International Fantasy Gaming Society

7.0 Quick Start Rules

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Note to Reader: This is a reduced version of the complete 7.0 rule set. As such, you may encounter partial or missing chapters, sections that do not make perfect sense, and references to sections which have been left out. Our intent is that by using this guide you will be able to get an idea of what IFGS game play is like—rest assured that the full rulebook is much more complete.

Full rulebooks may be purchased at your local chapter (http://www.ifgs.org/chapters.asp), through online vendors (such as *Amazon*), and in select gaming stores. If your local gaming store does not carry the IFGS rulebook, have them contact clerk@ifgs.org for ordering information.

We highly encourage you to contact a local chapter and try a few games, and we do not require that you buy a book beforehand. If there is no chapter in your area, contact expansion@ifgs.org and we will be more than happy to help you create your own IFGS experience.

Chapter 2: General Rules and Information

This chapter and the ones that follow provide the rules of IFGS game play, ranging from how a character gains experience to what happens if he dies. The IFGS rules not only ensure that the philosophy of our games is consistent throughout the organization, they provide a common framework for gauging the effects of in-game actions. Some rules protect the participants' safety, and others provide a common ground for determining a character's health and abilities.

Safety

Above all else, safety is the goal of the IFGS; you will see this repeated many times. Everything that is done in the IFGS, from designing an adventure, to building a weapon, to making a costume, needs to be done with safety in mind. Safety doesn't detract from the fun of the game. It doesn't take any more time, and in the long run it adds to the pleasure that everyone experiences. Everyone is responsible for safety, and everyone benefits.

Physical Contact in Combat

During melee, physical contact with anything other than a safety-approved weapon is strictly forbidden. Punching, wrestling, tackling, grappling, martial arts, and other forms of unarmed combat are not allowed in IFGS events; they simply are not safe for all participants. Players are not allowed to physically block another person's movement or try to block someone's vision (such as a caster), for example, by putting cloth over his head. Players are also not allowed to grab or step on another player's weapons or shield while these are in their opponent's hands, or use a weapon or shield to pin another player's weapon or shield to large, fixed objects such as the ground, a tree, or a structure. When fighting face-to-face, players should not reach over their opponent's head to strike him on the back. Players should not fight so closely that their opponent cannot stretch out his arms fully in combat.

Hits to the head, throat, and groin area are strictly forbidden. Game staff will harshly deal with any case of contact to the head with any item, to the point of expulsion if deemed appropriate.

Disallowed Items

For safety reasons, real weapons are banned from IFGS events. The only exception to this rule is the survival-type pocketknife that is often carried in the outdoors; a pocketknife should be hidden from view and brought out only if necessary.

The consumption of alcohol is strictly forbidden during an IFGS game.

Time Stop

A time stop is a temporary freeze of in-game action, and may be called by the GM for any reason or by any participant for safety reasons. A Time Stop can be called aloud by name, or can be indicated by a blow of a whistle. Players or NPCs may not call time stops for any other reason than safety. When a time stop is called, all participants should immediately freeze and await instructions from the GM.

There may be times when an effect or rule is not clear between two participants. In these cases the participant who is clear on the effect or rule may, as a courtesy, wish to take a step back and explain to the other person the exact nature of the effect. In most cases, these types of problems can be handled between two participants without stopping an encounter for everyone else.

Character Health

In our society, we're constantly subjected to risk – speeding cars, flu-causing germs, and acts of random crime, just to name a few. IFGS characters are also subjected to risk, although theirs are more likely to take the form of speeding dragons, paralysis-causing poisons, and acts of random sword-play. The health of an IFGS character is measured with an in-game mechanism called life points.

Life Points

Life points represent the amount of damage a character can take before he will lose a limb, fall unconscious, or die. Many other fantasy role-playing games refer to them as hit points, but the concept is the same. Life points for each character class and level are provided in Chapters 12 through 19, which discuss the character classes in detail.

Points to Unconsciousness

Each character can take a defined amount of damage before he will become unconscious. When a character takes this amount of damage, he must lie down on the ground; an unconscious character is unable to move or fight, and cannot participate in the events that are occurring around him. The character is not dead.

Points to Death

Each character can sustain a defined amount of damage before he reaches death. This number is always greater than or equal to the point loss for unconsciousness. Unlike many other systems, a character in IFGS dies when his life point total reaches 0. Dead characters are at 0 life points, and do not continue into negative numbers of life points.

Life Points for Each Limb

This is the number of life points that each of a character's limbs can absorb before it becomes incapacitated. Any damage caused to a limb also counts towards a player's total life points, but all damage caused to a limb after it is incapacitated is ignored unless specifically stated in the description of a spell, ability, or skill. It is possible for a character to lose the use of all four limbs and still remain conscious.

> **Example: Gavin has 5 limb points and gets hit in his left arm for 7 points of damage, after armor is subtracted. The arm is rendered useless and has 0 points in the limb. 5 points of damage would be deducted from Gavin's current life points, and the other 2 points are ignored.**

When a limb's points are reduced to 0 it is unusable, but not severed. At this point, all weapons or objects that the limb was holding must be dropped, and any strapped-on items such as shields must hang limply to one side, and may not be voluntarily moved. The character must role-play having no use of the limb until it is healed.

Healing Damage

Characters may have their damage healed by spells, potions, scrolls, and other similar devices; these types of healing may also be used to restore limbs to usefulness. A character is automatically healed for his level in life points after resting overnight, which is usually represented by official down time. Additionally, a character can bind his own wounds or those of another character for 1 point of healing; each character can receive 2 points of healing from bindings each game day. This healing is instantaneous, but a physical representation of the binding must be worn for at least 1 hour; if the representation is lost, then the point of damage will return.

A character that is dead may be restored to life with a *Life Spark* (Cleric 6, Spirit Monk 7) or *Raise Dead* (Cleric 10), each of which is subject to some limitations. Depending on the game design, it may be possible for characters to carry out the body of a dead comrade and have him restored to life at a future date.

Chapter 3: Weaponry

Any system that involves combat must have some sort of weapon with which the combat is fought. The IFGS gaming system is no exception, but it has the added restriction that the combat must be as safe as possible for the participants. IFGS weapons consist of a lightweight core covered with foam and wrapped in cloth, or approved commercially-made latex or "hybrid" weapons. This is only a brief description of the kind of weapons used in IFGS games, but it should be clear that no real weapons are used in the fighting that occurs during a game. A general description of the allowable weapon types is given in this chapter. For information on how IFGS weapons are constructed and a description of the correct materials to be used, consult Appendix A.

ONLY WEAPONS APPROVED BY AN IFGS SAFETY OFFICER, OR AN OFFICIAL DESIGNATED BY THE SAFETY OFFICER, ARE ALLOWED IN AN IFGS EVENT.

In the IFGS gaming system, there are three classes of weapons: hand-held melee weapons, propelled missile weapons, and thrown missile weapons. The amount of damage a character does with a weapon is largely dependent upon her class and level, although some thrown missile weapons have specific, defined amounts of damage that never vary. Players may bring as many safety-approved weapons on course as they wish to carry.

Use of Weapons

The use of weapons in IFGS games is controlled to some degree; there are areas of the body that may not be struck under any circumstances. These areas include the head, the groin area, and the throat. Physical contact in melee situations with anything other than a legal weapon (as discussed in this chapter) is strictly prohibited and may be cause for expulsion from the game. Similarly, hits with a legal weapon to the restricted areas can be treated in like fashion if the GM or Safety Officer decides that it was done maliciously or if it occurs by the same person on a regular basis. Attacks to other areas of the body should be made carefully and without undue force. The general guideline is to hit your opponent hard enough that she is aware of the hit, but not so hard that it will hurt her. Whether you are a PC or an NPC, if you feel someone is hitting you too hard it is your responsibility to inform her of that fact. If the person continues to do so, you should inform the GM. If a PC or NPC's weapon physically breaks or otherwise becomes unsafe in the course of the game, she must continue the rest of the game without a weapon, unless she has a spare or can borrow another approved weapon for the remainder of the game.

Hand-Held Melee Weapons

Hand-held melee weapons include long swords, short swords, great axes, battle axes, hand axes, staves, spears, and other similar weapon types. Long swords and great axes are only available to Fighters, Knights, and Rangers. Each of the other hand-held melee weapons is available to all character classes. For more detail on the weapons available to each class, refer to Chapters 12 through 19. A player may not use a restricted weapon under any circumstances; for example, a Magic User may never use a long sword. Note that non-magical or non-enhanced weapons can be "broken" in game by anyone outside of combat (this is for role-playing purposes - the actual weapon should not be broken). A non-rigid or jointed weapon cannot be used in an IFGS game.

Lanyards or other straps that attach the weapon to any part of a player's body are not allowed on weapons. The hilt of your weapon must be constructed so that if your hand is opened the weapon will fall to the ground. A weapon that can be attached to a character's body during combat is considered unsafe and will not be allowed on course. A sheath for a weapon is not considered an illegal attachment.

Propelled Missile Weapons

This classification includes bows, crossbows, and other ranged weapons as allowed by game design. Only Fighters, Knights, Rangers, Thieves, and Monks can use bows or crossbows. Characters who wish to use a bow in game must carry a physical representation on course; cardboard or foam representations are recommended. A physical representation of a bow, crossbow, etc., (bow rep) must be constructed in such a manner as to pass all safety checks and be made of materials that are safe for all participants in an IFGS game, player and non-player alike; a simple method for constructing a safety-approved bow representation is provided in Appendix A. A real bow or real crossbow may not be carried into a game. These representations can not be used as hand-held melee weapons. If a character loses the representation during the game, then she cannot use a bow for the rest of the game unless another one can be found on course. Bows and crossbows are never actually fired during an IFGS game. For information on the use of propelled missile weapons, see Chapter 5.

Thrown Missile Weapons

This classification of weapons includes throwing daggers and stars, acid, flaming oil, holy and unholy water, rocks, and some spell and ability effects. Thrown missile weapons do not count as a proficiency for classes with a limited number of weapon proficiencies, and can be used by any class.

Each type of thrown weapon or thrown SAS effect is represented by a bean bag of a specific color. The construction of these bean bags is discussed in Appendix A. In general, bean bags must be at least 2 inches square and no larger than 4 inches square.

Bean bags are the only weapons that may be thrown during a game. You may throw a bean bag any way you like, but should be careful not to throw it with too much force; you are not permitted to hurt your target. Bean bags should never be thrown at the head, neck, or groin area. Bean bags should not be heavy enough to actually hurt the target, and must be approved by the Safety Officer. There is no hard limit on the number of bean bags you can carry, but a Game Producer may choose to limit the number of any and all bean bags that a character can bring into a game.

A character may only throw one bean bag at a time. In general, unless otherwise magically specified, the item represented by the bean bag can only be used once per game. This does not indicate that the bean bag itself may not be reused, but only that the item that the bean bag represents was destroyed or lost when thrown, and may not be reused. Acquisition of additional, similar items is required to use them again in that game. Bean bags that represent mundane rocks and daggers can be retrieved and reused with GM permission.

> **Example: If Bronwyn has a flask of acid (a red bean bag) and throws it at a dragon, the acid will be used whether it hits the dragon or not. If Bronwyn possesses another acid flask (red bean bag), she may use it immediately. If she purchases or finds another flask of acid in game, she can reuse her first bean bag as a representation of the new flask.**

Players should pick up their used bean bags after each encounter and store them in their belongings; putting your initials on your bean bags can help identify the bean bags that are yours.

Although most of the bean bags only do minor amounts of damage, they can make a difference in a game. Bean bags and their effects are summarized below. The damage amounts listed in the table are the defaults and may be changed by game design.

Throwing Dagger, Throwing Star, and Rock

A throwing dagger, throwing star, or rock can be used to cause damage to an opponent or other object in game. The damage caused is determined by a character's class and level, and is increased by damage enhancements such as *Positive Exuberate* (Cleric 4). These bean bags can be recovered after use, and can be used any number of times. Armor provides normal protection against throwing daggers, stars, and rocks. Participants should call out the appropriate amount of damage when throwing these bean bags.

Acid

Acid can be used to cause damage to an opponent or other object in game. A vial of acid does 3 points of damage to most creatures or objects, but may have additional effects based on game design. Armor provides normal protection against acid bean bags. Call "Acid, 3 points" when throwing this bean bag.

Oil

Oil by itself does no damage and is used for role-playing purposes to help lubricate or burn objects. A character cannot be saturated in oil unless the character is bound, unconscious (not normally asleep), magically held, etc. In this case, saturation with oil followed by the lighting of that oil will produce damage equal to 3 points per flask of oil that was used to saturate the character. This damage will be done as a whole, and the damage in this form is instantaneous upon the lighting of the oil (for example, if an unconscious character were covered with ten flasks of oil, and the oil were then ignited, she would instantaneously take 30 points of damage, not 3 points of damage ten times). Armor provides normal protection against this damage. This method of damage does not apply to thrown oil flasks.

Flaming Oil

Oil flasks can be turned into flaming oil by tying or attaching a red string or piece of cloth to the bean bag representing the oil. Flaming oil does 3 points of damage to most creatures, and is also commonly used to destroy the bodies of creatures that might regenerate, such as trolls. Armor provides normal protection against flaming oil. Call "Flaming Oil, 3 points" when throwing this bean bag.

Holy/Unholy Water

Holy and unholy water can be used by any class for various role-playing purposes, in which case it does no damage. It can also be used by any character class as a weapon against certain types of undead and evil creatures. The damage that holy or unholy water does when used in this fashion varies by game design, and is not modified by the base damage of the character or damage enhancements. Call "Holy Water" when throwing this bean bag.

Spell and Ability Effects

Two spell/ability effects, *Seeds of the Elements* (Druid 6) and *Physical Attack* (Monk 3), use thrown bean bags as a physical component. These bean bags are only usable by a character of the appropriate class and level, or by use of a magic item.

Summary of Bean Bags			
Bean Bag Color	**What it Represents**	**Damage**	**Reusable?**
Gray	Throwing Dagger or Star	Base Damage + Enhancements	Yes
Brown	Rock	Base Damage + Enhancements	Yes
Red	Acid	3 points	No
Black	Oil	0 points	No
Black w/Red Tie	Flaming Oil	3 points	No
White	Holy/Unholy Water	Variable by Game Design	No
Green	*Seed of the Elements*	Variable – see 6th level Druid	Special
Purple	*Physical Attack*	Variable – see 3rd level Monk	Special

Chapter 4: Armor and Other Protections

Armor has existed in many forms throughout the ages, from the Egyptians' golden breastplates to modern bulletproof vests. Effectiveness has constantly been improved in an attempt to stop whatever the technology of war has created. In the IFGS, physical armor and magical protection are both quite common, and each plays an important role.

Physical Armor

In order to achieve a fair degree of realism, as well as for variety and simplicity in IFGS games, three types of armor are available: leather armor, chain mail, and plate mail. These are the only types of armor that are officially recognized for use in games. Each type of armor deflects or absorbs a different amount of damage. All classes except Magic Users and Monks are allowed the use of armor, but there are limitations as to what type of armor a class is allowed.

> **Leather armor** – This type of armor provides 1 point of protection and can be worn by Fighters, Knights, Rangers, Clerics, Druids, and Thieves.

> **Chain mail** – This type of armor provides 2 points of protection and can be worn by Fighters, Knights, Rangers, and Clerics.

> **Plate mail** – This type of armor provides 3 points of protection and can only be worn by Fighters and Knights.

Magical armor can be purchased or acquired as treasure in some games, and often provides more protection than its non-magical counterpart.

Armor Availability

If a character is allowed to wear armor, he may come into his first adventure with a suit of leather armor at no cost to his character. This is the only type of armor a character can have when starting his first game; the cost of this armor does not count against his starting gold. A character can obtain better armor by finding it in a game as treasure or by purchasing it in game. Armor cannot be obtained by any character between games.

Representations of Armor

To indicate that physical armor is being worn and to indicate its type, a character must wear a 2"x2" square "armor patch" of cloth on his chest. A brown patch indicates that leather is worn, blue indicates chain mail, and red indicates plate mail. Accurate and easily identifiable facsimiles of armor may be worn instead of or in addition to armor patches, but are subject to GM approval. Only one suit of armor may be worn by a player at a time.

Magical Protection

Certain spells, abilities, and magic items can provide magical protection from damage. The amount of protection given will vary from spell to spell and item to item, but will always be defined in the spell or ability's description or in the item's **Savvy** (Magic User 1, Monk 2).

Effectiveness of Armor and Protections

Armor and magical protections are effective against most forms of attack, including missile, thrown, hand-to-hand, and magical attacks.

Attacks that do **No Defense** (Knight 6, Ranger 10) damage or other attacks that specifically state that they are not affected by armor are exceptions from this general rule. **Kill Dagger** (Thief 2), subdual damage, throat slits, and limb severs are also exempt from armor and protections. At times PCs may encounter damage that is called as "Armor Independent" – in these cases the GM will describe the effect that armor has on the amount of damage taken. Only when specifically stated in the description of a spell, ability, or skill will protections not work against all attack forms.

Characters taking no damage from an attack for whatever reason (for example, an NPC that isn't affected by blunt weapons) should call out "no mark" or "no effect" loudly enough that the attacker understands that he is doing no damage.

One-Point Rule

Regardless of the amount of armor or magical protection (except for a character in **Concentration** (Magic User 6)), a character always takes a minimum of 1 point of damage from all hand-held melee attacks – this is called the One-Point Rule. This rule does not apply to thrown missile, propelled missile, or magical attacks.

Armor & Magical Protections Do Not Protect Against:
- ♦ **Throat Slits**
- ♦ **Subdual Damage**
- ♦ **Limb Severs**
- ♦ **Killing Attack**
- ♦ **Kill Daggers**
- ♦ **No Defense Damage**
- ♦ **Carried Effects, such as poisons**
- ♦ **One-Point Rule**

Shields

Shields are used to fend off hand-held melee attacks, but can only be used by Fighters, Rangers, Knights, Clerics, and Druids. A character may bring a shield into the game at no cost, but if it is lost or for some reason becomes nonfunctional, the player will have to continue the game without the shield. Shields may be replaced between games at no cost to the character. Shields do not take damage from any kind of normal attack.

No shield may exceed an external circumference of 120". This length is to be measured by stretching a string around the outer limits of the shield; inner concavities are ignored. In other words, for a star-shaped shield with multiple points, stretch the string around the outermost points. The shield must include at least one solid section 15" or larger in diameter.

Items cannot be attached to a shield to increase the overall dimensions of the shield. A character may only use one shield at a time and the shield must be held in the hand or attached to the character's hand or arm. Sheaths, belts, arm bracelets, backpacks, or similar items are not considered to be shields. Shields should have a minimum of 2 inches of padding around the edges and 1 inch of padding on the face. A shield is a defensive device and as such can never be used to rush, overbear, or move an opponent. A shield cannot be used as a weapon. Shields and any weapons attached to a shield do not cause any damage.

Shields will block damage from non-critical missile fire if the player carrying the shield is actively attempting to interpose the shield between himself and the archer. Shields that are slung on the back or are not covering the torso do not stop non-critical missile damage. Shields do not protect against a critical hit or targeted arrow, such as that caused by **Target Arrow** (Ranger 3).

Shields will protect against damage from thrown bean bags (except for **Seeds of the Elements** (Druid 6) and **Physical Attack** (Monk 3)) as long as the bean bag clearly hits the shield and does not contact the person. Shields do not block any magical damage caused by spells or magic items that duplicate spell effects.

Chapter 5: Combat

While not the prime component of fantasy adventuring, combat is a vital one. When the ogre says "None shall pass," what else can you do? There is a good deal of simulated fighting in IFGS, however the stress is on the word "simulated." Safety is the most important part of IFGS combat. Players and NPCs have to maintain control of themselves and their actions at all times. The risk of real injuries is too great to be disregarded, no matter what is at stake in the game.

There may come a time when, for safety reasons, a player does not perform an action and her character is harmed for it. That is one of the reasons each team has a GM. After melee has stopped, the player can inform the GM of the situation, and ask for a ruling.

It is a general courtesy to let someone know if you are not affected by her melee damage or spell effect, unless it is a mind-affecting level influential effect, such as *Enthrall* (Magic User 1, Druid 2). If, for example, you are playing a monster that is only affected by magical damage, you should say "No Effect" or "No Mark" when hit with non-magical weapons so that your opponent understands that she is causing no damage.

Melee Combat

Melee is defined as physical, hand-to-hand combat between two or more characters. During melee, damage is inflicted any time a weapon contacts the body and damage is called, even if the weapon strike is partially blocked or is a light hit; an attack cannot be negated or "parried" by contacting the weapon with an item before it hits the body. For a bladed weapon, the point or edge of the weapon must make contact, as opposed to the flat of the blade.

Mechanics of Melee

Whenever a hit with a melee weapon occurs, the player scoring the hit calls out the amount of damage caused by the hit; the damage affects her opponent immediately. Melee damage should be called out loudly enough to be heard by the person immediately affected, but not so loudly as to interfere with ranged attacks by other characters. The amount of damage a character does depends on her level and whether she has any magical enhancements. If damage is not called out by the player, then no damage should be taken. A player can choose to do less than her maximum damage on a weapon strike; in this case, she should just call out the lesser amount of damage that she wants to inflict. If a weapon accidentally hits someone when it is not being wielded in combat, it does not cause any damage.

Hits should not be made in an unrealistically rapid fashion; the tip of the weapon should travel away from the target a minimum of 18 inches or 1/2 the length of the weapon, whichever is shorter, before striking again. In all cases, you cannot do damage faster than you can call it out. If a character repeatedly uses this style it should be brought to the attention of a GM on course. If a blow strikes multiple limbs, or a limb and the torso, you should make the decision as to where damage should be taken, although you should only count the blow as one hit. **If you feel someone is hitting you too hard, it is your responsibility to inform her of that fact.** If she continues to do so, you should inform the GM. This applies to both PCs and NPCs.

Other than these specifics, melee combat is just like you have seen in movies. Move in, parry and thrust with your weapon, and try to score hits on your opponents. If you score a hit, call out the effect or amount of damage. If you don't hit, then don't call out damage. If everyone helps, combat goes smoothly and fairly.

Propelled Missile Combat

Combat with propelled missiles, also known as archery, includes the simulated use of bows, crossbows, slings, or other missile weapons. For simplicity, the IFGS rules refer to a user of a propelled missile weapon as an archer, and to her weapon as a bow; this is not intended to imply that a bow is the only available option. A physical representation of a bow, crossbow, etc., (bow rep) must be constructed in such a manner as to pass all safety checks and be made of materials that are safe for all participants in an IFGS game, player and non-player alike; a simple method for constructing a safety-approved bow representation is provided in Appendix A. An archer cannot engage in propelled missile combat without an approved bow rep; a real bow or crossbow may not be carried into a game. To fire any missile weapon the character must have nothing else in either hand or attached to the arms, including weapons and shields, other than clothing. If the archer engages in hand-to-hand melee, she must drop her bow to the ground, or sling it over her shoulder, before engaging in combat.

A bow rep cannot be used in hand-to-hand combat in any manner. If a player does not drop her bow rep during melee combat, then all attacks against the bow rep are considered to have struck the offending player. The bow rep may also be damaged or destroyed by this type of use in melee (GM discretion). Bow reps may not be fired while attached to a player's body. They may be slung over a shoulder or hung on a utility belt when not in use, but may not be fired from these positions.

Players are not required to carry representations of arrows, bolts, or other "ammunition". If a character loses her bow rep during the course of a game, then she must play the remainder of the game without a bow (unless she can find another one in game); PCs are not considered to be proficient enough to make bows during the course of a game.

Mechanics of Missile Fire

To fire a propelled missile weapon:

1. Remain stationary and focus on your target for the required aiming time (discussed in the next section);
2. Call out "Arrow";
3. Announce your target by color, name, or other identifying feature;
4. Announce the type of arrow if it's anything other than a normal hit, such as critical or ***Arrow of Slaying*** (Ranger 5);
5. Announce the amount of damage caused by the arrow;
6. Announce any other effects, such as "Toxin Poison, 6 points";
7. Announce a Knockdown, if applicable, such as the 0 second Knockdown caused by a critical arrow.

After calling out the arrow's target and effects, the archer may begin the aiming time for her next shot; however, after firing an arrow that requires active use of a SAS, she must wait 5 seconds before beginning to aim to use another SAS.

> **Example: Durgin, a 7th level Ranger, fires a *Stun Arrow* at a purple demon across a ravine. After aiming for the 10 seconds required by the ability, she calls out "Arrow, Purple Demon, *Stun*, 10-second Knockdown!" Because Durgin fired a *Stun Arrow*, it causes no damage to the demon, but does cause it to take a Knockdown. Durgin must now wait 5 seconds before aiming another arrow if her next arrow includes an SAS; otherwise she can start aiming immediately.**

Range of Missile Fire

All propelled missile fire has a maximum range of 60 feet unless altered by a special ability or magic item.

Aiming Time

As the first step in firing a missile weapon, a character must aim for a predetermined length of time, called the Aiming Time. Aiming Time is a base and is immutable. For a marginal hit the Aiming Time is 5 seconds. For a critical hit the Aiming Time is 10 seconds. When using "special arrows" (for example, ***Arrow of Slaying*** (Ranger 5) or ***No Defense Arrow*** (Ranger 10) aiming time is always 10 seconds; the only exceptions are "pre-cast" arrows such as ***Hone Arrows*** (Ranger 2, 4, & 7) and ***Elemental Arrow*** (Druid 3) which have an aiming time of 5 seconds unless used in conjunction with a critical arrow or special arrow in which case the higher aim time is used.

During the Aiming Time, the archer must remain stationary (no more than one step may be taken) and focus on her target for the duration of the Aiming Time. If the target disappears behind an object that completely hides her for 5 seconds, then the target is lost; the archer must re-aim for the appropriate Aiming Time before a shot can be fired at the target. The exception to this is Opportunity Fire, which is discussed later in this section.

Damage

Arrows and other propelled missiles cause a variable amount of damage, determined by the class and level of the archer; this base amount of damage is noted in the description of each character class. Damage is applied to the target's torso unless modified by the ***Target Arrow*** (Ranger 3) ability. **Every shot is assumed to hit the target.** If the amount of damage of the arrow is less than or equal to the target's defense, then no damage is caused and no special effect such as Knockdown is applied to the target.

<u>Shields and Missile Fire</u>

A shield will block damage from non-critical missile fire if the player carrying the shield is actively attempting to interpose the shield between herself and the archer, or if the shield is in the direct line between the archer and the target. Shields that are slung on the back or are not covering the torso do not stop marginal hit missile damage. When in doubt ask the GM for a ruling. Shields never protect against a critical hit or *Target Arrow* (Ranger 3).

Hit Types

Two types of archery hits are possible:

> **Hits**, also known as normal or marginal hits, cause the marginal damage of the character firing the arrow. A shield will protect the carrier from marginal hits if it is being interposed between the shield holder and the archer.

> **Critical hits** increase the base archery damage of the character firing the arrow by 2 points, and cause a 0-second Knockdown if the arrow penetrates the target's defense. Additionally, critical hits are not stopped by use of a shield. Critical damage is considered part of the character's base damage for purposes of stacking (discussed in Chapter 11).

<u>When is an Arrow Marginal or Critical?</u>

For every set of 10 arrows fired, every character has a set number of Marginals and Criticals depending on her class and level. Which shots are marginal and which are critical are up to the player. Marginal arrows require 5 seconds of aiming time, while criticals require 10 seconds of aiming time. The player may chose to convert a critical to a marginal by aiming for only 5 seconds. If a player has used her allotment of criticals for the current set of 10 arrows, then the rest of that set of arrows will be marginal regardless of how long she aims. **The ability to shoot a critical arrow may never be provided by a magic item.**

<u>Number of Criticals Allowed</u>

Rangers have 1 Critical arrow per level in each set of 10 arrows; for example, a 5th level Ranger has 5 critical hits per set of 10 arrows.

Fighters, Knights, Monks and Thieves have 1 Critical arrow for each 2 levels (round up); for example, a 5th level Fighter has 3 critical hits in each set of 10 arrows.

Players are on their honor to use all marginal and critical hits in a set of 10 arrows in combat before shooting critical hits from a second set of arrows.

Opportunity Fire

When an archer aims at a fixed point and waits for a target to appear, she is using Opportunity Fire. For each use of Opportunity Fire, the following conditions must be met:

- The archer must select a target area and declare it aloud loudly enough to be heard from 5 feet away.
- The target area must be a single, defined point or location and must be less than 3 feet in diameter. Appropriate targets include a doorway, window, side of a tree trunk, or cave entrance.
- The archer must spend at least 10 seconds aiming at her target area, and may then fire at the first target of opportunity. If she chooses not to fire at the first available target, she must then re-aim for at least 5 seconds before firing.
- Opportunity Fire can only result in a marginal hit. Arrows used for Opportunity Fire can be modified by *Hone Arrows* (Ranger 2, 4, & 7), *Elemental Arrow* (Druid 3), *Blessed Arrow* (Cleric 7), and magic arrows or bows from the Special Stacking Group, such as a +2 arrow (see Chapter 11); Critical hits, Knockdowns, or other SAS cannot modify an arrow used for Opportunity Fire.

Thrown Missile Combat

For safety reasons, all thrown missiles used in IFGS games are represented by bean bags. The available types of thrown missile weapons are rocks, thrown bladed weapons, acid flasks, oil flasks, holy or unholy water, and bean bags from **Physical Attack** (Monk 3) and **Seeds of the Elements** (Druid 6). Only one bean bag may be thrown at a time. Chapter 3 describes each type of missile weapon in greater detail.

Mechanics of Thrown Missiles

In all cases except **Physical Attack** (Monk 3), bean bags are considered to be some sort of thrown weapon or object, and may be thrown from any distance. The Monk ability is representative of an attack made with fist or foot, and thus is not treated as a thrown object. A bean bag may be thrown whenever a character desires, provided the character has a bean bag of the appropriate type and can move to throw it. The method for using bean bags in a game is straightforward: simply throw the bean bag at the target; if it hits, call out the amount and type of damage done by the bean bag as described in Chapter 3.

Number of Thrown Missiles

There is no limit to the number of thrown missile weapons a character can bring into a game. However, a Game Producer has the right to limit the number of bean bags a player can bring into her game. Bean bags from **Seeds of the Elements** (Druid 6) and **Physical Attack** (Monk 3) have specific limitations which are discussed in Chapters 13 and 17.

Damage

The amount of damage caused by a thrown missile varies with the type of missile being used. The damage for each thrown weapon type is listed in Chapter 3, with the exceptions of **Physical Attack** (Monk 3) and **Seeds of the Elements** (Druid 6) which are described with their respective classes.

Range

With the exception of **Physical Attack** (Monk 3), the range of a thrown bean bag is limited only by how far it can safely be thrown. The bean bag must hit the target in order to damage it. The range of **Physical Attack** is 10 feet.

Blocking Thrown Missiles

Shields and melee weapons can block thrown missile weapons. If the bean bag strikes the shield or weapon, no damage is taken. However, shields and weapons do not protect from damage taken from the bean bags representing **Seeds of the Elements** (Druid 6) or **Physical Attack** (Monk 3).
pursuit before the quarry will escape.

Chapter 8: Lock System

In IFGS adventures, locks can be found on doors, chests, boxes, and other items. Locks are usually represented by twisted and curled loops of thin wire. Each lock has a type (A through G), which determines how it can be opened, and a difficulty rating (1 through 7, or S), which indicates how difficult the lock should be to pick. The difficulty of the lock is increased by adjusting the number and complexity of twists and loops, and how close the wires come to each other where any loops cross. This chapter provides examples of several kinds of locks, as well as details of basic lock and buzzer construction. Occasionally, a Game Writer will put a non-standard lock into a game. If any apparatus is defined in a game as a lock, then it can only be picked by use of the ***Pick Locks*** (Thief 1) skill.

Locks and Buzzers

To represent IFGS lockpicking, a lock and a buzzer are connected to form an open, complete circuit (see full rules), which will only close if a character touches his lock pick to the bare copper wire of the lock. The buzzer apparatus is usually contained in a portable box that can be moved from encounter to encounter (often by the GM).

Constructing a Lock

The following items are required for lock construction, and can be obtained at most hardware stores:

> • At least 6 inches of bare copper wire (12 gauge or larger is recommended)
> • A 2"x2" or larger block of wood, at least ½" thick
> • A ½" or longer wood screw (#8 size or larger is recommended; the screw should not be longer than the block of wood is thick)

Attach the wood screw to the center of a 2"x2" side of the wooden block, leaving enough exposed length that you can easily wrap the copper wire around it. Form one end of the copper wire into a small loop around the screw, and tighten the screw until the wire is secure against the block. Twist the copper wire into an appropriate shape for the desired difficulty (described in later sections of this chapter), leaving a ½" straight section just above the wood screw. This straight section will be used to connect the lock to the buzzer. As needed, soaking the copper wire in white vinegar is an effective way to remove any oxidation.

Constructing a Buzzer

The following items are needed to construct a buzzer, and can be obtained at most stores that sell hardware or radio equipment:

> • A small electric buzzer
> • At least 3 feet of electrical wire (insulated)
> • A strong battery to make the buzzer work well (a 9-volt battery is ideal)
> • Battery terminals, if required
> • 2 medium-sized alligator clips
> • A small container to hold all of the above (small plastic container is recommended)

Connect these components as shown in the above diagram. One alligator clip will be used to connect the buzzer to the lock, and the other will be used to attach the lock pick.

Lock Picks

Thieves have the ability to use lock picks, which are represented by short lengths of copper wire with a circular loop on one end. The metal loop may have no more than a ½" inside diameter and may not be painted, varnished or insulated in any way. The loop should be made of at least 18-gauge copper wire. Note that other shapes and sizes of lock picks may be acquired in-game as magic items, but may not be acquired by any other means.

Chapter 9: Using Character Spells, Abilities, and Skills

Each IFGS character has a set of skills which represents her training and accumulated knowledge. Some characters train to cast spells, some train to use weapons, and others train in stealth. This training and specialized knowledge is determined by a character's class and the spells, abilities, and skills (SAS) that come along with it.

This chapter discusses the use of character SAS and the in-game mechanics which must be understood in order to use and react to them. (Note: in this book, the following terms will be used when discussing the use of spells, skills, and abilities: casting – method of use for a spell; activation – method of use for some abilities and skills; meditation – method of use for some abilities; invocation – generic method of use for an SAS, which can include any of the previous methods).

PCs, NPCs, GMs, and SKs should thoroughly educate themselves in the effects of SAS so that they can react appropriately in a game. Rarely is there time in the heat of combat to look an effect up in the rule book. Everyone's playing experience is enhanced if all participants can react quickly to an SAS.

Attributes of a Spell, Ability, or Skill

Each SAS is presented by character class and level in Chapters 12 through 19, and is described in the following fashion:

Level # (the level at which the character class gains the SAS)
Default Invocation Time (this default is based on the level of the SAS, and can be superseded by the detailed description of the SAS)

SAS Name
Range: Maximum possible range from the character to the target
Area: Maximum number of targets or size of the area that the SAS can affect
Duration: Length of time the SAS will remain in effect
Stacking: Which stacking categories the SAS belongs to (discussed in depth in Chapter 11)
Misc.: Other information pertinent to use of the SAS, such as a Knockdown or material component
Cost/Uses: The number of spell or ability points required to use the SAS, or the number of available uses

A complete description of the SAS will be provided, including all effects of the SAS and all actions which must be completed to use the SAS. Details for most of the information summarized above will also be included.

Level

This is the level at which a character gains the power to use the SAS. A character only has access to SAS of her level and below.

Default Invocation Time

The invocation time of an SAS is the length of the verbal incantation, meditation, or other activation needed to successfully use the SAS. 1st and 2nd level SAS have a 5-second invocation time, 3rd and 4th level SAS have a 10-second invocation time, and SAS 5th level and greater have a 15-second invocation time, unless otherwise indicated in the description of the SAS or character class. The maximum invocation time for any SAS is 5 seconds longer than the times listed above. Extending an invocation for an extended period while you wait for your target to get in range is not permitted. If an invocation time is too short or is extended by more than 5 seconds, the invocation will fail, and the character will lose 1 spell or ability point.

Invocation time does not include calling out the affected targets, amount of damage, or other effects, since these are considered part of the mechanics of the game. If a character is interrupted while she is calling out any of this information (for example, if she is knocked unconscious or takes damage), she should finish calling out the targets and effects of the SAS before she reacts to the interruption.

Range

Range defines the maximum allowable distance from the invoker to the center of the defined area of effect for the SAS. If the range is defined as 1 inch, the character must have one or both hands within 1 inch of the target. For longer ranges, the distance is measured from the invoker's foot closest to the target. When a range is listed as self, then the abilities granted by the SAS will only affect the invoker.

Area

Area, or area of effect, defines the size of area or number of targets that an SAS can affect. SAS can have an area of effect ranging from a single creature to a geometrically-defined area like a 5' radius circle. For an area of effect described geometrically, the center of the area is located at a point within the maximum range of the SAS and determined by the invoker.

Characters are affected by their own multiple-target SAS unless otherwise stated in the SAS description (see *Crash Time* (Magic User 1) and *Clinging Vine* (Druid 1)). For example, if a Magic User casts a *Fire Ball* (Magic User 5) and is in the area of effect of the spell, then she is affected by the damage of that *Fire Ball*.

Durational spells that have an area of effect greater than a single target are treated as single-target spells for the purposes of *Dispel Magic* (Magic User 4, Cleric 5, Druid 5). If the spell is successfully dispelled, then the effects of the spell would be removed for the target only, not for all characters affected by the durational spell. Examples of this type of spell are *Enhance* (Cleric 1)*, Exhort* (Cleric 7), and *Group Haven* (Cleric 8).

All SAS invoked during combat or melee must have a legitimate target. Single-target SAS such as *Fire Strike* (Magic User 4) may be targeted at any single object. The targeting of area-effect SAS is not precise, thus area-effect SAS used in combat cannot be centered at a particular spot on the ground or in the air but must be targeted at or between significant targets. A significant target is a character, object, or monster at least the size of a minimum-sized shield. Small stones, leaves, or twigs would not be considered significant targets for the purpose of targeting area-effect SAS. Note that area-effect SAS are not limited to two legitimate targets; rather, all targets within the area of effect will be subjected to the effects of the SAS. For SAS such as *Reverse Lock* (Magic User 1), where a particular type of target is specified in the description, these objects are the only legitimate targets.

Duration

The duration of an SAS is the length of time that it will remain in effect. This can be a fixed period of time, such as 5 minutes, or a variable period defined in the SAS description. If the duration is listed as 5 minutes per level, an SAS invoked at 2nd level would have a duration of 10 minutes. SAS with a duration of one combat or one game day, whichever comes first, will last until the affected character is involved in and finishes a combat, or until the end of the current game day, whichever comes first. A game day typically extends from the start of the game until game end or planned down time, whichever comes first; however, a Game Writer can also designate that a new game day starts or ends at any time. For SAS with a duration of a fixed time period or the end of the current combat (for example, 5 minutes or the end of combat), if the affected character is not involved in a combat when the spell is cast upon her, then the duration will automatically be the fixed time period.

SAS last for their full duration, unless they are successfully dispelled with use of *Dispel Magic* (Magic User 4, Cleric 5, Druid 5). Unconsciousness, sleep, or death of the affected character does not end the duration of an SAS.

Stacking

Stacking places limits on the number and type of effects a single character may have in effect at any given time. Stacking is discussed in depth in Chapter 11.

Miscellaneous

This attribute indicates that there is other information pertinent to use of the SAS, such as a Knockdown or required material component. This information will always be completely described within the description of the ability. Acronyms and abbreviations (such as KD5 and Var.) used to describe these attributes in the SAS summary section will be fully described at the beginning of each character class chapter.

Knockdown

Many SAS (and magic items that replicate them) include a Knockdown (KD) as part of their effect. The duration of KDs varies among individual SAS. If a KD is called with no specific duration, all targets should treat it as a 5-second KD. Chapter 5 includes a table of all SAS with associated Knockdowns.

Level Influential

Level Influential (LI) SAS affect the personality, skill, intelligence, or power of another creature at a cost of 1 spell or ability point per 2 levels of effect (round up). A character can affect creatures up to and including her level.

> **Example: For 3 spell points, a 5th level caster could cast an LI spell that would affect creatures up to 5th level. The same caster could choose to spend 2 points to affect creatures up to 4th level, or just 1 point to affect characters up to 2nd level.**

The invoker must call out the level that she is attempting to affect, or the SAS will not work (and she will lose 1 spell or ability point). If an LI SAS is used on someone the invoker cannot affect, the target will be aware that an SAS was unsuccessfully invoked upon her.

If a creature has an LI SAS in effect on her and someone else uses a higher level LI SAS on her, then the higher level SAS will be the controlling effect. For example, if a Cleric casts a **Control Undead** (Cleric 4) on a creature at 5th level and another Cleric casts a **Control Undead** on the same creature at 6th level, the undead creature would follow the commands of the 6th level Cleric. If both Clerics are of the same level, then the first spell cast will be the controlling spell.

The spells **LI Enhancement +1** (Magic User 3) and **LI Enhancement +2** (Magic User 6) allow the caster to affect creatures 1 or 2 levels higher than her level for an LI spell of her choice. Note that **LI Enhancement** only applies to spells, not abilities or skills. The spell **Invoke** (Cleric 7) with the option of "level of effectiveness in terms of casting" increases the maximum level of effectiveness of all outgoing LI spells by 1. The ability **Battle Focus** (Fighter 6) increases the outgoing level of effectiveness of Fighter skills by 1.

Material Component

Any SAS that requires a material component will include a description of exactly what is needed and how to use it. Material components include colored flags, fluorescent tape, duct tape, gold representations, and bean bags.

Colored flags are the most common material component, and are used to represent some durational spell effects. Flags must be at least 18 inches long and 4 inches wide, and are commonly made of felt or some other fabric. A flag must be held visibly in the hand of the affected character for the duration of the SAS. If a player loses or forgets her flags, she cannot use any SAS requiring flags of those colors (which is a good reason to carry a few spares). Because flags are only a game mechanic, they cannot be stolen or removed from the affected character. These flags are used for the protection of all participants, and help to make PCs and NPCs aware of each others' ongoing SAS effects.

Seven colors of flags are currently in use, each of which indicates a different type of ongoing effect. If a character has two or more SAS in effect that require flags, even flags of the same color, multiple flags must be held. Red flags indicate that the affected character has pre-cast an offensive or defensive spell that may cause damage to anyone touching or attempting to damage her. Blue flags indicate purely defensive SAS. White flags indicate characters that are in **Phase Out** (Magic User 4, Magic User 8) or are invisible. Yellow flags indicate that a character is concealed or should be ignored or avoided; these are generally LI effects. Green flags indicate use of an SAS such as **Disguise** (Thief 7, Thief 8); these are often LI effects. Purple flags are used for the **Speed** (Monk 7) ability. Brown flags indicate that any IFGS weapons are being used to represent natural weapons such as claws or teeth, which are generally not susceptible to skills like **Disarm** (Fighter 6).

Flag Colors			
Color	**General Indication**	**Color**	**General Indication**
Red	Danger	Green	Change in Appearance
Blue	Defensive	Purple	**Speed**
White	**Phase Out** or Invisibility	Brown	Natural Weapons
Yellow	Avoidance		

<u>Reversible Spells</u>

Spells are not reversible unless specifically indicated in their spell descriptions. The effects of reversible spells are explained as part of the spell's description. Reversible spells include **Fog Brain** (Magic User 2), **Lock** (Magic User 1), **Petrify** (Magic User 8), **Warp** (Druid 2) and **Dust Storm** (Druid 7).

Cost/Uses

Each SAS has an associated cost or number of uses, which is generally based on the class and level of the SAS. The cost of a spell or ability is an indication of the amount of energy, measured in spell or ability points, required to invoke it. Each character, with the exceptions of Fighters and Thieves, has a pool of points which represents her available energy for the game day; this number increases as higher levels are attained. Most spells and abilities have a point cost equivalent to the level of the SAS, although some have a variable point cost. This means that a character can spend up to her level in spell or ability points for each invocation, unless otherwise stated. For example, a 5th level Magic User could cast **Dead Eye** (Magic User 1) for 1, 2, 3, 4, or 5 spell points, causing 2, 4, 6, 8, or 10 points of damage respectively. The level at which the spell or ability is invoked is at the discretion of the character, not exceeding the allowable maximum or below the allowable minimum, and points are spent accordingly.

Level Influential (LI) spells, discussed earlier in this section, also have a variable point cost; each use costs 1 spell or ability point per 2 levels the character is attempting to affect (round up). With LI SAS, a character can only affect creatures of her level or below. The maximum allowable point expenditure for an LI SAS is ½ the level of the invoker, rounded up.

Invoking Spells, Abilities, and Skills

Clerics, Druids, and Magic Users cast spells; Knights, Monks, and Rangers use abilities; Fighters and Thieves use skills. Each of these must generally be consciously activated or invoked as described below.

Casting a Spell

The procedure for casting a spell is the same for all three spell-casting classes and requires care and concentration. First, you must decide which spell you want to cast. A thorough knowledge of the spells available to your character, as determined by class and level, is a necessity. You should know them well enough that little time is required to decide your actions.

Once you have chosen the spell, you can begin your actual casting. You recite a verbal incantation (also known as the verbal component) while moving your hands in a ritualistic manner to indicate you are casting (also known as the somatic component), use the material component if required, and then call out the name of the spell, its effect or damage, the level of effect for Level Influential (LI) spells, and all targets of the spell.

> **Example: To cast a 3rd level *Crash Time*, a Magic User might say "By the powers arcane, the forces of light and shadow, I, Thunderchild, call on these to do my will, *Crash Time*, 3rd level, blue, green, and red."**

It is not necessary for other PCs or NPCs to hear your incantation, but they must be able to hear the name of the spell and the effect or damage. Your incantation must be loud enough for it to be audible to someone standing 5 feet away; whispering or mouthing the incantation is not allowed. Targets are usually identified by the color they are wearing, but in cases where NPCs are wearing the same color you may need to identify the target by name or some other feature. Verbal, somatic, and material components are discussed in greater detail later in this section.

Spell casting requires concentration and cannot be done while the caster is running, climbing, fighting, walking, or performing any other action the GM decides is too vigorous. You may take no more than one step while casting a spell. Outside of combat, for role-playing purposes, these restrictions may be relaxed. For example, a "Cleric of the Dance" might dance while casting a healing spell or a Druid doing **Plant Seek** (Druid 5) may wander about. GM discretion should be used as needed.

Spell casting always requires the use of both arms. If one of your arms is at 0 hit points, you may not cast ANY spells until that arm has been healed up to at least 1 hit point. Appropriate magic items may be used to heal the arm if your character possesses such items.

When casting any offensive spell, your target must be in sight while you are casting the spell. If the target temporarily breaks the line of sight, but reappears before the end of the casting time the spell may still be called on the target. If the target is not in sight at the end of the casting time, or for more than 5 seconds total, the target is no longer accessible, the casting time is disrupted, and 1 spell point is lost.

Using Abilities and Skills

Abilities and skills do not require verbal, somatic, or material components unless specified in the description of the ability or skill. For abilities or skills that require a period of preparation, the player must role-play the action (for example, mixing a potion or sharpening a blade) and may not take more than one step, activate magic items, or participate in offensive or defensive combat for the entire duration of the preparation time.

Some abilities and skills require meditation. Meditation requires concentration and cannot be done while the user is running, climbing, fighting, walking, or performing any other action the GM decides is too vigorous. You may take no more than one step during meditation. If a Knight, Monk, or Ranger is interrupted while attempting to use an ability, 1 character ability point is lost. However, if a Fighter or Thief is interrupted while attempting to use a skill, the skill is not considered to have been used.

Damage

Damage caused by an SAS is applied to the target's torso unless otherwise indicated in the SAS description. Certain spells cause elemental damage, such as fire, ice, earth, or lightning attacks. Fire attacks do not set objects on fire, ice attacks do not freeze objects, and lightning attacks do not electrify objects.

Disrupted Invocation

Spell casting, meditation, and ability activation are disrupted if the user is interrupted by an outside influence. If a character is attacked either physically or magically while using an SAS, then her invocation may fail. Because of the 1-point rule, any hit by a hand-held melee weapon on a character will disrupt invocation, unless a spell caster is casting under a *Concentration* (Magic User 6) spell. Attacks can include missile fire or thrown missile weapons (bean bags). Spell damage will not disrupt a character's invocation if she has magical protections that exceed the amount of spell damage. Spells such as *Gale* (Druid 4) that do not cause damage but do cause a Knockdown will also disrupt invocation. Note that using an immediate counter will also disrupt invocation. If a character's invocation is disrupted, she loses 1 spell or ability point. Also, if a character chooses not to complete the invocation for any reason, she will still lose 1 spell or ability point. If a Fighter or Thief is interrupted while attempting to use a skill, the skill is not considered to have been used.

Conjuration Time

Some SAS (such as *Create Scroll* (Magic User 3) and *Create Glyph* (Cleric 4)) require a conjuration time, which immediately follows the invocation time and is the time required to actually perform the SAS. Magic items that perform these SAS instantaneously (by use of the *Autocast* (Magic User 7) modifier, for example) are considered to eliminate the invocation time, but the full conjuration time would still be required unless otherwise noted in the magic item's description.

Components

Some SAS may require verbal, somatic, and material components. When indicated in the description of the SAS, they are required to successfully use the SAS.

Verbal Component

The verbal component is the incantation, or the words that are spoken while invoking an SAS, and must continue for the full duration of the invocation. The verbal component must be spoken clearly and distinctly, and must be loud enough to be audible to someone standing 5 feet away; whispering or mouthing the incantation is not allowed. Each caster is encouraged to invent her own incantations as a part of her role-playing. As an example, a caster could use as a verbal component for 1st and 2nd level spells, "By the powers arcane and the skill within me, by my rightful claim, I cast (name of spell)." She would have to add more words to this to create an incantation of the correct duration for higher level spells. A caster can use the same incantation for all spells or a different incantation for each spell if she desires.

Somatic Component

The somatic component is the physical gestures made while invoking an SAS. Arm motions should be well-defined, and easily observable, but they need not be flamboyant or attract attention. Complete free arm movement of both arms is required for spell casting; for example, you cannot cast a spell if your arms are bound or otherwise restricted. If an arm has lost all of its limb points it is unusable, and the character cannot cast spells until the arm is healed.

Material Component

Any SAS that requires a material component will include a description of exactly what is needed and how to use it. Material components include colored flags, fluorescent tape, duct tape, gold representations, and bean bags.

Consent Rule

Some SAS (such as **Spell Point Transfer** (Cleric 5)*,* **Haven** (Cleric 1)*,* and **Phase 2 Out** (Magic User 8)) require the consent of the target, as stated in their individual descriptions.

By default, the consent of any PC or NPC to have an SAS used on her is **not** automatically given. Only by giving consent will the SAS have an effect. The exact SAS does not need to be stated, and may be misrepresented. Players may pre-establish with their GM that they will consent to all SAS from their teammates for the duration of a particular game. However, NPCs who give their consent are assumed to give consent only for the next SAS from a specified individual, not all SAS from one or more characters.

A person who is unconscious, dead, or an animated corpse does not have the ability to grant consent. A person who is paralyzed or otherwise unable to communicate with other PCs and NPCs may give silent consent (to the GM), but the caster would not know until after the attempted SAS had been invoked that she had given this silent consent.

Five-Second Rule

5 seconds must pass between each use of an SAS and each activation of a magic item.

If invocation of an SAS or activation of a magic item is disrupted, the character must still wait 5 seconds before she may begin another invocation or activation. This does not include permanent items that are defined as constantly "on" or that do not require voluntary activation.

Certain categories of class abilities are exempt from the Five-Second Rule. These include all base values such as armor, character level, and weapon damage, as well as continuously active abilities such as ***Immunity to Non-Magical Disease*** (Knight 1). Exclusively physical actions of the player are also not subject to the Five-Second Rule, although safety may dictate a reasonable interval. These include applying Bindings, lock picking, throwing beanbags, taking weapon blows, and role-playing efforts such as talking.

Some SAS are "Pre-Cast", that is, the invocation takes place before the actual effect is used. Examples include ***Autocast*** (Magic User 7), ***Double Effect*** (Magic User 7), ***Electrify*** (Magic User 1)*,* ***Physical Protection*** (Cleric 3), ***Spell Negation*** (Magic User 6)*,* and ***Wrath*** (Cleric 5). All pre-cast SAS are exempt from the Five-Second Rule. SAS with durations, such as ***Shadows of Concealment*** (Druid 6) and ***Concentration*** (Magic User 6), are only subject to this rule when first invoked and not when in use. Also, some SAS are referred to as "immediate counters" and have no invocation time (such as ***Dodge Blow*** (Fighter 7, Thief 7)*,* ***Evade*** (Movement Monk 7)*,* and ***Inspire*** (Loremaster)); the Five-Second Rule does not restrict these SAS, so they may be called at any time. After using a pre-cast SAS or an immediate counter, the character must still wait 5 seconds before invoking another SAS or magic item.

Chapter 12: Cleric

In any world where there are gods and goddesses, a Cleric is the person best able to communicate with them. The abilities that Clerics offer parties include healing unrivaled by any other character class in terms of variety and degree, their ability to protect from harm, their capacity to gain general information about a specific occurrence or situation, and their skill in dealing with undead. A Cleric's strength in spell casting, combined with his ability in melee, makes him a good source of support for a team.

Base Attributes

This section provides the base attributes for a Cleric of each level. With the exception of life points, these values are immutable and can never be permanently changed.

Weapons and Armor

The damage table below provides base damage by weapon class. Damage is not cumulative – you cause only the damage listed for your current level. The armor table provides base values for each armor type.

Weapon Usage – Any two weapon types except bow, crossbow, long sword, or great axe
Non-Proficiency Base Damage – 1 point

Armor – Leather Armor or Chain Mail
Shield – Any

Damage				
Level	Melee Damage	Marginal Archery Damage	Critical Archery Damage	Thrown Damage
1	1	NA	NA	1
2	2	NA	NA	2
3	2	NA	NA	2

Armor				
Level	No Armor	Leather Armor	Chain Mail	Plate Mail
1-10	0	1	2	NA

Life and Spell Points

The Life and Spell Point table below provides base life and spell points for each level. Life and spell points are not cumulative – you receive only the points listed for your current level.

Life and Spell Points				
Level	Points in Each Limb	Points to Unconsciousness	Points to Death	Spell Points
1	3	11	19	25
2	3	14	22	30
3	3	17	25	35

Cleric Spells

A Cleric should obtain and wear a holy symbol as a representation of his deity. This symbol can be as simple or complex as the Cleric desires, but the holy symbol is required to turn undead creatures. To avoid causing insult to other people's religions or beliefs, crosses, pentagrams, or other similarly recognized religious symbols should not be used as holy symbols.

A Cleric can convert willing characters to his religion, and may have followers. These converts should follow the dictates of the Cleric's religion and may wish to donate money to the faith or perform duties, such as quests, for the Cleric.

Clerics possess some innate knowledge of glyphs, and will know the details of the following glyphs without use of the **Scry Glyph** (Cleric 3) spell: 4th level—Svarq, 5th level—Uvas, 6th level—Wid, 7th level—Malagorth, 8th level—Pyro, 9th level—Cryo, and 10th level—Mord.

Innate Skills

(Default Invocation Time = 0 seconds)

Detect Good/Evil

Range: Self | **Area:** 3'x10'x10' path | **Duration:** 30 seconds
Stacking: NA | **Misc.:** NA | **Cost:** 0

With the use of this skill the Cleric can detect either Good or Evil emanations from all targets in the area of effect. This skill works in a path that is 3 feet wide by 10 feet long by 10 feet in height that may be moved. For each use, the Cleric must specify whether he is detecting for Good or Evil, and he will receive a simple Yes or No to indicate whether the chosen emanation is within the area of effect. This skill requires no invocation, but 3 minutes must pass between uses. This skill is blocked by 1 inch of wood, earth, stone or metal, but cannot be blocked by shields.

Identify Undead

Range: 30 feet | **Area:** 1 Target | **Duration:** Instantaneous
Stacking: NA | **Misc.:** NA | **Cost:** 0

With this skill the Cleric can determine what type of undead he is looking at; types of undead include zombies, ghouls, ghasts, skeletons, mummies, vampires, liches, and others as included in game design. This skill will not tell the Cleric any particular abilities of the undead creature.

Turn Undead

Range: 30 feet | **Area:** 2 Targets | **Duration:** 1 minute
Stacking: NA | **Misc.:** NA | **Cost:** 0

A Cleric can channel the power of his deity to turn undead creatures of his level or below. When attempting to **Turn Undead**, the Cleric should hold out his holy symbol and call out "Turn", his level of effect, and the colors of the targets to be turned. If the targets are affected then they must turn directly away (180 degrees) from the Cleric and move away at normal speed for 1 minute. If attacked during this skill the affected targets may fight normally as long as they continue to move away from the Cleric that performed the **Turn Undead**. The Cleric may attempt to **Turn Undead** once every 5 seconds.

If an undead creature is under the effects of a **Control Undead** (Cleric 4) spell cast by another character, the Cleric may still attempt a **Turn Undead**. If the turning is successful, the character controlling the undead creature will only be able to issue orders that do not interfere with the requirements of **Turn Undead**. For example, for the duration of the turn, the undead could only be commanded to do whatever actions it could normally perform while walking in a particular direction. This is an LI skill.

Level 1

(Default Casting Time = 5 seconds)

Enhance

Range: 30 feet | **Area:** 10 Targets | **Duration:** 1 Combat
Stacking: Damage | **Misc.:** NA | **Cost:** 1

This spell has two versions, **Enhance Damage** and **Enhance Armor**, and cannot be cast during combat. **Enhance Damage** raises the damage done by all targets by +1. **Enhance Armor** allows all targets to add +1 to their armor. The Cleric must state either **Enhance Damage** or **Enhance Armor** when he casts the spell; **Enhance Damage** and **Enhance Armor** cannot be in effect simultaneously on any individual. Each target affected by the spell is considered to have the spell in effect on an individual basis; therefore, when the duration of the spell ends for one target, it is not necessarily over for other targets that were affected by the spell. This spell can also be dispelled on an individual basis. The Cleric may specify up to 10 individuals, including himself, to be the targets of this spell; each target must each be within 30' of the Cleric at the time the spell is cast. This spell stacks in the Damage group but does not affect No Defense damage in either form. The duration of this spell is one combat or one game day, whichever comes first.

Haven

Range: 1 inch   **Area:** 1 Target   **Duration:** 5 minutes/level
Stacking: LI   **Misc.:** LI, Material Component   **Cost:** LI

When the Cleric casts this spell, all affected opponents within 50 feet of the target character cannot attack the recipient of this spell, although they can still communicate with or follow the target. This spell does not, however, affect the targeting or damage of area effect attacks such as *Fire Ball* (Magic User 5). Affected creatures cannot attempt to dispel the *Haven*.

The recipient of the spell may not take any offensive actions while the spell is in effect, and may not take any offensive actions for 5 seconds after the spell ends, even if the spell is ended by a *Dispel Magic* (Magic User 4, Cleric 5, Druid 5) or dismissed by the recipient. A character with a *Haven* in effect can use defensive spells such as *Wrath* (Cleric 5) and can change targets while under the effects of the *Haven*. The Consent Rule applies when casting *Haven* on another character. *Haven* can be ended by a *Dispel Magic* (Magic User 4, Cleric 5, Druid 5) of equal level to the LI level the *Haven* was cast at, or by the recipient loudly calling out "Dismiss *Haven*" and removing the yellow flag. This is a LI spell, but unlike other LI spells, it can be cast up to 2 levels higher than the caster's level. This ability stacks in the LI category, and cannot be further increased by *LI Enhancement +1* (Magic User 3), *LI Enhancement +2* (Magic User 6), *Invoke* (Cleric 7), or similar LI-changing abilities. Material component: Yellow flag.

Heal

Range: 1 inch   **Area:** 1 Target   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Cost:** Var.

The Cleric can *Heal* himself or another character for 2 life points per spell point expended. The Cleric may expend up to his level in spell points per *Heal* spell, except for 1st level Clerics, who may expend either 1 or 2 spell points per *Heal* spell.

Religion Lore

Range: Self   **Area:** 1 Religion   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Cost:** 1*

When this spell is cast, the Cleric will learn the general precepts of a given religion (subject to GM knowledge). For example, if a Cleric used this spell concerning the worshipers of Ra, he would know that Ra is a Sun god, is of a Good alignment, what Ra's tenets are, and what Ra's holy symbols are. *If there is no *Religion Lore* available then the Cleric does not spend any spell points.

Repulse Good/Neutral/Evil

Range: 1 inch   **Area:** 1 Target   **Duration:** 5 minutes/level
Stacking: NA   **Misc.:** LI, Material Component   **Cost:** LI

This spell creates an aura around the recipient of the spell that will repulse all affected Evil, Neutral or Good creatures (one only, not all three) to a distance of 10 feet. For each use, the Cleric must specify whether the spell will affect Good, Neutral, or Evil creatures; no part of the affected creatures, including hands or arms, may come within 10 feet of the recipient.

The recipient may not use this spell to force affected creatures to move, nor may the affected creatures force the recipient to move. If the recipient is within 10 feet of an affected creature when the spell goes into affect, the affected creature may not advance towards the recipient; if the affected creature moves he must move directly away from the recipient until he is 10 feet away. This is an LI spell. Material component: Yellow flag.

Reveal Magic

Range: Self   **Area:** 30 foot radius ½ circle, 10' high   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Cost:** 1

With this spell the Cleric reveals all magic in a 30' radius half circle centered on himself, in the direction he is facing. This spell provides the Cleric with a 'snapshot' of all magic in the spell area, which he will remember after the spell is used. Results of this spell are subject to GM availability and knowledge; because of time constraints the GM may be unwilling to catalog all items and people that radiate magic. This spell is blocked by 1 inch of wood, earth, stone, or metal, but cannot be blocked by shields. Only magical creatures, pre-cast or active spells, and magic items are revealed. Characters with spell points are not themselves considered to be magical and will not be revealed as magic if they have no pre-cast or active spells.

Reveal Supernatural Creatures

Range: Self　　　　**Area:** 30 foot radius ½ circle, 10' high　　**Duration:** Instantaneous
Stacking: NA　　　　**Misc.:** NA　　　　**Cost:** 1

With this spell the Cleric reveals all supernatural creatures (such as undead, lycanthropes, and demons) in a 30' radius half circle centered on himself, in the direction he is facing. This spell provides the Cleric with a 'snapshot' of all supernatural creatures in the spell area, which he will remember after the spell is cast. Results of this spell are subject to GM availability and knowledge. This spell is blocked by 1 inch of wood, earth, stone, or metal, but cannot be blocked by shields.

Simon's Spell

Range: 15 feet　　　　**Area:** 1 Target　　　　**Duration:** 5 minutes
Stacking: NA　　　　**Misc.:** LI　　　　**Cost:** LI

This spell allows the Cleric to give a one-word command to the target; the command must be in a language understood by the target of the spell, and must be perfectly clear and unambiguous. The target creature will attempt to obey the command to the best of his ability, but will not follow any command that will cause him to directly damage himself or that he believes to be impossible (for example, 'backflip').

As long as he continues to attempt to obey the command, the target may fight and defend himself. For example, if told to 'sleep', the target will not fall immediately into slumber but will instead attempt to sleep, possibly leaving to go find a more restful location than the middle of combat; the target might even grumpily swing weapons at those who would keep him from his rest, and only fall asleep when out of combat. *Simon's Spell* does not by default render the target helpless, and the target cannot be throat-slit unless by following a command (for example, 'sleep') the target is put into a helpless, slept, or other state that makes a throat slit possible.

Undead are unaffected by this spell. If the caster attacks the target, the spell is broken and the target is free to act normally. This is an LI spell.

Level 2

(Default Casting Time = 5 seconds)

Additional Armor and Damage vs. Supernatural

Range: Self　　　　**Area:** Self　　　　**Duration:** 1 Combat
Stacking: Damage　　　　**Misc.:** Material Component　　**Cost:** Var.

This spell provides the Cleric with additional armor and damage that are effective against supernatural creatures, such as undead, lycanthropes, and demons. The Cleric can spend up to ½ his level (rounded up) in spell points, and each spell point provides 1 additional point of damage and 1 additional point of armor. The damage increase is applied to all weapon strikes, including thrown daggers, but is not applied to holy water; the increase is only applied to attacks made against supernatural creatures. The additional armor only protects against attacks made by supernatural creatures. The duration of this spell is one combat or one game day, whichever comes first. Material component: Blue flag.

Bump of Direction

Range: Plane　　　　**Area:** 1 Target　　　　**Duration:** Instantaneous
Stacking: NA　　　　**Misc.:** NA　　　　**Cost:** 2

This spell will allow the Cleric to get a sense of which direction the party needs to go when lost or when trying to determine the direction to a specific person, object, or location. Results are subject to GM discretion and knowledge. This spell will only give one immediate "bump" in a particular direction, and can only locate something or someone on the same physical plane as the Cleric.

Create Holy Water

Range: 1 inch　　　　**Area:** 6 Vials　　　　**Duration:** Instantaneous
Stacking: NA　　　　**Misc.:** Material Component　　**Cost:** 2

When the Cleric casts this spell, he can create 6 vessels (beanbags) of Holy Water. The caster must have the physical representations available. Players may still bring as many bags of Holy water as they wish into a game – this spell is merely an in-game method of replenishing used bean bags during an adventure. Material component: up to 6 white beanbags.

Foresee

Range: Self   **Area:** 1 Question   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Cost:** Var.
This spell allows the Cleric to communicate with his god or goddess in an attempt to divine whether a particular action will be boon (positive) or bane (negative) for the Cleric and his team. Only one question can be asked per casting and the answer will be a simple "Boon" or "Bane". This spell will not provide information regarding the accuracy of assumptions; for example, a question such as "Boon or Bane to assume this NPC is evil?" will not give the Cleric an answer, whereas a question such as "Boon or Bane to kill this NPC?" will. This spell is rarely 100% accurate.

This spell is limited to one question per level of the Cleric per game day. Spell cost is variable and progressive; the first time this spell is used in a game day it costs 1 spell point, the second use costs 2 spell points, the third use costs 3 spell points, and so on.

Freeze Disease

Range: 1 inch   **Area:** 1 Target   **Duration:** 30 minutes
Stacking: NA   **Misc.:** NA   **Cost:** 2
When this spell is cast upon a target, the effects of all disease on the target are halted for 30 minutes. This spell will not reverse any damage or effects caused to the target before the spell is cast but will temporarily suspend the ongoing effects of disease that are affecting the target at the time of casting. This spell does not provide the target with immunity from any diseases that are contracted after the spell is cast.

Freeze Poison

Range: 1 inch   **Area:** 1 Target   **Duration:** 30 minutes
Stacking: NA   **Misc.:** NA   **Cost:** 2
When this spell is cast upon a target the effects of all poisons, including Red Death and *Kill Dagger* (Thief 2), on the target are halted for 30 minutes. This spell will not reverse any damage or effects caused to the target before the spell is cast, but will temporarily suspend the ongoing effects (such as *Kill Dagger*) of poisons that are affecting the target at the time of casting. This spell does not provide the target with immunity from poisons that are encountered after the spell is cast.

God's/Goddess's Boon

Range: 1 inch   **Area:** Var.   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Cost:** 2
This spell allows the Cleric to sacrifice gold pieces in exchange for restored spell or ability points. Any character with an innate pool of spell or ability points (Clerics, Druids, Knights, Magic Users, Monks, & Rangers) can have points restored through use of this spell if he is within 1 inch of the Cleric; Fighters and Thieves can never benefit from this spell. Each restored spell or ability point will cost 50 gold pieces, and a character can have up to three times his level in points restored. A character cannot gain spell or ability points beyond the innate maximum for his class and level. The Cleric must hold the appropriate amount of gold in his hands and give it to the GM at the beginning of his incantation. At the end of the incantation, the Cleric must announce which characters receive points and how many points each character receives.

As an example, a 2nd level Cleric casts this spell on himself, a 3rd level Magic User, a 4th level Knight, and a 5th level Monk, each of whom have used the majority of his spell or ability points. After the Cleric sacrifices 2,100 gold pieces, he announces that the Magic User will have 9 spell points restored, the Knight will have 12 ability points restored, the Monk will have 15 ability points restored, and the Cleric will have 6 spell points restored—although any of the characters could have received less than 3 times his level had the Cleric so chosen.

Know Religion

Range: 30 feet   **Area:** 1 Target   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Cost:** 2*
When the Cleric casts this spell the religion of the target creature will be known; the caster will also learn all information that would be gained from a *Religion Lore* (Cleric 1) on the same religion. This spell is subject to GM knowledge. *If the target doesn't follow a religion then the spell points are not used.

Supernatural Wathit

Range: 30 feet   **Area:** 1 Target   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Cost:** 2

This spell allows the Cleric to gather information about the natural abilities of a supernatural creature, such as an undead, lycanthrope, or demon. Natural properties of a creature include information such as how much damage the creature does, what special attack the creature has, approximately how many life points the creature has, and what the creature's major weakness or major strength is. The Cleric cannot use this spell to determine the level or class of a supernatural creature. The Cleric can determine the value of a single attribute, and must specify which attribute he wishes to investigate for each use of this spell.

Level 3

(Default Casting Time = 10 seconds)

Blessed Bolt

Range: 50 feet   **Area:** 1 Target   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Cost:** 3

With this spell the Cleric causes a single undead creature to take 4 points of damage per level of the Cleric. This spell only works on undead creatures.

Diagnose

Range: 1 inch   **Area:** 1 Target   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Cost:** 3

This spell will inform the Cleric of all negative effects (including drunkenness, disease, curses, poison, enthrallment, *Fog Brain* (Magic User 2), and paralysis) that are afflicting any one creature. If the target is under the effects of a curse or a spell such as *Enthrall* (Magic User 1, Druid 2), the Cleric will be informed of the level of effect of the curse or spell.

Elemental Protection

Range: 1 inch   **Area:** 1 Target   **Duration:** 5 minutes/level
Stacking: Damage   **Misc.:** Material Component   **Cost:** Var.

This spell will protect the target from one element of the caster's choice (Earth, Fire, Ice, or Lightning). The Cleric may expend up to his level in spell points, and the amount of protection received is 3 points per spell point expended. A character can only have one *Elemental Protection* in effect at any given time. Material component: Blue flag.

God's/Goddess's Favor

Range: Self   **Area:** Self   **Duration:** 5 minutes/level
Stacking: LI, Damage   **Misc.:** NA   **Cost:** 3

With this spell, the Cleric is effectively 1 level higher when using the following spells and abilities: *Turn Undead* (Cleric 0)*, Control Undead* (Cleric 4)*, Speak with Dead* (Cleric 6)*, Blessed Bolt* (Cleric 3)*, Blessed Arrow* (Cleric 7)*, Disrupt* (Cleric 6)*,* and *Additional Armor and Damage vs. Supernatural* (Cleric 2). For example, a 4th level Cleric would *Turn Undead* at 5th level and a 6th level Cleric would cast a 7th level *Blessed Bolt* for 28 points of damage.

Know Aura

Range: 30 feet   **Area:** 1 Target   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Cost:** 3

This spell tells the Cleric the level of a particular creature, place, spell, or magic item. The caster must request the specific piece of information in which he is interested (for example, the level of the creature, degree of the lock, level of the glyph, or approximate effect of a magic item). If the Cleric is interested in a spell that is affecting another creature, he will learn the exact name of the spell and the exact level at which an LI spell was cast.

Physical Protection

Range: Self   **Area:** Special   **Duration:** 5 minutes/level
Stacking: NA   **Misc.:** Material Component   **Cost:** 3
This spell creates a field around the Cleric that will cause damage to the first creature that makes contact with the Cleric with the intent to do harm. *Physical Protection* causes 2 points of No Defense damage per level of the Cleric, which is applied first to the attacking limb(s) and then to the torso. If the Cleric physically attacks someone he will take ½ of the damage from the field and his opponent will not be damaged by the field; the *Physical Protection* will be expended. The Cleric may still engage in non-offensive physical contact, such as healing or binding wounds; also, accidentally bumping into someone is not considered to be offensive contact. The damage caused by this spell cannot be avoided by *Evade* (Movement Monk 7) or *Dodge Blow* (Fighter 7, Thief 7) and cannot be affected by *Spell Absorption* (Magic User 8) or *Spell Negation* (Magic User 6). *Physical Protection* will remain in effect until someone is damaged by it or until the full duration of the spell has elapsed. The field is not dispelled when the Cleric falls asleep, becomes unconscious, or dies. Material component: Red flag.

Remove Curse

Range: 1 inch   **Area:** 1 Curse   **Duration:** Instantaneous
Stacking: NA   **Misc.:** LI   **Cost:** LI
This spell can remove one curse from a person, trap, item, object, area, or other target. To remove the curse the Cleric must be able to affect the level of the curse. Curses only exist by game design, and their effects can only be removed with use of this spell or by game design. This is an LI spell.

Reveal Curse

Range: Self   **Area:** 30 foot radius ½ circle, 10' high   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Cost:** 3
With this spell the Cleric reveals all curses in a 30' radius half circle centered on himself, in the direction he is facing. This spell provides the Cleric with a 'snapshot' of all curses in the spell area, which he will remember after the spell is cast. The Cleric will know the level of each revealed curse; in addition, for one curse of the Cleric's choosing he will know the effect of the curse, what will trigger it, and how to remove it. Results of this spell are subject to GM availability and knowledge; because of time constraints the GM may be unwilling to catalog all items and people that are cursed. This spell is blocked by 1 inch of wood, earth, stone, or metal, but cannot be blocked by shields.

Reveal Glyph

Range: Self   **Area:** 30 foot radius ½ circle, 10' high   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Cost:** 3
With this spell the Cleric reveals all glyphs in a 30' radius half circle centered on himself, in the direction he is facing. This spell provides the Cleric with a 'snapshot' of all glyphs in the spell area, which he will remember after the spell is cast. The Cleric will know the level of each glyph and what action will trigger each glyph (for example, opening a box or passing through a doorway). Results of this spell are subject to GM availability and knowledge. This spell is blocked by 1 inch of wood, earth, stone, or metal, but cannot be blocked by shields. This spell does not provide the Cleric with the name of a glyph.

Sanctify

Range: 15 feet   **Area:** Var.   **Duration:** 1 Combat
Stacking: NA   **Misc.:** NA   **Cost:** 3
This spell allows the Cleric to *Sanctify* melee and thrown weapons – with each casting, he can affect a number of weapons up to his level. A sanctified weapon causes magical damage; for the duration of the spell, the damage must be called as "magic". Sanctify has no effect on the damage enhancements of a weapon. The duration of the spell is one combat or one game day, whichever comes first.

Scry Glyph

Range: 50 feet   **Area:** 1 Glyph   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Cost:** 3
With this spell, the Cleric can point to a single visible glyph and determine its name and properties. This spell will not identify what action will trigger the glyph.

Chapter 13: Druid

A Druid acts as nature's champion, and possesses an understanding of the elements that make up the world and how to manipulate them with magic. While other characters might offer greater strength or ability in a specific area, the Druid has more versatility in general, and can do some things that would take several other classes working together to accomplish. Because of the Druid's intimate association with the natural world, she is not allowed to use metal armor, shields, or weapons; however, the Druid's weapons are just as effective and durable as weapons made of steel.

Base Attributes

This section provides the base attributes for a Druid of each level. With the exception of life points, these values are immutable and can never be permanently changed.

Weapons and Armor

The damage table below provides base damage by weapon class. Damage is not cumulative – you cause only the damage listed for your current level. The armor table provides base values for each armor type.

> **Weapon Usage – Any two weapon types except bow, crossbow, long sword, or great axe. No weapon can be made of metal.**
> **Non-Proficiency Base Damage – 1 point**
>
> **Armor – Leather Armor**
> **Shield – Any non-metallic**

Damage				
Level	Melee Damage	Marginal Archery Damage	Critical Archery Damage	Thrown Damage
1	1	NA	NA	1
2	2	NA	NA	2
3	2	NA	NA	2

Armor				
Level	No Armor	Leather Armor	Chain Mail	Plate Mail
1-10	0	1	NA	NA

Life and Spell Points

The Life and Spell Point table below provides base life and spell points for each level. Life and spell points are not cumulative – you receive only the points listed for your current level.

Life and Spell Points				
Level	Points in Each Limb	Points to Unconsciousness	Points to Death	Spell Points
1	3	11	19	25
2	3	14	22	30
3	3	17	25	35

Druid Spells

Innate Skills

(Default Invocation Time = 0 seconds)

Animal Pact

Range: Self	**Area:** Self	**Duration:** Permanent
Stacking: NA	**Misc.:** NA	**Cost:** 0

The Druid can make a pact with a single creature type corresponding to the ***Aspect of the Beasts*** (Druid 8, Ranger 8) SAS (bear, falcon, mongoose, panther, snake, or wolf). All animals affected by the ***Animal Pact*** will be under the effects of a permanent ***Animal Tamer*** (Druid 1, Ranger 3) towards the Druid, and will remain peaceful unless provoked. Any aggressive behavior by the Druid towards an affected animal will break the pact (GM discretion). When casting ***Aspect of the Beasts***, the Druid will spend 1 less spell point for her chosen ***Animal Pact*** type.

This skill can only be used one time ever by the Druid, and the pact must be recorded with the IFGS Registry. If the pact is ever broken, the Druid must record the loss of the pact with the IFGS Registry. Once a pact is lost it cannot be reestablished except by game design.

Heal Plant/Animal

Range: 1 inch	**Area:** 1 Target	**Duration:** Instantaneous
Stacking: NA	**Misc.:** NA	**Cost:** 0

The Druid can heal an injured or diseased non-sentient plant or animal.

Identify Plant/Animal

Range: 1 inch	**Area:** 1 Target	**Duration:** Instantaneous
Stacking: NA	**Misc.:** NA	**Cost:** 0

The Druid can identify a non-magical plant or animal, and will learn basic information such as what it is called and what it does.

Identify Pure Water

Range: 1 inch	**Area:** 1 Target	**Duration:** Instantaneous
Stacking: NA	**Misc.:** NA	**Cost:** 0

The Druid can tell whether water is pure and drinkable. If the water is not pure, this ability will not identify the pollutant.

Speak With Plant/Animal

Range: Self	**Area:** Self	**Duration:** Unlimited
Stacking: NA	**Misc.:** NA	**Cost:** 0

With the use of this skill the Druid can speak with and understand a non-sentient plant or animal. The plant or animal will not necessarily cooperate with the Druid, but the Druid will be able to communicate with it.

Level 1

(Default Casting Time = 5 seconds)

Animal Tamer

Range: 30 feet	**Area:** 1 Target	**Duration:** 10 minutes
Stacking: NA	**Misc.:** NA	**Cost:** 1

With this spell, the Druid can pacify, or perhaps befriend, a non-sentient and non-magical animal. The animal must be a natural creature of the wild (for example, a bear, eagle, lion, gorilla, or wild horse), and can be either hostile or peaceful. The creature will, at the very least, allow the Druid and any nonbelligerent members of her party to pass unharmed (GM discretion). If the Druid harms or indirectly causes harm to come to an animal under the effects of ***Animal Tamer***, the spell will immediately end. The Druid could recast the ***Animal Tamer***, but she would have to spend the additional spell points to recast the spell. When this spell ends, the animal will resume its previous attitude towards the Druid.

Camp Fire

Range: 30 feet   **Area:** 1 foot radius   **Duration:** 5 minutes/level
Stacking: NA   **Misc.:** Rev.   **Cost:** 1

This spell causes a 1' radius campfire to appear on the ground (dirt, rock, floor, etc.). The fire will burn without fuel regardless of the environment. If **Camp Fire** is cast beneath an individual, she will have 10 seconds to leave the area of effect before she will begin taking damage; if she does not leave the area of effect, she will take 1 point of damage per level of the Druid every 10 seconds. Items are not set on fire by this spell (whether flammable or not), but heat and light are produced. The reverse of this spell will put out a 1' radius or smaller fire.

Celtic Fist

Range: Touch   **Area:** 1 Weapon   **Duration:** 1 Combat
Stacking: Damage   **Misc.:** NA   **Cost:** 1

This spell allows the Druid to increase the damage caused by one of her own weapons. The affected weapon will be at +1 damage for the next combat, and will cause magical damage when wielded by the Druid. The duration of this spell is one combat or one game day, whichever comes first.

Clinging Vine

Range: 15 feet   **Area:** 5 foot radius   **Duration:** 5 minutes
Stacking: NA   **Misc.:** LI   **Cost:** LI

When this spell is cast, plants will animate and grow to entangle all creatures within the area of effect; however, if the Druid that casts the spell is within the area of affect, she will not be affected by the **Clinging Vine** unless she chooses to be. All affected creatures will immediately be fully entangled and immobile, and will be unable to cast spells, activate items, or fight. An unaffected creature may free an entangled creature by chopping at the plants with a weapon for 15 seconds. Once freed, the entangled creature can fight only defensively for the next 5 seconds while she role-plays disentangling herself.

The vines created by this spell provide no protection if an entangled creature is attacked. If an entangled creature becomes unconscious, she will fall down. An entangled creature may choose to fall down at any time, but may not get back up until she is freed or the spell duration expires. Any creature that enters the area of effect after the spell is cast will not become caught in the vines. This spell will work in both indoor and outdoor environments. This spell is LI.

Faery Lights

Range: Self   **Area:** Special   **Duration:** 30 minutes
Stacking: NA   **Misc.:** Material Component   **Cost:** 1

This spell causes a beam of light to emit from one of the Druid's hands. The beam is represented with a flashlight, and can extend up to 50 feet from the Druid. For the duration of the spell, the Druid cannot hold any other objects with the affected hand. The beam can be used to illuminate targets for spell casting at night, but care should be taken to avoid shining the light into anyone's eyes. Material component: Flashlight.

Heal

Range: 1 inch   **Area:** 1 Target   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Cost:** Var.

The Druid can **Heal** herself or another character for 2 life points per spell point expended. The Druid may expend up to her level in spell points per **Heal** spell.

Reveal Magic

Range: Self   **Area:** 30 foot radius ½ circle, 10' high   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Cost:** 1

With this spell the Druid reveals all magic in a 30' radius half circle centered on herself, in the direction she is facing. This spell provides the Druid with a 'snapshot' of all magic in the spell area, which she will remember after the spell is used. Results of this spell are subject to GM availability and knowledge; because of time constraints the GM may be unwilling to catalog all items and people that radiate magic. This spell is blocked by 1 inch of wood, earth, stone, or metal, but cannot be blocked by shields. Only magical creatures, pre-cast or active spells, active spells, and magic items are revealed. Characters with spell points are not themselves considered to be magical and will not be revealed as magic if they have no pre-cast or active spells.

Spring Water

Range: 1 inch   **Area:** 5 Gallons   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Cost:** 1
With this spell, the Druid may purify up to 5 gallons of naturally polluted water. This spell has no effect on poisoned or magically altered water.

Level 2

(Default Casting Time = 5 seconds)

Enthrall

Range: 15 feet   **Area:** 1 Target   **Duration:** 5 minutes/level
Stacking: NA   **Misc.:** LI   **Cost:** LI
This spell will cause an affected target to regard the caster as an important friend and ally, and to trust and believe whatever the caster says. Under no circumstances will an affected target act to harm the caster, and she will give consent to have additional non-damaging spells cast on her by the caster. The target will not do anything that goes against her own basic nature or that seems dangerous to her, with the exception that she will do her best to defend the caster against attack. If the caster attacks the target, the **Enthrall** will immediately end. This is an LI spell.

Flare

Range: 50 feet   **Area:** 1 Target   **Duration:** 30 minutes or until thrown
Stacking: NA   **Misc.:** NA   **Cost:** Var.
This spell produces a small luminous ball of fire, ice, earth, or lightning as chosen by the Druid. The flare will provide enough light to see by within a range of 15 feet. The flare will not ignite any material. The **Flare** may be thrown at any target within 50 feet of the Druid, will always hit, and will cause 2 points of damage per Spell point expended by the Druid. The Druid must call "**Flare**, X points, (elemental type)". The **Flare** is then considered to be destroyed. Damage is applied to the torso of the target creature. The Druid can cast a **Flare**, carry it for a few minutes, and then choose to throw it. The Druid may use spell points up to her level, and can only have one **Flare** active at a time.

Know Plant

Range: 30 feet   **Area:** 1 Target   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Cost:** 2
Casting this spell will reveal all properties of any one magical or non-magical plant. Such properties could include toxicity, plant type, or magical effects, and will also give the caster any information that would be revealed by use of **Nature Lore** (Ranger 1). If the plant has no defined properties then the spell points will not be used.

Rhino Hide

Range: Self   **Area:** Self   **Duration:** 1 Combat
Stacking: Damage   **Misc.:** Material Component   **Cost:** 2
This spell provides the Druid with 2 additional points of armor. This additional armor will last for one combat or one game day, whichever comes first. Material component: Blue flag.

Warp

Range: 30 feet   **Area:** Special   **Duration:** Instantaneous
Stacking: NA   **Misc.:** Rev.   **Cost:** 2
This spell allows the Druid to **Warp** a wooden object out of shape, which will render it useless. The Druid can affect up to 3 cubic feet of wooden material, which can consist of a single object or a tightly packed bunch of objects. **Warp** can be used against held or worn items such as a mundane bow, staff, or quiver of arrows, but has no effect on magical items or weapons. Warped items can be repaired with a **Mend** (Magic User 1) or reverse **Warp**, but not by **Dispel Magic** (Magic User 4, Cleric 5, Druid 5). The reverse of this spell will repair a warped item.

Level 3

(Default Casting Time = 10 seconds)

Animal Mind

Range: 30 feet	**Area:** 1 Target	**Duration:** 5 minutes
Stacking: NA	**Misc.:** LI	**Cost:** LI

This spell will cause an affected target to believe and act as if she has been transformed into an animal. The spell affects the target's mind, but does not actually change her form. The target will take on particular behaviors of the animal, as described below, but will not gain the ability to speak or understand the animal's language. The Druid must specify one of the animals listed below when casting this spell. This is an LI spell.

The target will understand normal speech, but will be unable to speak or cast spells for the duration of this spell. She may defend herself in combat, but cannot take any offensive action. Spells in effect will continue for their normal duration. The target is not required to walk on hands and knees, but may do so if she wishes; she will not gain any physical abilities beyond her own, such as the ability to fly.

- **Bear**: Target creature will go off into the woods to eat plants, berries, and fish.
- **Butterfly**: Target creature will "fly" in erratic patterns from plant to plant searching for flowers.
- **Cat**: Target creature will behave with a mix of curiosity and caution.
- **Dog**: Target creature will run from combat and bark from a safe distance, and will be interested in smells.
- **Rabbit**: Target creature will run from danger and try to hide. She will act timid, fearing others if they approach.

Elemental Arrow

Range: 1 inch	**Area:** 1 Arrow	**Duration:** Game Day or until used
Stacking: Damage	**Misc.:** NA	**Cost:** 3

With this spell, the Druid can enhance an arrow with elemental damage. The affected arrow will cause an additional 5 points of magical damage; the Druid must specify at the time of casting whether the additional damage will come from Earth, Fire, Ice, or Lightning. When the arrow is fired, the archer must call out *Elemental Arrow*, the specific element, and the total amount of damage. The duration of the enhancement is until used or one game day, whichever comes first.

Elemental Damage

Range: 1 inch	**Area:** 1 Weapon	**Duration:** 1 Combat
Stacking: Damage	**Misc.:** NA	**Cost:** Var.

With this spell, the Druid can enhance a melee weapon with elemental damage. The affected weapon will cause 1 additional point of magical damage for every 2 spell points expended by the Druid, and the Druid can spend up to her level in spell points. The Druid must specify at the time of casting whether the additional damage will come from Earth, Fire, Ice, or Lightning. When the weapon is used in melee, the wielder should call the total amount of damage per strike and the specific type of elemental damage, for example "8 magic, Fire". The duration of the enhancement is one combat or one game day, whichever comes first.

Elemental Protection

Range: 1 inch	**Area:** 1 Target	**Duration:** 5 minutes/level
Stacking: Damage	**Misc.:** Material Component	**Cost:** Var.

This spell will protect the target from one element of the caster's choice (Earth, Fire, Ice, or Lightning). The Druid may expend up to her level in spell points, and the amount of protection received is 3 points per spell point expended. A character can only have one *Elemental Protection* in effect at any given time. Material component: Blue flag.

Insect Bane

Range: 1 inch	**Area:** 1 Target	**Duration:** 5 minutes/level
Stacking: NA	**Misc.:** NA	**Cost:** 3

This spell gives the recipient complete protection from all insects, including those summoned by *Insect Strike* (Druid 3).

Insect Strike

Range: 30 feet   **Area:** 1 Target   **Duration:** 5 minutes
Stacking: NA   **Misc.:** LI   **Cost:** LI
This spell causes a small swarm of flying insects to appear around the spell's target. The target creature will be unable to cast spells or activate magic items, and any melee damage done by the target is halved (round down). This is an LI spell.

Plant Attack

Range: 30 feet   **Area:** 1 Target   **Duration:** 5 minutes
Stacking: NA   **Misc.:** LI   **Cost:** Var.
When this spell is cast, plants will animate and grow to entangle and damage the target. The target will take 2 points of damage to her torso per level of the Druid, and may also become entangled and immobilized. The entangling portion of this spell is LI; if the target is affected, she will be unable to cast spells, activate items, or fight. An unaffected creature may free the entangled target by chopping at the plants with a weapon for 15 seconds. Once freed, the target can fight only defensively for the next 5 seconds while she role-plays disentangling herself. The Druid must expend her level in spell points, and must call out the appropriate damage and level of effect; for example, a 6th level Druid would call out "***Plant Attack***, 6th level, 12 points of damage" for a cost of 6 spell points.

Preserve Plant

Range: 1 inch   **Area:** Special   **Duration:** Game Day
Stacking: NA   **Misc.:** NA   **Cost:** 3
With this spell the Druid can preserve a non-sentient plant for one game day; the plant will remain as fresh as it was when it was first picked. The spell will preserve one dose or one potion's worth of a magical herb, root, or plant, but will preserve up to ½ cubic foot of one type of non-magical herb, root, or plant.

Chapter 14: Fighter

A Fighter is a master of weapons and has a better working knowledge of arms and armor than any other character class. The skills that a Fighter has to offer a team are based upon his knowledge of weapons and armor and his ability to withstand and cause physical damage. Fighters have some ability to heal their own wounds, and thus provide a lower liability in melee than some other character classes. They are also able to use any type of weapon and any sort of armor, making them one of the most able character classes in a hand-to-hand fight.

Base Attributes

This section provides the base attributes for a Fighter of each level. With the exception of life points, these values are immutable and can never be permanently changed.

Weapons and Armor

The damage table below provides base damage by weapon class. Damage is not cumulative – you cause only the damage listed for your current level. The armor table provides base values for each armor type.

> **Weapon Usage – Any Type**
> **Non-Proficiency Base Damage – 3 points**
>
> **Armor Allowed – Any Type**
> **Shield Allowed – Any Type**

Damage				
Level	Melee Damage	Marginal Archery Damage	Critical Archery Damage	Thrown Damage
1	3	2	4	2
2	4	3	5	3
3	5	4	6	4

Armor				
Level	No Armor	Leather Armor	Chain Mail	Plate Mail
1-4	0	1	2	3

Life Points

The Life Point table below provides base life points for each level. Life points are not cumulative – you receive only the points listed for your current level.

Life Points			
Level	Points in Each Limb	Points to Unconsciousness	Points to Death
1	3	12	20
2	3	16	24
3	3	20	28

Fighter Skills

Fighters have skills that come from their strength and their knowledge of all forms of combat. All of a Fighter's skills are considered to be innate – skills are gained at different levels at no spell or ability point cost. The only limitation on a Fighter's use of his skills is that they are restricted to a finite number of uses per game day. In most cases, the number of uses is based on the level of the Fighter, but some skills can be used an unlimited number of times. Because none of a Fighter's skills are considered to be magical, they cannot be affected by *Dispel Magic* (Magic User 4, Cleric 5, Druid 5). The majority of a Fighter's skills require no activation or invocation time; skills that do require invocation will specifically note that in the description. 5 seconds must pass between each use of a skill, ability, spell, or magic item.

Level 1
(Default Invocation Time = 0 seconds)

Battle Fever: Additional Life Points

Range: Self   **Area:** Self   **Duration:** 5 minutes or 1 Combat
Stacking: Damage   **Misc.:** NA   **Uses:** ½ Level, minimum of 2*

With use of this skill, a Fighter gains an additional 4 life points to unconsciousness and death (for example, a 1st level Fighter would have 16 points to unconsciousness and 24 points to death). The Fighter loses these additional points 1 minute after the end of the combat; if the loss of the additional points results in the unconsciousness or death of the Fighter, then the Fighter will be unconscious or dead.

At 1st, 3rd, 5th, 7th and 9th levels, *Battle Fever* will provide additional benefits that will only last for the duration of the *Battle Fever*. The duration of this skill is 5 minutes or until the end of the current combat, whichever is longer. The use of *Battle Fever* must be called out loudly by the player as a game mechanic, although the Fighter does not need to have the capacity to speak to use this skill.

Battlefield Lore

Range: Self   **Area:** 1 Battlefield   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Uses:** ½ Level, minimum of 2

With this skill the Fighter can 'read' the results of a battle by examining the battlefield. The Fighter will be able to determine where the fighting started, whether or not it was an ambush or a "straight up" fight, approximately how many troops were involved, what kind of troops were involved, and the general sizes of all creatures involved in the battle. The Fighter will be able to tell which side(s) probably won, which side(s) probably lost, and the general numbers of participants. This lore is limited to the battlefield and the Fighter cannot gain any information beyond the battlefield. If there is no lore available on the battlefield then the use will not be expended.

Fighter's Recovery

Range: Self   **Area:** Self   **Duration:** Game Day or until used
Stacking: NA   **Misc.:** NA   **Uses:** Special*

With this skill a Fighter can heal himself up to the base point loss for unconsciousness for his level each game day (for example, a 1st level Fighter could heal himself up to a maximum of 12 points in one game day). This healing can be done in any increments the Fighter desires and requires 1 full minute of meditation for each use; the Fighter should role-play this meditation. The healing can be done whenever the Fighter wishes, with the restriction that it cannot be done during combat. Use of this skill at 4th level and above provides additional flexibility of use.

Healing can be distributed to the limbs and torso – the Fighter should specify where he is applying the healing. Fighters cannot heal themselves past their maximum life points, cannot reattach severed limbs, cannot heal themselves when they have been affected by a throat slit, and cannot use this skill to heal when they are unconscious.

To use this skill the Fighter must physically leave the location of combat; it is up to GM discretion whether the Fighter has left the area or not. In a case where a Fighter leaves combat to use *Fighter's Recovery* and then wishes to re-enter the combat, he should be aware that all skills, abilities or spells with durations of one combat will end during his meditation for Recovery.

Gauge Non-Magical Weapons and Armor

Range: Touch   **Area:** 1 Target   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Uses:** No Limit

With this skill the Fighter can gauge the non-magical enhancements that pertain to damage and protection on weapons, armor and shields (for example, *Hone Arrow* (Ranger 2, 4, & 7), *Blade Sharp* (Fighter 2, 5, 8, & 10) or "strengthened" armor that has been made of a special material like Dragon skin). This skill will tell the Fighter what the item does, not what it is worth. A Fighter can use this skill to gauge non-magical properties of magical weapons and armor. For example, a Fighter could gauge the melee damage done by a sword that released a *Fire Ball* (Magic User 5) once a day, but not the magical properties, though the Fighter would realize there is "more to this item than I can determine". The Fighter must handle an item for 5 seconds to use this skill.

Gauge Opponent – Base Armor

Range: 30 feet   **Area:** 1 Target   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Uses:** Level, minimum of 2

With the use of this skill a Fighter can gauge the base armor of the target creature. For example, if a Fighter uses this skill on a 5th level Fighter who has chain mail and is under the effects of a **Negative Exuberate** (Cleric 4), he will learn that the target has a base armor of 3 with his chain mail. The Fighter using this skill will not know that the target is under the effects of a **Negative Exuberate**. The Fighter should call out "**Gauge Opponent – Base Armor**" and indicate the intended target. The target or the GM will respond with the base armor number.

Level 2

(Default Invocation Time = 0 seconds)

Blade Sharp +1

Range: Touch   **Area:** 1 Weapon   **Duration:** 1 Combat
Stacking: Damage   **Misc.:** NA   **Uses:** Level*

A Fighter using this skill can improve the damage done by a specific hand-held melee weapon, magical or mundane, by 1 additional point of damage per weapon strike. This ability can be used on a weapon belonging to any character, and can also improve blunt weapons. The Fighter may improve 1 weapon per use of this skill, and must spend 15 seconds of uninterrupted time role-playing the sharpening or adjusting of the weapon. The total number of Blade Sharps that can be applied by the Fighter in a game day is equal to his level. This skill lasts until the end of the next combat or the end of the game day, whichever comes first.

Gauge Opponent – Base Damage

Range: 30 feet   **Area:** 1 Target   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Uses:** Level

With the use of this skill the Fighter can gauge the base hand-held melee damage of the target creature. For example, if a Fighter uses this skill on a 5th level Fighter who is under the effects of a **+2 Strong Arm** (Magic User 2), he will learn that the target swings 7 for base hand-held damage. The Fighter using this skill will not know that the target is under the effects of a **+2 Strong Arm**. The Fighter should call out "**Gauge Opponent – Base Damage**" and indicate the intended target. The target or the GM will respond with the base damage number.

Repair Shields and Leather Armor

Range: Touch   **Area:** 1 Item   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Uses:** ½ Level, minimum of 2*

This skill allows a Fighter to repair shields and leather armor that have been damaged by in-game effects. The Fighter must role-play mending the shield or leather armor for at least 1 minute.

Level 3

(Default Invocation Time = 0 seconds)

Battle Fever: +2 vs. LI

Range: Self   **Area:** Self   **Duration:** 5 minutes or 1 Combat
Stacking: Damage & LI   **Misc.:** NA   **Uses:** ½ Level*

In addition to the Battle Fever skills gained at 1st level, the Fighter gains a +2 resistance versus LI effects when in **Battle Fever**. This skill is not retroactive, so to resist an LI spell, ability or skill, **Battle Fever** must have been called out first; this skill is not an immediate counter. The duration of this skill is 5 minutes or until the end of combat, whichever is longer.

Gauge Magical Weapons and Armor

Range: Touch   **Area:** 1 Target   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Uses:** No Limit

With this skill the Fighter can gauge the magical enhancements that pertain to damage and protection on weapons, armor and shields. This skill will tell the Fighter what the item does, not what it is worth. A Fighter can use this skill to gauge magical properties of magical weapons and armor. For example, a Fighter could handle a +2 Long Sword and know that it is a magical weapon and that its melee damage bonus is +2, but not that it can release a **Fire Ball** (Magic User 5) once a day. He would realize that there is "more to this item than I can determine". The Fighter must handle an item for 10 seconds to use this skill.

Weapons Instructor

Range: 5 feet   **Area:** 1 Target   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Uses:** Level

With this skill a Fighter can teach other characters how to use weapons they are not proficient with. The weapon must be one that the character class is normally allowed to use. As an example, assume a Magic User has always used a staff, but decides he wants to use a sword instead. After being trained by the Fighter, the Magic User could immediately transfer his weapon proficiency to the sword. The Magic User's base damage would no longer be applied to the staff, but be applied to the sword. This weapon switch is permanent (and must be noted on the character's Registry form), until this skill is applied again.

The Fighter should role-play teaching the character how to use the new weapon for 1 minute. Because the ability to apply base damage to 2 weapons is a character base and is immutable, this skill can not be used to teach a character how to apply his proficiency to 2 weapons simultaneously.

Chapter 15: Knight

The concepts that best describe a Knight are honor, courage, and strength. Knights can use all types of weapons and armor, which makes them formidable opponents in hand-to-hand combat. Knights have skills involving strength and courage, and can identify and effectively combat supernatural creatures such as undead, lycanthropes, and demons. In addition to these strengths, Knights can heal themselves and others. Each Knight is a member of a Knightly Order chosen by the player, and is expected to live up to a standard of conduct set forth by that Order.

Base Attributes

This section provides the base attributes for a Knight of each level. With the exception of life points, these values are immutable and can never be permanently changed.

Weapons and Armor

The damage table below provides base damage by weapon class. Damage is not cumulative – you cause only the damage listed for your current level. The armor table provides base values for each armor type.

Weapon Usage – Any
Non-Proficiency Base Damage – 2 points

Armor - Any
Shield - Any

Damage				
Level	Melee Damage	Marginal Archery Damage	Critical Archery Damage	Thrown Damage
1	2	2	4	2
2	3	3	5	3
3	4	4	6	4

Armor				
Level	No Armor	Leather Armor	Chain Mail	Plate Mail
1-10	0	1	2	3

Life and Ability Points

The Life and Ability Point table below provides base life and ability points for each level. Life and ability points are not cumulative – you receive only the points listed for your current level.

Life and Ability Points				
Level	Points in Each Limb	Points to Unconsciousness	Points to Death	Ability Points
1	3	11	19	24
2	3	14	22	28
3	3	17	25	32

Knight Abilities

Knights gain their abilities through their strength and courage; they use most of their abilities by spending ability points. Many of a Knight's abilities require no invocation time, but their use still requires an expenditure of ability points and must be called out before use. A Knight's abilities do not require a verbal, somatic, or material component, but some do require a period of meditation to be invoked. A Knight must be conscious in order to use any of her abilities.

A Knight is expected to live up to the code of conduct set forth by her Order. If a Knight violates this code, she will lose some portion of her Knightly abilities, based on the severity of the infraction and the guidelines provided below. A GM should warn a Knight who is in danger of violating her code, and should use common sense in determining the appropriate penalty. If no GM observes the violation, the player is expected to impose a penalty on herself in the spirit of strong role-playing.

Knightly Codes

A Knightly code is generally created by the player who portrays the Knight, although some players may choose to work together to create an order of Knights who all follow the same code. A Knightly code consists of one or more major tenets and two or more minor tenets. Major tenets should outline the main purpose of the order of Knights, and act as the Knight's guiding principles. Minor tenets should further refine the standard of conduct for the order.

> **Example: Code of the Knights of the Sword**
>
> **Major Tenet: A Knight of the Sword must always strive to oppose the forces of Evil.**
> **Minor Tenet: A Knight of the Sword may never tell a lie or deliberately mislead anyone.**
> **Minor Tenet: A Knight of the Sword must be the model of Courtesy, Humility, Honesty, and Chivalry.**

Infractions

Mild infractions are those unintentional or unavoidable violations of a major tenet of the Knight's code or willful violations of a minor tenet that result in no serious consequences. As a penalty for a minor infraction, a Knight might lose up to ½ her level in ability points for the remainder of the game day.

> **Example: Bronwyn, a Knight of the Sword, lies about her mission in order to avoid unwanted attention from the local Thieves' Guild, with no particular consequence.**

Serious infractions include conscious violations of the code's major tenets in the name of a good cause (perhaps in the name of the Knight's alignment), or a willful infraction of a minor tenet of the code resulting in serious consequences. As a penalty for a serious infraction, a Knight might lose ability points equal to her level, to be regained at a rate of one per major game day provided the Knight follows her code in an exemplary fashion. As an alternative penalty, the Knight's magical weapon might cease to function, with the pluses of the weapon regained at a rate of one per major game day.

> **Example: Bronwyn refuses a request to escort an elderly couple through dangerous woods. They are attacked by bandits on their way home and are seriously injured.**

Extreme infractions consist exclusively of willful and heedless violation of major tenets of Knightly codes. Punishment may consist of the immediate loss of all of the Knight's ability points and use of Knightly abilities, as well as immediate loss of all magical properties of the Knight's weapon. These measures may only be reversed by game design. A significant challenge and sacrifice should be presented in order for a fallen Knight to regain her good standing.

> **Example: Bronwyn willing assists a known and obvious demon in sacking a helpless town.**

Innate Skills

(Default Invocation Time = 0 seconds)

Immunity to Non-Magical Disease

Range: Self	**Area:** Self	**Duration:** Permanent
Stacking: NA	**Misc.:** NA	**Cost:** 0

The Knight is immune to all non-magical diseases. This skill is permanently in effect, and does not need to be activated by the Knight.

+0 Magical Weapon

Range: Self	**Area:** 1 Weapon	**Duration:** Permanent
Stacking: Special	**Misc.:** NA	**Cost:** 0

The Knight may choose a +0 magical weapon that is a relic of her Knightly Order; this weapon can be any type of melee or propelled missile weapon. As the Knight rises in level the relic weapon will progressively become more powerful, but will only have magical bonuses while in the hands of a Knight of sufficient level from the same order. This magical weapon acts exactly as a standard magical weapon, and stacks in the Special category. Under no circumstances can the Knight's order increase the standard pluses of the relic weapon.

If a Knight's relic weapon is lost or destroyed, it will be replaced by the Knight's order between games. If a Knight finds a weapon that is preferable to the relic weapon, the Knight can take the new weapon to the order between games and have it blessed by the order in exchange for the return of the relic weapon. A Knight wielding an order-blessed weapon will receive either the damage enhancement described in the weapon's *Savvy* (Magic User 1, Monk 2) or her order-bestowed damage enhancement, whichever is greater. Under no circumstances may the two damage enhancements be applied simultaneously.

> **Example: A 4th level Knight gains a +2 sword as her share of a game's treasure, and between games has it blessed by her order in exchange for her relic weapon. This order-blessed weapon will provide the Knight with the +2 damage enhancement indicated by its *Savvy* until she reaches 7th level, when she will instead use her order-bestowed damage enhancement of +3. Regardless of the level of the Knight, this order-blessed sword will function as a +2 sword when wielded by another character.**

A Knight may possess either a blessed weapon or the order's relic weapon at any one time. A relic or order-blessed weapon is the only magical weapon, including thrown missiles, projectile weapons, and ammunition, which a Knight is permitted to use.

Level 1
(Default Meditation Time = 5 seconds)

Heal

Range: 1 inch   **Area:** 1 Target   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Cost:** Var.
The Knight can *Heal* herself or another character for 2 life points per ability point expended. The Knight may expend up to her level in ability points per *Heal*. The Knight may heal a throat slit on herself with this ability, but must apply 12 points of healing within one minute to do so.

Heraldic Lore

Range: Self   **Area:** 1 Target   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Cost:** 1*
When this ability is used, the Knight will learn the details of a Knightly Order, including code, general bent, alignment, and Knightly symbol. The Knight can use this ability on any order whose name or symbol she knows or has heard a description of. *If there is no *Heraldic Lore* available then the Knight does not spend any ability points.

Identify Supernatural Creature

Range: 30 feet   **Area:** 1 Target   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Cost:** 1
With this ability the Knight can identify a supernatural creature such as an undead, lycanthrope, or demon. This ability will not provide any information regarding a supernatural creature's abilities.

Reveal Supernatural Creatures

Range: Self   **Area:** 30 foot radius ½ circle, 10' high   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Cost:** 1
With this ability the Knight reveals all supernatural creatures (for example, undead, lycanthropes, and demons) in a 30' radius half circle centered on herself, in the direction she is facing. This spell provides the Knight with a 'snapshot' of all supernatural creatures in the area of effect, which she will remember after the ability is used. Results of this ability are subject to GM availability and knowledge. This ability is blocked by 1 inch of wood, earth, stone, or metal, but cannot be blocked by shields.

Strength I

Range: Self   **Area:** Self   **Duration:** 5 minutes or 1 Combat
Stacking: LI   **Misc.:** NA   **Cost:** 1
For the duration of this ability, the Knight may use double human strength to lift or move objects; no damage increase applies to the lifted objects and the Knight cannot break locks or locked doors. *Strength I* can be used as an immediate counter to *Clinging Vine* (Druid 1), *Plant Attack* (Druid 3), *Snare* (Ranger 8), *Deadfall* (Ranger 9), and *Weakness* (Magic User 3), and will increase the Knight's resistance to each of these spells by 1 level. Strength affects pursuit as described in Chapter 5. The duration of this ability is 5 minutes or the end of the current combat, whichever is longer. This ability requires no meditation time.

Level 2

(Default Meditation Time = 5 seconds)

Additional Damage

Range: Self **Area:** Self **Duration:** 5 minutes or 1 Combat
Stacking: Damage **Misc.:** NA **Cost:** Var.

This ability provides the Knight with 1 additional point of damage for every 2 ability points expended; the Knight may spend up to her level in ability points. This additional damage is applied to all melee, thrown, and projectile weapons used by the Knight. The duration of this ability is 5 minutes or the end of the current combat, whichever is longer. This ability requires no meditation time.

Chain Mail

Range: Self **Area:** 1 Suit of Armor **Duration:** Permanent
Stacking: Special **Misc.:** NA **Cost:** 0

The Knight receives a suit of chain mail from her order. If a Knight's chain mail is lost or destroyed, it will be replaced by the Knight's order between games. If a Knight finds a suit of armor that is preferable to the chain mail, she can take the new armor to the order between games and have it blessed by the order in exchange for the return of the chain mail. A Knight may only use this armor or an order-blessed suit of armor.

Supernatural Wathit

Range: 30 feet **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc.:** NA **Cost:** 2

This ability allows the Knight to gather information about the natural abilities of a supernatural creature, such as an undead, lycanthrope, or demon. Natural properties of a creature include information such as how much damage the creature does, what special attack the creature has, approximately how many life points the creature has, and what the creature's major weakness or major strength is. The Knight cannot use this ability to determine the level or class of a supernatural creature. The Knight can determine the value of a single attribute, and must specify which attribute she wishes to investigate for each use of this ability.

Level 3

(Default Meditation Time = 10 seconds)

+1 Magical Weapon

Range: Self **Area:** 1 Weapon **Duration:** Permanent
Stacking: Special **Misc.:** NA **Cost:** 0

The Knight may use her relic or order-blessed weapon as a +1 magical weapon.

+1 vs. LI Effects

Range: Self **Area:** Self **Duration:** Special
Stacking: LI **Misc.:** NA **Cost:** 3

This ability can be used to give the Knight a +1 resistance versus LI effects, and can be used in one of two ways with no meditation time.

- To provide the Knight with +1 versus LI for one combat or one game day, whichever comes first
- As an immediate counter to an LI spell that is targeted at the Knight, providing the Knight with +1 versus LI for that single attack

Immunity to Fear

Range: Self **Area:** Self **Duration:** 5 minutes or 1 Combat
Stacking: NA **Misc.:** NA **Cost:** 3

This ability provides the Knight with a period of immunity to fear-related spells and effects such as *Spook* (Magic User 2). This ability does not need to be activated prior to a fear-based attack to be effective, and can be used as an immediate counter. Once invoked, the duration of this ability is one combat or 5 minutes, whichever is longer. This ability requires no meditation time.

Chapter 16: Magic User

A Magic User's strength lies in his ability to cast spells and in the power that he can channel to those spells. Magic Users do not wear armor, and have little skill with physical weapons in a fight; instead, they have skills of an arcane nature. When it comes to magically damaging or enchanting an opponent, the Magic User is the most skillful of the character classes. No class has the same variety or power in offensive spells or personal defensive spells. The old adage that the best defense is a strong offense holds true for this class.

Base Attributes

This section provides the base attributes for a Magic User of each level. With the exception of life points, these values are immutable and can never be permanently changed.

Weapons and Armor

The damage table below provides base damage by weapon class. Damage is not cumulative – you cause only the damage listed for your current level. The armor table provides base values for each armor type.

Weapon Usage – Any one weapon except bow, crossbow, long sword or great axe
Non-Proficiency Base Damage – 1 point

Armor – None
Shield – None

Damage				
Level	Melee Damage	Marginal Archery Damage	Critical Archery Damage	Thrown Damage
1	1	NA	NA	1
2	1	NA	NA	1
3	2	NA	NA	2

Armor				
Level	No Armor	Leather Armor	Chain Mail	Plate Mail
1-10	0	NA	NA	NA

Life and Spell Points

The Life and Spell Point table below provides base life and spell points for each level. Life and spell points are not cumulative – you receive only the points listed for your current level.

Life and Spell Points				
Level	Points in Each Limb	Points to Unconsciousness	Points to Death	Spell Points
1	3	10	18	27
2	3	12	20	34
3	3	14	22	41

Magic User Spells

Innate Skills

(Default Invocation Time = 0 seconds)

Detect Magic

Range: Self   **Area:** 3'x10'x10' path   **Duration:** 30 seconds
Stacking: NA   **Misc.:** NA   **Cost:** 0

Magic Users have the innate skill to detect the existence of magical creatures, pre-cast spells, active spells, and magical items. This skill works in a path that is 3 feet wide by 10 feet long by 10 feet in height that may be moved. The Magic User will receive a simple Yes or No to indicate whether magic is present within the area of effect. Characters with spell points are not themselves considered to be magical and will not be revealed as magic if they have no pre-cast or active spells. This skill is blocked by 1 inch of wood, earth, stone or metal, but cannot be blocked by shields. The duration of this skill is 30 seconds, and the Magic User must wait at least 3 minutes between uses.

Level 1

(Default Casting Time = 5 seconds)

Branding

Range: 30 feet   **Area:** 1 Target   **Duration:** Special
Stacking: NA   **Misc.:** NA   **Cost:** 1

The target of this spell will take 1 point of damage per level of the caster; this damage is applied to the target's torso. Damage from this spell is considered to be magical damage, and is not treated as fire damage. The recipient is left with a brand mark specified by the caster, which can be up to 1"x1" in size. A 1st level ***Dispel Magic*** (Magic User 4, Cleric 5, Druid 5) will remove the brand mark.

Crash Time

Range: 15 feet   **Area:** 5 foot radius   **Duration:** 5 minutes/level
Stacking: NA   **Misc.:** LI   **Cost:** LI

This spell will cause all affected targets within a 5' radius circle to fall asleep. Affected targets will be unable to use SAS or activate magic items, although spells already in effect will continue to be in effect for their normal duration. ***Crash Time*** affects each target separately, and lasts for a duration of 5 minutes per level of effect or until a target is awakened; measures taken to awaken a target will only work for that target.

Noise or damage will not cause a target to awaken. Arcane methods that can awaken a target include ***Awaken*** (Magic User 2) and a white ***Flower of Avalon*** (Druid 8). The only physical means that can be used to wake the affected targets is to lightly shake the targets for 15 seconds. For the first 15 seconds after waking up, the target can do nothing but defend himself. The caster will not be slept by his own spell unless he chooses to be. This is an LI spell.

Dead Eye

Range: 50 feet   **Area:** 1 Target   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Cost:** Var.

This spell causes a magical projectile to fly from the Magic User's hands and hit a single target. The ***Dead Eye*** will cause 2 points of damage per spell point expended by the Magic User; all damage is applied to the target's torso. The Magic User may expend up to his level in spell points per ***Dead Eye***, except for 1st level Magic Users, who may expend up to 2 spell points per ***Dead Eye***.

Defense

Range: Self   **Area:** Self   **Duration:** 1 Combat
Stacking: Damage   **Misc.:** Material Component   **Cost:** Var.

This spell provides the Magic User with additional armor. The Magic User may expend up to ½ his level (rounded up) in spell points per ***Defense*** spell, and will receive 1 additional point of armor for each spell point expended. This additional armor will last for one combat or one game day, whichever comes first. Material component: Blue flag.

Electrify

Range: Self   **Area:** Special   **Duration:** Game Day or until used
Stacking: Damage   **Misc.:** Material Component   **Cost:** Var.

This spell imbues the Magic User with an electrical charge that can be discharged at will through a hand-held weapon strike. If this spell is cast for 1 spell point it will cause 6 points of damage; the Magic User may expend up to his level in spell points to cast this spell, and each point of damage beyond the first will increase this spell's damage by 1 point. The damage is delivered to the area hit, with any excess damage applied to the torso. *Electrify* may only be delivered once per casting of the spell.

The caster may only release an *Electrify* through a weapon touch (not with physical contact); the shock will not be blocked by the target's clothing, weapon, or shield, and is not negated if the target is "grounded". For purposes of stacking, there are two ways to discharge this spell: (1) as spell damage when used against a weapon or shield, or (2) as a damage enhancement when combined with a weapon strike to the target. You cannot stack additional damage enhancements, such as *Exhort*, when this is used in conjunction with a weapon strike.

If the Magic User discharges the *Electrify* with a hit to the target's weapon or shield, then the Magic User should call out "*Electrify*", followed by the spell damage. If he discharges the Electrify with a hit to the target's limb or torso, then he should call out "*Electrify*", followed by the spell damage plus the melee damage caused by the weapon. In all cases, the entire amount of damage (including the damage caused by the weapon, if applicable) counts as spell damage for effects such as *Spell Absorption* (Magic User 8), and as electrical damage for purposes of *Elemental Protection* (Cleric 3, Druid 3, Monk 5).

> **Example: A 5th level Magic User (melee damage of 3) casts a 1-spell-point *Electrify*, then discharges it with a sword strike to the target's torso, calling out "*Electrify*, 9 points." If he instead hits the target's shield, the sword's damage doesn't apply and he should call out "Electrify, 6 points."**

The duration of *Electrify* is one game day or until used, whichever comes first. The material component of this spell must be held in the caster's hand and cannot be attached to the caster's weapon. Material component: Red flag.

Enthrall

Range: 15 feet   **Area:** 1 Target   **Duration:** 5 minutes/level
Stacking: NA   **Misc.:** LI   **Cost:** LI

This spell will cause an affected target to regard the caster as an important friend and ally, and to trust and believe whatever the caster says. Under no circumstances will an affected target act to harm the caster, and he will give consent to have additional non-damaging spells cast on him by the caster. The target will not do anything that goes against his own basic nature or that seems dangerous to him, with the exception that he will do his best to defend the caster against attack. If the caster attacks the target, the *Enthrall* will immediately end. This is an LI spell.

Lock

Range: 1 inch   **Area:** 1 Target   **Duration:** Game Day
Stacking: NA   **Misc.:** Rev.   **Cost:** Var.

This spell magically locks a door, hatch, lid, or gate for the cost of 1 spell point. Something that has been magically locked can only be unlocked with a reverse *Lock* spell for the cost of 1 spell point, or with a *Dispel Magic* (Magic User 4, Cleric 5, Druid 5) cast at the level of the Magic User who cast the *Lock*. When used on a mechanical lock, this spell will allow the caster to engage the lock without use of the key; this use of the spell has a variable spell cost as described in the table below, and the caster can spend up to his level in spell points. A *Lock* spell will remain in effect for one game day or until it is reversed.

The reverse of this spell allows a Magic User to unlock a magical or mechanical lock. A *Lock* spell can be reversed at a cost of 1 spell point. A mechanical lock has a variable spell point cost (as described in the table below) to unlock, and the caster can spend up to his level in spell points; therefore, a 2nd level caster could open a type A lock, a 4th level caster could open a type B lock, and so on. Chapter 8 provides further details on the relationship between locks and the use of this spell. Reverse *Lock* is instantaneous.

Lock Type	Spell Point Cost for Lock and Reverse Lock	Lock Type	Spell Point Cost for Lock and Reverse Lock
A	2 points	E	10 points
B	4 points	F	12 points
C	6 points	G	Cannot lock or unlock with Lock spell
D	8 points		

Mend

Range: 1 inch   **Area:** 1 Target   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Cost:** 1

This spell will mend one object that has been damaged by an in-game effect, including **Warp** (Druid 2) or **Weapon Shatter** (Fighter 9), unless prohibited by game design or GM discretion. **Mend** can only be used on an object that is non-magical, no larger than human-sized, and inanimate.

Read Language

Range: Self   **Area:** Self   **Duration:** 5 minutes/level
Stacking: NA   **Misc.:** NA   **Cost:** 1

With this spell, the caster is able to read one unknown written language (mundane or magical), including **Mage's Script** (Magic User 2). This spell will not decipher codes in any given language; it only makes the language readable.

Reveal Magic

Range: Self   **Area:** 30 foot radius ½ circle, 10' high   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Cost:** 1

With this spell the Magic User reveals all magic in a 30' radius half circle centered on himself, in the direction he is facing. This spell provides the Magic User with a 'snapshot' of all magic in the spell area, which he will remember after the spell is used. Results of this spell are subject to GM availability and knowledge; because of time constraints the GM may be unwilling to catalog all items and people that radiate magic. This spell is blocked by 1 inch of wood, earth, stone, or metal, but cannot be blocked by shields. Only magical creatures, pre-cast or active spells, and magic items are revealed. Characters with spell points are not themselves considered to be magical and will not be revealed as magic if they have no pre-cast or active spells.

Savvy

Range: 1 inch   **Area:** 1 Target   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Cost:** 1

This spell can be cast on a magical target, and will provide the caster with information regarding the target's magical properties. The information provided by this spell is defined in game design, and will often be comprised of multiple pieces of information. Each use of this spell will provide 1 property of the item, and will also identify the number of unknown properties (up to 10) that remain. If there are more than 10 unknown properties, the caster will only be informed that more than 10 additional properties exist. The **Savvy** spell does not usually give information regarding curses, but can do so by game design.

Speak Easy

Range: Self   **Area:** Self   **Duration:** 5 minutes/level
Stacking: NA   **Misc.:** NA   **Cost:** 1

This spell allows the caster to understand and speak a previously incomprehensible, non-magical, spoken language. If the language is magical, the caster will know that the language is magical, but will be unable to understand or speak it. The range is language spoken within hearing of the caster. This ability does not work on written languages, or on non-verbal languages such as sign language.

Level 2

(Default Casting Time = 5 seconds)

Awaken

Range: 30 feet   **Area:** 5 foot radius   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Cost:** 2

This spell can awaken a magically or naturally sleeping target, including one slept by **Crash Time** (Magic User 1) or in **Death Feint** (Monk 3); however, this spell will not awaken a target slept by a purple **Flower of Avalon** (Druid 8). The recipient of an **Awaken** will immediately become alert, and is free to fight, walk, cast spells, or perform any other action.

Fog Brain

Range: 30 feet **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc.:** LI, Rev. **Cost:** LI

This spell will cause the target to forget everything that occurred in the previous 5 minutes. If a target of *Fog Brain* has a logical reason to believe that he has been affected by a *Fog Brain*, then he will be aware that he has a memory lapse. Logical reasons might include missing gold or items, unexplained damage, foreign surroundings, or missing information, but are ultimately governed by GM discretion. Spells already in effect will continue to be in effect for their normal duration. The reverse of this spell can be used in one of two ways, at the discretion of the caster: it can either cause the target to clearly remember the information and events of the previous 5 minutes, or it can reverse the effects of the most recent *Fog Brain* cast on the target. Reverse *Fog Brain* need only be cast at the level of the affected individual. The effects of *Fog Brain* and reverse *Fog Brain* are permanent, unless the target is otherwise affected. This is an LI spell.

Know Aura

Range: 30 feet **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc.:** NA **Cost:** 2

This spell tells the Magic User the level of a particular creature, place, spell, or magic item. The caster must request the specific piece of information in which he is interested (for example, the level of the creature, degree of the lock, level of the glyph, or approximate effect of a magic item). If the Magic User is interested in a spell that is affecting another creature, he will learn the exact name of the spell and the exact level at which an LI spell was cast.

Mage's Script

Range: Self **Area:** 1 Target **Duration:** Special
Stacking: NA **Misc.:** NA **Cost:** 2

With the use of this spell the Magic User is able to write in a magical script that can only be read by another character with use of *Read Language* (Magic User 1). The caster can write up to one page (8.5" x 11") of material per casting of this spell. The writing itself is not magical and can be destroyed by mundane means.

Message

Range: 100 feet **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc.:** NA **Cost:** 2

This spell allows the caster to send a private message to a target within 100' who is not involved in melee or casting a spell. The message can be up to 1 minute in length when read aloud or spoken at a normal speed. The message should be written down or whispered to a GM or SK; the GM or SK will then deliver the message to the recipient. The message will not be translated if the Magic User and the recipient do not understand each other.

Spook

Range: 15 feet **Area:** 1 Target **Duration:** 30 seconds
Stacking: NA **Misc.:** LI **Cost:** LI

This fear-based spell causes the target to run away from the Magic User for a period of 30 seconds. This is an LI spell.

Strong Arm

Range: 1 inch **Area:** 1 Target **Duration:** 1 Combat
Stacking: Damage **Misc.:** NA **Cost:** Var.

This spell increases the damage caused by one of the target's arms. The affected arm will cause 1 additional point of melee damage for every 2 spell points expended by the Magic User, who can spend up to his level in spell points. Only the weapon wielded by the arm the spell was cast upon (caster's choice) gains benefit from this spell. If the recipient of the spell uses two weapons simultaneously, then the damage plus is added to the weapon wielded by the designated arm. In the case of a two-handed weapon, the *Strong Arm* will apply. This spell does not affect the recipient's damage with any thrown or missile weapons. The duration of this ability is one combat or the end of the current game day, whichever comes first.

Level 3

(Default Casting Time = 10 seconds)

Bloodhound

Range: 50 feet   **Area:** 1 Target   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Cost:** 3

When this spell is cast, the direction of a known or familiar target within the spell's range will be revealed to the caster. The caster must have seen the item or target previously, and the spell will give an immediate indication of the current direction to the target. Results are subject to GM discretion and knowledge.

Confusion

Range: 30 feet   **Area:** 1 Target   **Duration:** 5 minutes
Stacking: NA   **Misc.:** LI   **Cost:** LI

This spell will cause the target to lose the ability to focus his thoughts enough for spell casting. The target of the spell cannot cast spells or activate magic items for the duration of this spell; however, autoactivated magic items will still be triggered as normal. This is an LI spell.

Create Scroll

Range: Touch   **Area:** 1 Scroll   **Duration:** Game Day or until used
Stacking: NA   **Misc.:** Material Component   **Cost:** Var.

This spell allows a Magic User to create a scroll that can retain a spell for the current game day; scrolls created with this spell cannot retain a skill or ability. Only a spell that can be cast on another character can be placed into this scroll; Spells with a target of 'Self' only cannot be cast onto a scroll. Once a scroll is created it can be used at any time, although it will disintegrate at the end of the current game day; it may not be preserved by any means whatsoever. A scroll created with this spell is not a magic item and can be destroyed by normal means, including fire, acid, and tearing.

The spell placed on the scroll cannot be of a higher level than the caster can normally cast without an LI modifier; for example, a caster cannot use *LI Enhancement +1* (Magic User 3), *Invoke* (Cleric 7) or any other level modifier to cast a spell onto a scroll. Only one spell may be placed onto a scroll. Spells that modify other spells, such as *Autocast* (Magic User 7), are considered to be separate spells on their own; thus it would be impossible to place an *Autocast Dropsy* or an *LI Enhancement +1 Enthrall* on a scroll.

The steps required to create and use a scroll are as follows:
1) The Magic User must cast the ***Create Scroll*** spell, for a cost of 3 spell points.
2) The Magic User must spend 1 minute in meditation to prepare the paper to receive the scroll.
3) The Magic User must place 25 gold pieces per level of desired spell effect on a mundane sheet of paper or parchment.
4) The Magic User or another spell caster must cast the desired spell onto the prepared paper, spending the normal number of spell points.
5) The name and level of the spell must be recorded on the scroll; the level at which the spell is cast should be recorded in the upper right-hand corner. If a scroll does not have its level recorded then the scroll is effective at the base level of the spell (for example, an ***Enthrall*** (Magic User 1) would be effective at 1st level).
6) The spell on the scroll may be invoked at any time by reading or performing an incantation of the appropriate length, based on the spell's level (5 seconds for 1st and 2nd level spells, 10 seconds for 3rd and 4th level spells and 15 seconds for 5th level and above). Invoking the scroll has no cost in spell points.

> **Example: A 5th level Magic User wishes to create a 15 point *Fire Ball* (Magic User 5) scroll, so he spends 3 spell points and 125 gold pieces to prepare the paper, then spends 5 spell points to cast the *Fire Ball* onto the scroll.**

All of the restrictions on the use of magic items described in Chapter 10, including the MILL, apply to the use of created scrolls. Most importantly, a character can only read a scroll that was cast at his level +2 or less, and a character who cannot read cannot invoke a scroll. If a character is of too low a level to use a scroll, then there will be no effect if he attempts to read the scroll.

A spell may be read from a scroll only once. Once the scroll is fully read, the writing disappears and the scroll goes back to being a normal, mundane piece of paper. If a character is interrupted while trying to read a scroll, the spell on the scroll is not discharged; he will be able to read the scroll again starting from the beginning. If there is no incant written on the scroll, the player is responsible for role-playing an incantation for the appropriate amount of time.

A Magic User may create up to ½ of his level, rounded-up, of scrolls per game day and they may only be produced during game time. A Magic User cannot use a **Double Effect** (Magic User 7) spell to increase the number of scrolls that he can create. Material Component: Paper for scroll, & gold pieces.

Dropsy

Range: 30 feet   **Area:** 1 Target   **Duration:** Special
Stacking: NA   **Misc.:** NA   **Cost:** 3
This spell causes the target to immediately drop any and all items that he his holding in his hands. The duration of the effect is based on the target's level, as described below.

- Levels 1 – 3: The target is unable to pick up or hold anything for 30 seconds
- Levels 4 – 7: The target is unable to pick up or hold anything for 5 seconds
- Levels 8 – 10: The target may pick up fallen items immediately after they hit the ground.

Characters cannot attach weapons to their bodies (for example, looping a sword strap around a wrist) to avoid this effect.

LI Enhancement +1

Range: Self   **Area:** 1 Spell   **Duration:** Game Day or until used
Stacking: LI   **Misc.:** NA   **Cost:** 3
When this spell is cast, the Magic User will be able to cast a later LI spell of his choice at +1 level of effectiveness. For example, a 4th level caster could cast an LI spell to affect a 5th level target. When this enhancement is applied to the casting of an LI spell, the Magic User will still have to expend the full spell point cost of the LI spell; use of *LI Enhancement +1* does not reduce the cost of the LI spell in any way, but can increase it. The duration of this spell is until an LI spell of the caster's choice is enhanced, or one game day, whichever comes first.

Weakness

Range: 30 feet   **Area:** 1 Target   **Duration:** 5 minutes/level
Stacking: NA   **Misc.:** LI   **Cost:** LI
This spell weakens the target, causing all weapon damage to be reduced by ½ (round up) for the duration of the spell. This damage includes all hand-held damage, thrown weapons and propelled missiles. This is an LI spell.

Chapter 17: Monk

Monks are masters of human anatomy, particularly their own. Thus, when it comes to feats involving the mastery of mind over body, the Monk is supreme among the character classes. In addition to these abilities, each monk specializes in a discipline, and gains even more abilities within her particular area of expertise. Monks have as many or more means of attack and defense in melee as any other character class, and they can additionally perform feats that may seem miraculous to others. These abilities, which include protecting themselves from a physical attack, healing their own bodies, and withstanding environments that might kill others, are gained from meditation; as a result, few of the Monk's abilities can be applied to other characters.

Base Attributes

This section provides the base attributes for a Monk of each level. With the exception of life points, these values are immutable and can never be permanently changed.

Weapons and Armor

The damage table below provides base damage by weapon class. Damage is not cumulative – you cause only the damage listed for your current level. The armor table provides base values for each armor type.

Weapon Usage – Any except long sword or great axe
Non-Proficiency Base Damage – 1 point

Armor – None
Shield – None

Damage				
Level	Melee Damage	Marginal Archery Damage	Critical Archery Damage	Thrown Damage
1	1	1	3	1
2	2	2	4	2
3	3	3	5	3

Armor					
Level	No Armor		Leather Armor	Chain Mail	Plate Mail
	Killing & Spirit	Movement			
1	0	0	NA	NA	NA
2	1	1	NA	NA	NA
3	1 (5)	1 (5)	NA	NA	NA

Numbers in parenthesis indicate base armor versus area effect attacks, as described in the 3rd level ability *Additional Armor vs. Area Effect Attacks*.

Life and Ability Points

The Life and Ability Point table below provides base life and ability points for each level. Life and ability points are not cumulative – you receive only the points listed for your current level.

Life and Ability Points				
Level	Points in Each Limb	Points to Unconsciousness	Points to Death	Ability Points
1	3	11	19	25
2	3	14	22	30
3	3	17	25	35

Monk Abilities

Monks have abilities that come from the mental control they can exercise over their bodies; they use most of their abilities by spending ability points. Unless otherwise stated in the ability description, each of the Monk's abilities requires a period of meditation; by default, this meditation time is 5 seconds for 1st and 2nd level abilities, 10 seconds for 3rd and 4th level abilities, and 15 seconds for abilities 5th level and higher. 5 seconds must pass between the use of any SAS or magic item.

Monk abilities are not considered to be magical, and do not require a verbal or somatic component. Monks must be conscious to use any of their abilities, with the exception of **Life Support** (Spirit Monk 8); however, Monks can meditate under the effects of a paralysis such as that caused by a **Kill Dagger** (Thief 2). At 6th level, each Monk chooses to specialize in one of the following fields: Killing, Movement, or Spirit; once chosen, this specialization may never be changed.

Innate Skills

(Default Invocation Time = 0 seconds)

Sense Magic Item

Range: 1 inch	**Area:** 1 Target	**Duration:** Instantaneous
Stacking: NA	**Misc.:** NA	**Cost:** 0

By holding her hand within 1 inch of the target and meditating for 5 seconds, the Monk can tell if an item is magical. There is no ability point cost for this ability, and no limit on the number of times this skill may be used per game day.

Timing

Range: Self	**Area:** Self	**Duration:** 1 hour
Stacking: NA	**Misc.:** NA	**Cost:** 0

This skill enables the Monk to accurately track times of up to an hour's length. The Monk should inform the GM of her intent to use **Timing**; the GM will then use her watch and inform the Monk when a specified amount of time has elapsed. There is no ability point cost for this ability, and no limit on the number of times this skill may be used per game day.

Level 1

(Default Meditation Time = 5 seconds)

Blocking

Range: Self	**Area:** Self	**Duration:** 1 Combat
Stacking: Damage	**Misc.:** NA	**Cost:** Var.

This ability provides the Monk with additional armor. The Monk may expend up to ½ her level in ability points (round up), and will receive 1 additional point of armor for each ability point expended. This additional armor will last for one combat or one game day, whichever comes first.

Heal Self

Range: Self	**Area:** Self	**Duration:** Instantaneous
Stacking: NA	**Misc.:** NA	**Cost:** Var.

The Monk can heal herself for 2 life points per ability point expended, and may expend up to her level in ability points per **Heal Self**. The Monk may heal a throat slit on herself with this ability, but must apply 12 points of healing within one minute to do so.

Legend Lore

Range: Self	**Area:** 1 Target	**Duration:** Instantaneous
Stacking: NA	**Misc.:** NA	**Cost:** 1*

With this ability, the Monk can determine the legends and history surrounding any famous object, location, historical event, or legend; the Monk will not learn magical abilities of the item with this ability. The Monk need only hear the name or something unique about the target of a **Legend Lore**, and does not have to be in possession of an item to learn about it. If any other types of lore, such as nature, heraldic, or religion, exist for the target, the Monk will know the type of lore available but not its specific content. *If there is no **Legend Lore** available then the Monk does not spend any ability points.

Level 2

(Default Meditation Time = 5 seconds)

Diagnose Self

Range: Self   **Area:** Self   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Cost:** 2

This ability will inform the Monk of all negative effects (including drunkenness, disease, a curse, poison, enthrallment, **Fog Brain** (Magic User 2), and paralysis) that are afflicting her. If the Monk is under the effects of a curse or a spell such as **Enthrall** (Magic User 1, Druid 2), she will also be informed of the level of effect of the curse or spell.

Escape Bonds

Range: Self   **Area:** Self   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Cost:** 2

The Monk can escape from any mundane bindings, but will take 2 points of damage to each bound limb (independent of protections) due to skin abrasion and other effects. It will take the Monk 5 minutes to escape.

Leap

Range: Special   **Area:** Self   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Cost:** 2

With this ability, the Monk can jump either a lateral distance of up to 20 feet or a vertical distance of up to 10 feet. **Leap** may be used to jump in-game chasms, pits, and other obstacles. The Monk will still be affected by hits and spells while leaping; however, these effects will not prevent the **Leap** from being completed. The Monk may not take any offensive actions, activate magic items, or activate pre-cast SAS for 5 seconds after completing the **Leap**; she can, however, fight defensively. This ability requires no meditation time.

Savvy

Range: 1 inch   **Area:** 1 Target   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Cost:** 2

This ability can be used on a magical target, and will provide the Monk with information regarding the target's magical properties. The information provided by this ability is defined in game design, and will often be comprised of multiple pieces of information. Each use of this ability will provide 1 property of the item, and will also identify the number of unknown properties (up to 10) that remain. If there are more than 10 unknown properties, the caster will only be informed that more than 10 additional properties exist. **Savvy** does not usually give information regarding curses, but can do so by game design.

Level 3

(Default Meditation Time = 10 seconds)

Additional Armor vs. Area Effect Attacks

Range: Self   **Area:** Self   **Duration:** Unlimited
Stacking: BASE   **Misc.:** NA   **Cost:** 0

At 3rd level and above, the Monk gains additional protection against area effect attacks, as listed in the Base Attributes section at the beginning of this chapter. When this skill is used, the Monk must move as if to escape the affected area; if she is tied up, paralyzed, or otherwise immobilized, she will not gain this additional protection. If the Monk takes any damage from an area effect attack that also causes a Knockdown, the Monk will be affected by the Knockdown.

Death Feint

Range: Self   **Area:** Self   **Duration:** 5 minutes
Stacking: NA   **Misc.:** NA   **Cost:** 3

When this ability is used, the Monk will fall into a deep meditative state, and will appear to be dead. While in this meditation, the Monk is completely protected from the effects of physical damage and most SAS, including the effects of **Kill Dagger** (Thief 2) and any type of armor-independent damage. **Numbing Blow** (Knight 9), **No Defense Blow** (Knight 6), and **No Defense Arrow** (Ranger 10) will penetrate **Death Feint**, as will all other forms of No Defense damage. The Monk should call "no mark" to indicate that she is unaffected by a spell or attack.

While in **Death Feint**, all spells will continue to run normally; those with a duration of the next combat will expire one minute into the **Death Feint**. While in **Death Feint**, poison and disease are halted as if the Monk is under the effects of a **Stasis** (Cleric 6). Once the Monk leaves the **Death Feint**, poison and disease will again begin to run normally. **Death Feint** does not cause the Monk to detect as magic. While in **Death Feint**, the monk may not activate magic items or use pre-cast or any other SAS.

The Monk must remain in the **Death Feint** for at least 1 minute, which will remove her from combat. Death Feint lasts for 5 minutes, but the Monk may end the ability early by making a voluntary movement. When **Death Feint** ends, the Monk may not take any offensive actions, activate magic items, or activate pre-cast SAS for 5 seconds; she can, however, fight defensively. This ability can be negated by **Awaken** (Magic User 2) or by a white **Flower of Avalon** (Druid 8), but not with **Dispel Magic** (Magic User 4, Cleric 5, Druid 5). This ability requires no meditation time.

Major Lore

Range: Self　　　　**Area:** 1 Target　　　　**Duration:** Instantaneous
Stacking: NA　　　　**Misc.:** NA　　　　**Cost:** 3

With this ability, the Monk will learn all of the lore surrounding any lore target; the Monk will not learn magical abilities of the target with this ability. All information provided by the following SAS will be revealed, with all stipulations of each SAS: **Battlefield Lore** (Fighter 1), **Heraldic Lore** (Knight 1), **Legend Lore** (Monk 1), **Nature Lore** (Ranger 1), **People Lore** (Thief 2), and **Religion Lore** (Cleric 1). The ability points will be spent regardless of whether there is lore information available.

Physical Attack

Range: 10 feet　　　　**Area:** 1 Target　　　　**Duration:** Instantaneous
Stacking: Damage　　　　**Misc.:** Material Component　　　　**Cost:** Var.

This ability represents a significant martial arts attack delivered by hand, fist, or foot, and is represented by a thrown purple bean bag. The bean bag must be thrown at the target from a distance of 10 feet or less, and the Monk may not hold any weapon in the hand that is delivering the **Physical Attack** [Note: throwing the bean bag is considered to be a mechanic of the ability, and can still be performed by a character with no arms]. The Monk must call "**Physical Attack**" and the total damage of the attack when the bean bag strikes the target. Each **Physical Attack** does 2 points of damage for each ability point expended; the Monk may spend up to her level in ability points. This ability stacks as a damage enhancement, and the Monk's base hand-held damage is added to the damage of the bean bag.

Physical Attack functions like a weapon strike in terms of armor or protections but may not be blocked by a shield or parried by weapons. If a **Physical Attack** contacts any part of a character or her worn possessions, including her shield or weapon, the **Physical Attack** is considered to be successful and will cause damage. Damage from a **Physical Attack** is considered to be normal melee damage. If the bean bag hits a limb, weapon, or shield and the damage is greater than the hit points remaining in the limb, any additional damage is ignored. If use of **Physical Attack** triggers a **Physical Protection** (Cleric 3) or **Earth Slap** (Druid 5), the Monk will take the spell's damage to the limb that threw the bean bag, with any remaining damage being applied to the torso. If the bean bag misses the target, or if the ability is countered by the use of **Dodge Blow** (Fighter 7, Thief 7) or **Evade** (Movement Monk 7), the ability points will still be expended. 5 seconds must pass before the Monk can use another SAS or magic item. This ability requires no meditation time. Material component: Purple bean bag.

Sacrifice Throw

Range: 10 feet　　　　**Area:** Self + 1 Target　　　　**Duration:** Instantaneous
Stacking: NA　　　　**Misc.:** KD5　　　　**Cost:** 3

When the Monk uses this ability, the Monk and the target creature are knocked down for 5 seconds. There may be no obstructions, such as another person, a tree, or a medium sized bush, between the Monk and the target. If for some reason the target creature is not knocked down, the Monk will still take the Knockdown. If use of **Sacrifice Throw** triggers a **Physical Protection** (Cleric 3) or **Earth Slap** (Druid 5), the Monk will take the spell's damage to the limb of her choice, with any remaining damage being applied to the torso; the target will still be affected by the Knockdown. If the **Sacrifice Throw** is countered by the use of **Dodge Blow** (Fighter 7, Thief 7) or **Evade** (Movement Monk 7), the ability points will still be expended and the Monk must take the Knockdown, but may immediately get back up. 5 seconds must pass before the Monk can use another SAS or magic item. This ability requires no meditation time.

Safe Fall

Range: Self　　　　**Area:** Self　　　　**Duration:** Instantaneous
Stacking: NA　　　　**Misc.:** NA　　　　**Cost:** 3

This ability will protect the Monk from damage caused by a single in-game fall, if the distance of the fall is no greater than 10' per level of the Monk. For example, a 3rd level Monk using **Safe Fall** would take no damage from a fall of 30' or less. If the Monk takes a longer fall, she will receive no protection with this ability. Falling damage varies, and is defined by game design. This ability requires no meditation time, and the Five-Second Rule does not apply to its use.

Chapter 18: Ranger

The abilities of Rangers are based upon their practical knowledge and experience of the outdoors, whether they adventure in a desert or a forest. Rangers are the best hunters and trackers of all the character classes, and have unsurpassed skills with projectile missile weapons. The Ranger's knowledge of plants and animals is legendary, and a Ranger can read a trail or a campsite like a book. A Ranger's ability with hand-to-hand weapons is only slightly lesser than that of a Fighter or Knight.

Base Attributes

This section provides the base attributes for a Ranger of each level. With the exception of life points, these values are immutable and can never be permanently changed.

Weapons and Armor

The damage table below provides base damage by weapon class. Damage is not cumulative – you cause only the damage listed for your current level. The armor table provides base values for each armor type.

Weapon Usage – Any
Non-Proficiency Base Damage – 2 points

Armor – Leather or Chain
Shield – Any

Damage				
Level	Melee Damage	Marginal Archery Damage	Critical Archery Damage	Thrown Damage
1	2	3	5	2
2	3	4	6	3
3	4	5	7	4

Armor				
Level	No Armor	Leather Armor	Chain Mail	Plate Mail
1-10	0	1	2	NA

Life and Ability Points

The Life and Ability Point table below provides base life and ability points for each level. Life and ability points are not cumulative – you receive only the points listed for your current level.

Life and Ability Points				
Level	Points in Each Limb	Points to Unconsciousness	Points to Death	Ability Points
1	3	11	19	24
2	3	14	22	28
3	3	17	25	32

Ranger Abilities

Rangers have abilities that come from their knowledge of the outdoor environment; they use most of their abilities by spending ability points. Unless otherwise stated in the ability description, each of the Ranger's abilities requires a period of preparation; by default, this preparation time is 5 seconds for 1st and 2nd level abilities, 10 seconds for 3rd and 4th level abilities, and 15 seconds for abilities 5th level and higher. 5 seconds must pass between uses of any SAS. A Ranger must be conscious in order to use any Ranger abilities. Unless otherwise described, any materials required for preparation of an ability (for example, healing herbs or arrow-making supplies) are assumed to have been gathered by the Ranger at the beginning of each game day; the Ranger will find sufficient materials for the game day regardless of the terrain or location.

Ranger abilities are not considered to be magical, but come from expert training and knowledge of the outdoors; none of the damage enhancements granted by Ranger abilities will make the damage magical. Ranger abilities do not require a verbal component, and only the *Conceal Self* (Ranger 6, Thief 5) ability and potion-based abilities require a material component. To invoke an ability, a Ranger must be physically able to complete the preparation for the ability; for example, if the Ranger is tied up he cannot prepare a potion.

Rangers should role-play during their preparation times, such as going through the actions of making a potion, scanning the woods, or sharpening an arrow point. A Ranger's preparation time will be interrupted by anything that causes a loss of concentration, such as engaging in combat or being wounded. If preparation is interrupted, the Ranger will lose 1 ability point, and the attempt to use the ability will fail; the Ranger must wait 5 seconds before using another SAS or magic item. The ability points for an ability are expended when an ability is invoked, even for abilities such as **Healing Potion** (Ranger 1), **Hone Arrow** (Ranger 2, 4, & 7), and **Ranger Herbs** (Ranger 6), where the product of the ability may be carried for a time before use. Many of a Ranger's abilities come from potions that he can brew. All Ranger potions must be consumed in their entirety to have an effect, and must be at least ½ cup in volume unless otherwise stated. If a potion representation is not available, it will take 5 seconds of role-playing to consume the potion. Potions cannot be combined; for example, a **Healing Potion** (Ranger 1) and a **Neutralize Poison Potion** (Ranger 4, Thief 7, Thief 10) could not be mixed in the same ½ cup volume. Rangers must role-play preparing their potions, but may bring pre-made representations to save time. Once brewed, a potion will last for the remainder of the game day unless otherwise stated in the ability's description.

Innate Skills

(Default Preparation Time = 0 seconds)

Gauge Non-Magical Missile Weapon

Range: Touch **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc.:** NA **Cost:** 0

With this skill the Ranger can gauge the non-magical enhancements that pertain to damage on a missile weapon, including an arrow, crossbow bolt, bow, bowstring, or crossbow. This skill will tell the Ranger what the item does, not what it is worth. A Ranger can also use this skill to gauge non-magical properties of a magical missile weapon. For example, a Ranger could gauge the base damage done by a bow that releases a **Fire Ball** (Magic User 5) once a day, but not the magical properties, though he would realize there is "more to this item than I can determine". The Ranger must handle an item for 5 seconds to use this skill.

Sense Potion Type

Range: 1 inch **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc.:** NA **Cost:** 0

By inspecting a potion for 5 seconds, the Ranger can determine the general nature of any non-magical potion. The Ranger will recognize the potion if it is a **Healing Potion** (Ranger 1), **Neutralize Non-Magical Disease Potion** (Ranger 4), or **Neutralize Poison Potion** (Ranger 4, Thief 7, Thief 10), but might not know the specific power of the potion. If this skill is used on a potion created from one of the **Ranger Herbs** (Ranger 6), he will recognize it as such but will not know which specific herb or root was used. If the potion is of some other type, the Ranger will not be able to further identify the potion with this skill.

Tracking

Range: Self **Area:** Unlimited **Duration:** Unlimited
Stacking: NA **Misc.:** NA **Cost:** 0

A Ranger can see and follow a faint, old, covered, or obscured trail. This skill is limited by GM knowledge.

Level 1

(Default Preparation Time = 5 seconds)

Find Water

Range: Self **Area:** Self **Duration:** 10 minutes
Stacking: NA **Misc.:** NA **Cost:** 1

With this ability the Ranger can determine in which direction a source of drinkable water can be found; this ability does not tell the Ranger the distance to water. This ability is limited by GM knowledge.

Gather Food

Range: Self **Area:** Special **Duration:** Special
Stacking: NA **Misc.:** NA **Cost:** 1

With this ability the Ranger can gather enough food to prepare a meal for up to 10 people, which might consist of fruit, nuts, tubers, berries, or an occasional squirrel or rabbit. The Ranger must spend at least 10 minutes role-playing the search for food.

Healing Potion

Range: Touch   **Area:** 1 Potion   **Duration:** Game Day or until used
Stacking: NA   **Misc.:** NA   **Cost:** Var.
The Ranger can brew a *Healing Potion* that will heal himself or another character for 2 life points per ability point expended. The Ranger may expend up to his level in ability points per *Healing Potion*.

Identify Potion

Range: 1 inch   **Area:** 1 Potion   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Cost:** 1
By inspecting a potion for 5 seconds, the Ranger can determine the specific nature of any non-magical potion, and will know the type and strength of the potion.

Nature Lore

Range: Self   **Area:** Special   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Cost:** 1*
With this ability, the Ranger can learn the lore surrounding any famous person, location, animal, event, or legend that relates to a natural place (subject to GM knowledge and discretion). *Nature Lore* will provide information regarding the legends and history surrounding the target, but will not identify the target's magical abilities. *If there is no *Nature Lore* available then the Ranger does not spend any ability points.

Sense Poison

Range: 1 inch   **Area:** 1 Target   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Cost:** 1
By closely inspecting or smelling an object or character, the Ranger can sense the presence of poison, and determine what general type of poison is present (toxin, venom, *Kill Dagger* (Thief 2), or Red Death).

Speak with Animals

Range: Self   **Area:** Special   **Duration:** 10 minutes
Stacking: NA   **Misc.:** NA   **Cost:** 1
With the use of this ability the Ranger can speak with and understand a naturally occurring and non-sentient animal. The animal will not necessarily cooperate with the Ranger, but the Ranger will be able to communicate with it. This ability requires no invocation time.

Level 2

(Default Preparation Time = 5 seconds)

Hone Arrows +1

Range: Touch   **Area:** 5 Arrows   **Duration:** Game Day or until used
Stacking: Damage   **Misc.:** NA   **Cost:** 2
A Ranger using this ability can improve the damage caused by 5 arrows. Each arrow will cause 1 additional point of non-magical damage when fired, and can be fired by any character with an appropriate weapon and the ability to use it. Each arrow will last until fired or one game day, whichever comes first.

Make Arrows

Range: Self   **Area:** 5 Arrows   **Duration:** Game Day or until used
Stacking: NA   **Misc.:** NA   **Cost:** 2
When used, this ability will allow the Ranger to make 5 mundane arrows or bolts. Each arrow will last until fired or one game day, whichever comes first.

Penetrating Arrow

Range: Self   **Area:** 1 Arrow   **Duration:** Instantaneous
Stacking: Damage   **Misc.:** NA   **Cost:** 2
By use of this ability, the Ranger can fire an arrow that will firmly penetrate stone, wood, or any other dense substance, firmly anchoring the arrow 2 inches into the substance; only inanimate objects can be used as anchor points. If the Ranger role-plays tying a rope to the arrow before it is fired, the resulting rope will be anchored solidly enough to allow one person at a time to cross.

Provide Shelter

Range: Special   **Area:** 5 foot radius   **Duration:** 10 minutes/level
Stacking: NA   **Misc.:** NA   **Cost:** 2
The Ranger can create a stationary protective dome that will protect the inhabitants from in-game severe temperature or wind speed; this ability does not protect against *Gale* (Druid 4) or *Dust Storm* (Druid 7).

Level 3

(Default Preparation Time = 10 seconds)

Animal Tamer

Range: 30 feet   **Area:** 1 Target   **Duration:** 10 minutes
Stacking: NA   **Misc.:** NA   **Cost:** 3
With this ability, the Ranger can pacify, or perhaps befriend, a non-sentient and non-magical animal. The animal must be a natural creature of the wild (for example, a bear, eagle, lion, gorilla, or wild horse), and can be either hostile or peaceful. The creature will, at the very least, allow the Ranger and any nonbelligerent members of his party to pass unharmed (GM discretion). If the Ranger harms or indirectly causes harm to come to an animal under the effects of *Animal Tamer*, the ability will immediately end. The Ranger could re-invoke the *Animal Tamer*, but he would have to spend the additional ability points to re-invoke the ability. When this ability ends, the animal will resume its previous attitude towards the Ranger.

Move Without Tracks

Range: Self   **Area:** Self   **Duration:** 5 minutes/level
Stacking: NA   **Misc.:** NA   **Cost:** 3
This ability allows the Ranger to move in such as way as to leave no discernible tracks, which will conceal his passage from a character using *Tracking* (Ranger 1, Thief 3). This ability only affects the Ranger; any other character traveling with him will still leave a visible trail.

Perceive Illusionary Terrain

Range: Self   **Area:** 10'x30'x10' path   **Duration:** 10 minutes
Stacking: NA   **Misc.:** NA   **Cost:** 3
This ability allows the Ranger to see through illusions that change the appearance of the land, such as an illusory bog that is actually a chasm. This ability will not dispel the illusions; it will only allow the ranger to see through them. The area of effect is a path that is 10 feet wide by 30 feet long by 10 feet in height that may be moved.

Sense Traps

Range: Self   **Area:** 3'x10'x10' path   **Duration:** 10 minutes
Stacking: NA   **Misc.:** NA   **Cost:** 3
With this skill the Ranger will sense all traps (for example, glyphs, pitfalls, or snares) within the area of effect, whether they are visible or hidden. This ability works in a path that is 3 feet wide by 10 feet long by 10 feet in height that may be moved, and can be used in both indoor and outdoor environments. The Ranger can move no faster than a walk to use *Sense Traps* effectively. The location and nature of each trap (magical, mechanical, or glyph) will be sensed, but the Ranger will not know what will trigger the trap or what type of damage it will cause. This skill is blocked by 1 inch of wood, earth, stone or metal, but cannot be blocked by shields. The duration of this skill is 10 minutes.

Target Arrow

Range: Self   **Area:** 1 Arrow   **Duration:** Instantaneous
Stacking: Dimension   **Misc.:** NA   **Cost:** 3
With 10 seconds of aiming, this ability allows the Ranger to fire an arrow at a target as small as 3"x3"; this is the only manner in which an opponent's limb may be specifically targeted with missile fire. The Ranger should call out "*Target Arrow*" followed by the opponent's color, the arrow's damage, and which of the opponent's limbs has been targeted; for example, "*Target Arrow*, Blue, 6 points, right arm".

Chapter 19: Thief

Stealth, agility, deftness of hand, and a deep knowledge of human nature are the Thief's tools of trade. When it is time for secrecy or subtlety, a Thief has many skills to offer, whether the situation calls for spying and eavesdropping or silent removal of a guard or two. Entry into forbidden places, opening of locked doors, evaluation of treasure, understanding people, getting a good bargain, and disguising a character's appearance – it's tough to match a Thief in these situations and more.

Base Attributes

This section provides the base attributes for a Thief of each level. With the exception of life points, these values are immutable and can never be permanently changed.

Weapons and Armor

The damage table below provides base damage by weapon class. Damage is not cumulative – you cause only the damage listed for your current level. The armor table provides base values for each armor type.

Weapon Usage – Any 2 weapon types except long sword or great axe
Non-Proficiency Base Damage – 1 point

Armor Allowed – Leather
Shield Allowed – None

Damage					
Level	Melee Damage	Marginal Archery Damage	Critical Archery Damage	Thrown Damage	*Backstab* Damage
1	1	1	3	3	4
2	2	2	4	4	8
3	3	3	5	5	12

Armor				
Level	No Armor	Leather Armor	Chain Mail	Plate Mail
1-10	0	1	NA	NA

Life Points

The Life Point table below provides base life points for each level. Life points are not cumulative – you receive only the points listed for your current level.

Life Points			
Level	Points in Each Limb	Points to Unconsciousness	Points to Death
1	3	11	19
2	3	14	22
3	3	17	25

Thief Skills

Thieves have skills that come from their agility and basic knowledge of human nature. All of a Thief's skills are considered to be innate – skills are gained at different levels at no spell or ability point cost. The only limitation on a Thief's use of her skills is that most are restricted to a finite number of uses per game day. In most cases, the number of uses is based on the level of the Thief, but some skills can be used an unlimited number of times. Because none of a Thief's skills are considered to be magical, they cannot be affected by *Dispel Magic* (Magic User 4, Cleric 5, Druid 5). The majority of a Thief's skills require no activation or invocation time; skills that do require invocation will specifically note that in the description. 5 seconds must pass between each use of a skill, ability, spell, or magic item.

Some of a Thief's skills come from potions that she can brew. All potions must be consumed in their entirety to have an effect, and must be at least ½ cup in volume unless otherwise stated. If a potion representation is not available, it will take 5 seconds of role-playing to consume the potion. Potions cannot be combined; for example, a **Healing Potion** (Ranger 1) and a **Neutralize Poison Potion** (Ranger 4, Thief 7, Thief 10) could not be mixed in the same ½ cup volume. Thieves must role-play preparing their potions, but may bring pre-made representations to save time. Once brewed, a potion will last for the remainder of the game day unless otherwise stated in the ability's description.

Level 1

(Default Invocation Time = 0 seconds)

Backstab

Range: Melee Strike   **Area:** 1 Target   **Duration:** Instantaneous
Stacking: Damage   **Misc.:** NA   **Uses:** No Limit
If a Thief is behind a target that is relatively unaware of her presence, she can use her melee weapon to **Backstab** the target. Each use of **Backstab** will cause 3 points of damage per level of the Thief, in addition to the weapon's base melee damage; at least 5 seconds must pass between uses of **Backstab**. As she strikes the target, the Thief should call out "**Backstab**" followed by the amount of damage caused by the attack.

Backstab cannot be used against a target who is actively attempting to avoid, parry, or otherwise defend herself against the Thief; if a target is aware of the Thief's presence but is not attempting to defend herself, she is a legal target for this skill. The Thief must be positioned somewhere behind the target, and must deliver the blow to the target's back. **Backstab** cannot be avoided by **Dodge Blow** (Fighter 7, Thief 7) or **Evade** (Movement Monk 7), but can be partially avoided by **Sense I** (Monk 4).

Gauge Value of Non-Magical Treasure

Range: 1 inch   **Area:** 1 Target   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Uses:** No Limit
A Thief can accurately gauge the Blue Book value of non-magical treasure. She will not know exactly what the local populace will give for the item, but will have a good estimate on which to base her bargaining for gems, jewelry, or other items of treasure. If used on a magic item, this skill will provide the value of the mundane materials used in its creation.

Pick Locks

Range: Touch   **Area:** 1 Target   **Duration:** Special
Stacking: NA   **Misc.:** Material Component   **Uses:** Level per lock, minimum of 2
This skill provides the Thief with the ability to pick a lock, as described in Chapter 8, and allows the Thief to accurately gauge the type and difficulty of a lock by inspecting it. A Thief must have an IFGS lock pick, which must comply with the guidelines in Chapter 8, and she may carry as many lock picks as she wishes. A Thief may attempt to pick a particular lock a number of times equal to her level, except for a 1st level Thief who can make 2 attempts on a lock; the Thief must start at the beginning of the lock with each new attempt. Material component: Lock pick.

Sense Poison

Range: 1 inch   **Area:** 1 Target   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Uses:** No Limit
By closely inspecting or smelling an object or character, the Thief can sense the presence of poison, and determine what general type of poison is present (toxin, venom, **Kill Dagger** (Thief 2), or Red Death).

Thief's Hearing

Range: 30 feet   **Area:** Self   **Duration:** 5 minutes
Stacking: NA   **Misc.:** NA   **Uses:** Level, minimum of 2*
This skill allows the Thief to hear sounds, such as chanting, spell casting, or shuffling, that are being made at a distance or beyond an obstacle. The Thief can overhear conversations up to 30 feet away, or can listen through a normal door or wooden wall. This skill does not give the Thief linguistic abilities, and she will only understand conversations that are in a language that she knows. The Thief must inform a GM or SK that she is trying to listen, and the results will be limited by GM or SK knowledge; if an action happens too quickly for it to be communicated from the NPC to the GM and then to the Thief, then the Thief will not hear clearly enough to discern the specifics of

a conversation. However, if the Thief overhears something such as a group of NPCs discussing whether they intend to let the PCs go or to kill them, the GM will be able to pass along the basic details of the conversation. Use of this skill is governed by GM discretion – it is useless on a noisy street or in a loud bar. *Uses of this skill are cumulative with **Improved Thief's Hearing** (Thief 4).

Level 2

(Default Invocation Time = 0 seconds)

Base Proficiency with Two Weapons

Range: Self   **Area:** Self   **Duration:** Permanent
Stacking: BASE   **Misc.:** NA   **Uses:** No Limit
At 2nd level and above, Thieves are able to apply their base hand-held proficiency to 2 weapons simultaneously. This does not alter the requirement that 5 seconds must pass between uses of **Backstab** (Thief 1).

Gauge Value of Magic Item

Range: 1 inch   **Area:** 1 Target   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Uses:** No Limit
The Thief can determine the approximate Blue Book value of a magic item. In order to use this skill, the Thief must know the magical properties of the item from use of **Savvy** (Magic User 1, Monk 2) or another source; the assigned value will be based on the known properties. She will not know exactly what the local populace will give for the item, but will have a good estimate on which to base her bargaining for other items.

Kill Dagger

Range: Touch   **Area:** 1 Target   **Duration:** 15 minutes
Stacking: NA   **Misc.:** LI, Material Component   **Uses:** ½ Level, minimum of 2*
A Thief can make a small object called a **Kill Dagger**, which normally takes the form of a small object such as a small dagger or a ring with a needle, that is used to deliver a paralyzing poison. For purposes of use in game, the **Kill Dagger** is represented by a 2"x2" piece of duct tape that has been marked with an identifying symbol or name. The tape must be applied to the target by the Thief's hand to indicate where the **Kill Dagger** was applied; this skill cannot be delivered or applied by a weapon or other implement. As the **Kill Dagger** is placed, the Thief must call "**Kill Dagger**," followed by the level of effect (her level +3; if the Thief does not call out the level of effect, the **Kill Dagger** will have no effect. The square of duct tape representing the **Kill Dagger** must be left in place as a representation of the skill's use.

When a **Kill Dagger** is applied between the shoulder blades of a target creature, it delivers a poison that causes instant paralysis for 15 minutes or until a **Neutralize Poison** (Cleric 4, Druid 4, Monk 4, Ranger 4, Thief 7, Thief 10), **Freeze Poison** (Cleric 2), or related SAS is done; the target can be fed a **Neutralize Poison** potion as if she were unconscious (requires 5 seconds to administer). If the poison is delivered to the center of a target's back, she will be completely paralyzed; if delivered to any other part of the body the target will suffer full paralysis in 5 minutes, if the poison is delivered to a limb that limb will immediately be paralyzed, with full paralysis occurring 5 minutes later. Once paralyzed, the target may not cast spells or activate magic items, including an item of Monk's **Neutralize Poison**; autoactivated magic items will function normally. **Kill Dagger** poison is Level Influential, which means that the poison can only affect characters at the level of the **Kill Dagger** or below.

Kill Daggers work regardless of the target's armor or magical protections, with the exception of **Concentration** (Magic User 6) during spell casting. **Kill Dagger** also works independently of backpacks or other coverings on the target's back. If a shield is in use, it can be used to block a **Kill Dagger**; however, if a shield is slung across the target's back, it is treated like a backpack and will provide no protection from this skill. A **Kill Dagger** has no effect on an undead creature, and cannot be used on someone actively involved in combat.

A Thief can carry as many **Kill Dagger** representations as she wishes, but must possess at least one for this skill to be used; if all of these items are lost or taken in game, the Thief will be unable to use this skill until a suitable representation can be found. A **Kill Dagger** can be used only by the Thief who created it. *Uses of this skill are cumulative with **Apply Kill Dagger to Needle Trap** (Thief 9). Material component: kill dagger representation and a 2"x2" square of duct tape.

People Lore

Range: Self   **Area:** 1 Target   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Uses:** ½ Level, minimum of 2

With this skill, the Thief will learn information about a noteworthy person, group, or organization (subject to GM knowledge and discretion). This skill can also be used in reverse to identify the person, group, or organization that is associated with information already known by the Thief. If there is no **People Lore** available then the Thief will not expend one of her uses.

Sense Traps

Range: Self   **Area:** 3'x10'x10' path   **Duration:** 10 minutes
Stacking: NA   **Misc.:** NA   **Uses:** Level

With this skill the Thief will sense all traps (for example, glyphs, pitfalls, or snares) within the area of effect, whether they are visible or hidden. This ability works in a path that is 3 feet wide by 10 feet long by 10 feet in height that may be moved, and can be used in both indoor and outdoor environments. The Thief can move no faster than a walk to use **Sense Traps** effectively. The location and nature of each trap (magical, mechanical, or glyph) will be sensed, but the Thief will not know what will trigger the trap or what type of damage it will cause. This skill is blocked by 1 inch of wood, earth, stone or metal, but cannot be blocked by shields. The duration of this skill is 10 minutes.

Sharpen Daggers +1

Range: Touch   **Area:** 5 Thrown Weapons   **Duration:** Game Day or until used
Stacking: Damage   **Misc.:** NA   **Uses:** ½ Level, minimum of 2*

A Thief using this skill can improve the damage caused by 5 thrown weapons. Each thrown weapon will cause 1 additional point of non-magical damage when thrown, and can be used by any character. Each thrown weapon will last until thrown or one game day, whichever comes first. *Uses of this skill are cumulative with **Sharpen Daggers +2** (Thief 5) and **Sharpen Daggers +3** (Thief 8).

Level 3

(Default Invocation Time = 0 seconds)

Define Trap – Mechanical

Range: Self   **Area:** 1 Target   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Uses:** Level*

When the Thief uses this skill, she can determine the lethality and general purpose of a known mechanical trap. The Thief will know whether the trap, when triggered, will seal doors, release poison, activate pits, drop the ceiling, or cause some other effect, and will know the relative amount of damage caused by these effects (low – up to 20 % of the Thief's base life points to death, moderate – 20 to 50% of the Thief's base life points to death, or high – greater than 50 % of the Thief's base life points to death). *Uses of this skill are cumulative with **Define Trap – Magical** (Thief 7).

Escape Bonds

Range: Self   **Area:** Self   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Uses:** ½ Level, minimum of 2

The Thief can escape from any mundane bindings, but will take 2 points of No Defense damage to each bound limb due to skin abrasion and other effects. It will take the Thief 5 minutes to escape.

Fence Item

Range: Self   **Area:** 1 Item   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Uses:** Level

With each use of this skill, the Thief may sell one mundane or magical item to a person who receives and disposes of stolen goods, called a fence. By doing so, the Thief will receive 75% of the item's gold piece price as listed in game copy; if no such value exists the item may not be fenced. This skill may only be used at the end of the game, and only on items gained during the current game unless otherwise indicated by game design. This skill does not prevent the Thief from trying to locate a fence in a town during a game; if the Thief does locate an in-game fence, it will not count as a use of this skill.

Memory

Range: Self   **Area:** Self   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Uses:** Level

When a Thief uses this skill she can remember up to 5 minutes of verbiage or 1 page of text for up to one game day. This could be used to remember information including directions, a list, a map, names, a riddle, or an answer. The Thief must study the target text for at least 10 seconds or clearly hear the verbiage, and the Thief must state to a GM or SK that she is using this skill within 5 minutes of studying the text or hearing the verbiage. The Thief does not have to be able to understand the text or verbiage in order to remember it.

Reduce Lock Type, -1

Range: Touch   **Area:** 1 Target   **Duration:** 5 minutes
Stacking: NA   **Misc.:** NA   **Uses:** Level*

With this skill a Thief is able to reduce the type of a lock by 1 level, making it easier for the lock to be opened by another character with **Reverse Lock** (Magic User 1), physical damage, or spell damage; this skill has no effect on the lock's difficulty to pick. For example, a Type D lock could be reduced to Type C to make the lock susceptible to physical damage. Chapter 8 includes a table which defines each lock type. This skill allows the Thief to specify one of the following attributes, which will be reduced by 1 level:

- Lock type for Physical Damage
- Lock type for Spell Damage
- Lock type for Spell Point Cost for Reverse Lock

To use this skill the Thief must be next to, and touching, the lock while the lock is opened with damage or spells; if the lock is damaged by an area effect spell, the Thief must be included in the area of effect. This skill can not be used on a Type G lock, except by game design. A lock may not be reduced more than once. *Uses of this skill are cumulative with **Reduce Lock Type, -2** (Thief 7).

Set Needle Trap

Range: Special   **Area:** 1 Target   **Duration:** Game Day or until triggered
Stacking: NA   **Misc.:** Material Component   **Uses:** ½ Level*

This skill allows the Thief to set a mechanical needle trap on a small object, which will be triggered by the first creature other than the Thief that touches the object without first using **Bypass Trap** (Thief 4) or **Disarm Trap** (Thief 5). A needle trap can be set on any object that is small enough to pick up or handle, or can be placed on a specific part of a larger object, such as the knob on a door. The needle trap will cause 5 points of No Defense damage to the target, which is applied to the body part that contacted the trapped object. This ability cannot be used in melee.

It will take the Thief 10 seconds to set the needle trap. The Thief must specify the exact location of the needle trap to the GM, and must either remain within 30' of the trap or mark the area with a yellow flag for it to remain effective. If the Thief remains within 30' of the trap, she is responsible for calling out the effect of the trap when it is triggered; if she marks it with a yellow flag, a GM or NPC should call the effect when it is triggered. A needle trap cannot be seen by other characters, but will be identified by SAS such as **Sense Traps** (Thief 2, Ranger 3). The duration of this skill is until triggered or one game day, whichever comes first. *Uses of this skill are cumulative with **Apply Kill Dagger to Needle Trap** (Thief 9). Material component: Yellow flag.

Tracking

Range: Self   **Area:** Unlimited   **Duration:** Unlimited
Stacking: NA   **Misc.:** NA   **Uses:** No Limit

A Thief can see and follow a faint, old, covered, or obscured trail. This skill is limited by GM knowledge.

Appendix A: Weapon Construction

It is extremely important for the weapons used in IFGS to conform to a uniform standard of safety. It is the duty of all participants in the IFGS to make sure that their weapons are safely and soundly constructed. This appendix provides basic information regarding the construction of safe hand-held melee, projectile missile, and thrown weapons.

Constructing a Hand-Held Melee Weapon

Because there are nearly as many safe ways to construct an IFGS hand-held melee weapon as there are participants, this rulebook does not include a step-by-step description of how to create one. Instead, it provides guidelines that apply to all construction methods and weapon types. For step-by-step instructions that have been created by IFGS members and approved by the Society Safety Officer, see the IFGS website at http://www.ifgs.org.

Weapon Standards

All hand-held melee weapons have a few basic components, and must meet some specifications in order to be approved by a Safety Officer for use in an IFGS event. The definitions and dimensions of the standard types of hand-held weapon are discussed in Chapter 3, and are summarized in the following table.

Weapon Lengths			
Type	Blade Length	Handle Length	Total Length
Long Sword	36" – 48"	24" or less	72" or less
Short Sword	18" – 36"	12" or less	48" or less
Hand Axe	6" – 12"	9" – 12"	18" – 24"
Battle Axe	6" – 12"	12" – 24"	36" or less
Great Axe	12" – 24"	24" – 48"	72" or less
Staff	-	-	24" – 84"
Spear / Polearm	12" – 24"	24" – 72"	84" or less
Other	48" or less	9" minimum	24" – 72"

Core

All IFGS hand-held melee weapons are constructed around a rigid core, which cannot be metal, PVC, or wood (with the exception of bamboo). Metal can pierce through foam and flesh, and may rust over time; PVC "whips", breaks easily, and generally breaks with a sharp edge; wood, other than bamboo, tends to break and splinter.

The core must be strong enough to have minimal play, or "whip", when the weapon is completed – when swung in a normal fashion, the weapon's tip should not flex more than 2 inches out of line with the main shaft.

Ideal materials for a weapon core are fiberglass or graphite kite spars (look for .505 diameter rods), lengths of solid bamboo, and graphite golf club shafts with the club or head removed.

Padding

Padding is used to protect participants from the rigid core and other structural components of the weapon. Each weapon must have a minimum of ¾" wide, ½" thick, closed-cell foam on all potential striking surfaces. All non-striking surfaces must have a minimum of 3/8" thick, closed-cell foam (Figure A1). If you plan to taper the edge of the blade, you should consider increasing the width of the foam on each striking edge by approximately ¼".

It is important that the appropriate type of foam is used for weapon construction. For a weapon such as a sword, spear, or staff, closed-cell foam is the appropriate choice; open-cell, or "pillow", foam compacts too easily, causing the core to take most of a blow's impact. Open-cell foam may be used for weapons such as maces, but must be at least 3 inches thick.

If a weapon will be used for thrusting, it must be constructed with a compressible thrusting tip. When this tip is compressed, it should provide enough cushioning between the weapon tip and the core that the core can't be felt through the padding. This thrusting tip can be constructed of a variety of materials, including open-cell foam; this is the only appropriate use for open-cell foam on a sword or staff.

Guard

A guard may be constructed on a weapon to protect the wielder's hand from his opponents' weapons. Any guard must have sufficient padding to protect both the wielder and his opponents, with foam on both the outside and inside; it must be free of sharp edges and constructed in such a way that it cannot trap or damage the wielder's hand.

Handle

The handle and pommel of a weapon such as a sword or axe must have enough padding on the end to ensure that you can't feel the core.

General Guidelines

The following guidelines apply to all types of hand-held melee weapons, and must be met for a weapon to be approved by a Safety Officer.

- A weapon should not have too much heft or weight, because a massive weapon can cause injury in a number of ways. Its mass can make it clumsy, which can lead hits to stray into illegal areas of an opponent's body; it can also cause a strike to land with a hard impact. Although the weight of a weapon is subjective and will vary by individual, all weapons should remain as light as possible while adhering to all other standards.
- Sharp edges cannot exist anywhere on a weapon, even on non-striking surfaces like the guard.
- All striking surfaces of a weapon must have a non-abrasive cloth covering, except for those on commercially-made latex or hybrid weapons.

Safety and Maintenance

All IFGS foam-padded weapons must be inspected and approved by a designated Safety Officer prior to use in any official event. If you have any questions about weapon safety, contact your local chapter safety officer or visit http://www.ifgs.org for additional information. The following suggestions will help to extend the life of your foam weapon:

- Always rest your blade pommel-side down, not tip-side down
- Never leave your weapon inside a hot car – the foam, duct tape, and adhesives will break down in the heat and shorten the lifespan of your blade
- Remember that a light tap causes just as much in-game damage as a hard hit, and will cause less damage to your blade. A hard swing with "follow-through" can introduce forces on your blade that may crack or break it if your opponent swings the same way and your blades meet.

Constructing a Projectile Missile Weapon

Characters who wish to use a bow, crossbow, or other propelled missile weapon in game must carry a physical representation on course; cardboard or foam representations are recommended. This physical representation, or bow rep, must be constructed in such a manner as to pass all safety checks and be made of materials that are safe for all participants in an IFGS game, player and non-player alike; a real bow or crossbow may not be carried into a game. The following section describes one of the simplest methods of constructing a safety-approved bow rep.

Tools and Materials

To create a bow rep, you'll need access to the following tools and materials:
- 2 to 3 feet of closed-cell foam pipe insulation
- 4 to 5 feet of medium-weight cord
- Scissors
- Matches or lighter

Construction

1. Thread the cord through the section of pipe insulation
2. Bend the pipe insulation into the desired arc/bow shape
3. Knot the ends of the cord together to preserve the desired arc, and to act as a bow string
4. Use scissors to trim off excess cord; if the cord is a synthetic material, use matches or a lighter to melt the trimmed ends to prevent fraying
5. Rotate the tied cord through the insulation to position the knot inside the foam

Constructing a Thrown Weapon

In the IFGS, all thrown weapons are represented by small bean bags. In general, bean bags must be at least 2 inches square and no larger than 4 inches square. As described in Chapter 3 and the following table, each type of thrown weapon or thrown SAS effect is represented by a bean bag of a specific color.

Summary of Bean Bags

Bean Bag Color	What it Represents	Bean Bag Color	What it Represents
Gray	Throwing Dagger or Star	Black w/Red Tie	Flaming Oil
Brown	Rock	White	Holy/Unholy Water
Red	Acid	Green	*Seed of the Elements* (Druid 6)
Black	Oil	Purple	*Physical Attack* (Monk 3)

Tools and Materials

To create a bean bag, you'll need access to the following tools and materials:
- Fabric (in the appropriate color) to serve as a covering
- Needle and thread and/or sewing machine
- Strong thread (not 100% cotton, which won't hold up well) in a color that matches your fabric

OR

- Medium-size latex balloon (in the appropriate color) to serve as a covering
- Empty paper towel or toilet tissue tube, funnel, or other hollow cylindrical object
- Dry navy beans or bird seed to use as a filling

Construction

Bean bag construction is very simple, although there are a few things that must be kept in mind when selecting your materials and creating your bean bag.

- **Covering –** The fabric covering for a bean bag should be made of a smooth material rather than a rough one; rough fabric can cause scratches or cloth burns when it hits a target
- **Filling –** A bean bag that is too heavy, or that is so full that it becomes dense, can cause damage when it hits the target

There are two commonly-used methods of constructing IFGS bean bags: the first has a stitched fabric covering, and the second is a filled and tied latex balloon. Each has its benefits; fabric bean bags are durable, and balloon bean bags don't require sewing. If latex balloons are used, special care should be taken to ensure that they are picked up after use; while most fabric bean bag coverings will eventually biodegrade, latex balloons will not. Both methods are described in the following sections.

Fabric-Covered Bean Bag

1. Cut a 3"x6" piece of your fabric (or two 3"x3" pieces)
2. Fold your 3"x6" fabric in half, and pin it
3. Stitch around the cut sides of the fabric, leaving ½ of the final edge open
4. Turn the stitched bean bag inside out through the open edge
5. Fill the bean bag approximately ¾ full of your filling material
6. Sew the remaining opening tightly shut
7. Mark the completed bean bag with your initials or other identifier, so you can recover it after use

Latex Balloon Bean Bag

1. Carefully stretch the opening of a medium-sized latex balloon around an empty paper towel or toilet tissue tube, funnel, or other object that will allow you to easily pour your filling into the balloon
2. Using the tube as a guide, fill the balloon with your filling material until the balloon reaches between 2 and 4 inches in diameter
3. Carefully knot the filled balloon
4. Mark the completed bean bag with your initials or other identifier, so you can recover it after use.