders it unable to do more than take defensive action. Both Tatyana and the other goblin, neither of whom were attacked, lose the reactions they withheld. The first round of combat ends.

Sequence is rolled again, with Boris rolling 41, Tatyana 77 and the goblins 85. Tatyana's player announces that Tatyana will hold until the un-dazed goblin acts, in case the creature surrenders. With one goblin temporarily out of action, Boris decides to use both his actions to attack the remaining goblin. The goblin reacts by attempting to evade Boris' strikes, but it fails one of its Accuracy checks and suffers damage, although not enough to kill it. Since Tatyana's sequence is lower than the goblin's, her hold is successful, and she will be able to act as soon as the goblin does. The goblin swings at Boris with its sword and misses, and at the same time Tatyana zaps it with *blast*. The goblin is out of reactions and must attempt a reflex evasion at +20, which it is fortunate enough to make. The other goblin is shaking off the effects of the daze and cannot attack this round, and since it has not been personally attacked, need not roll any reactions. The second round of combat ends.

Sequence is rolled again, with Tatyana rolling 7, the goblins 48 and Boris 63. Tatyana ups the ante and casts *fiery missile* on the wounded goblin, hoping to finish it off before it can clobber her. Since the spell is physical, the goblin can evade it. Unfortunately, the goblin fails its Accuracy check, is struck, and dies from the damage. The other goblin is now up and un-dazed. Enraged by its companion's fiery death, the goblin attacks Tatyana and scores a hit. Since Tatyana has remaining reactions for this round she may attempt to evade, and she does so, rolling 21 against her Accuracy, which is 30. Boris is now up, and he attacks twice, scoring two hits. The goblin fails both of its evasion rolls and dies from the damage, leaving the victory to Boris and Tatyana. The third round of combat ends.