

The International Fantasy Gaming Society (IFGS) is a non-profit organization created to design and run live-scale, safe, outdoor fantasy games. Our system includes eight character classes and has mechanisms for fighting (with mock, padded weapons) and for casting spells. This book contains rules for fantasy games, along with information about how to contact the IFGS and design your own games. We invite you to join us in an exciting organization devoted to fantasy gaming.



www.ifgs.org

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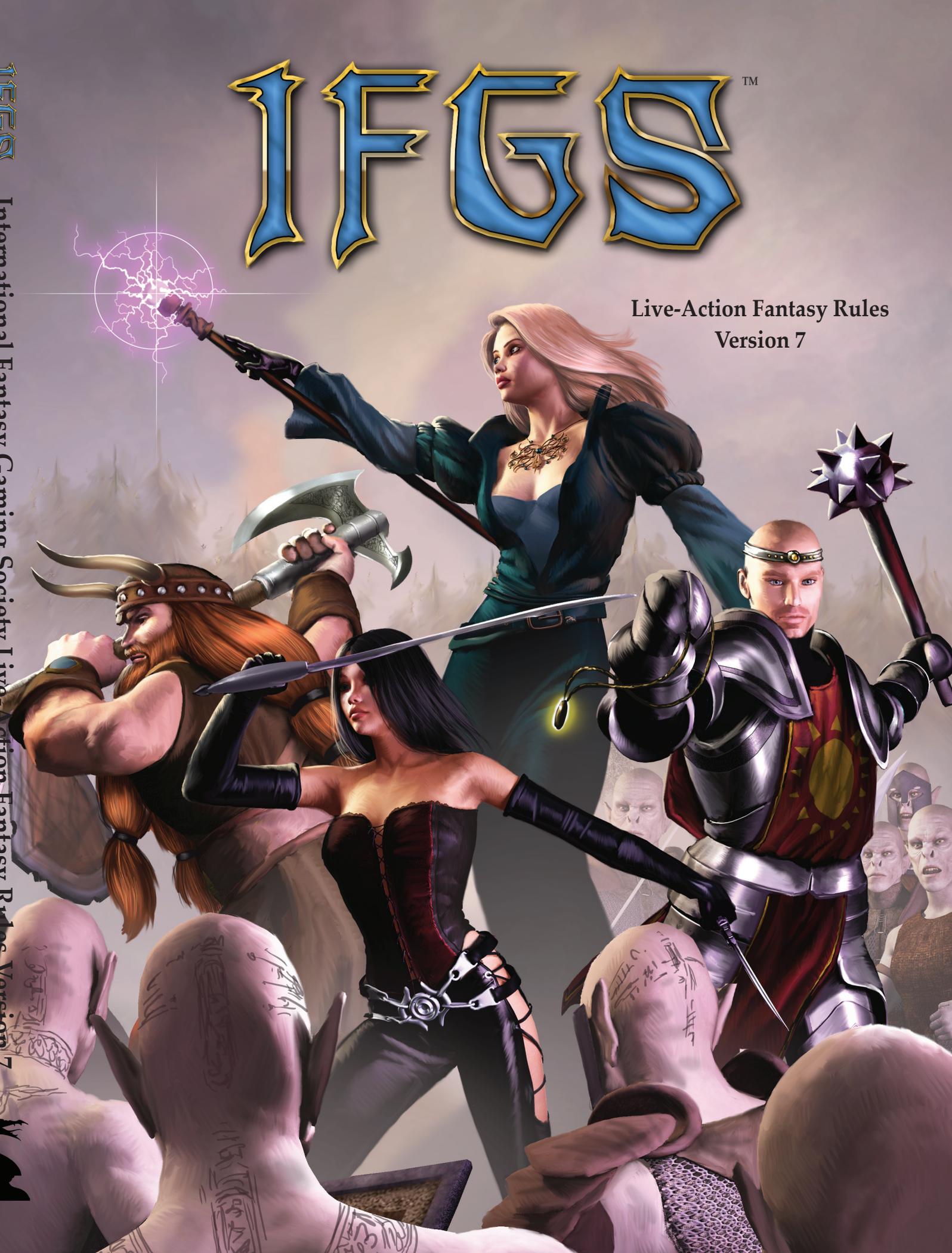
IFGS

International Fantasy Gaming Society Live-Action Fantasy Games

1FGS™

Live-Action Fantasy Rules
Version 7

International Fantasy Gaming Society Live-Action Fantasy Rules Version 7





<http://www.ifgs.org/>

International Fantasy Gaming Society

Fantasy Rules

Version 7

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Dedication

To authors Larry Niven and Steven Barnes, for granting us the right to call ourselves the International Fantasy Gaming Society and for bringing us *Dream Park*, *The Barsoom Project*, and *The California Voodoo Game*, and to those of our fellow adventurers who have left us far too soon.

Note Concerning Gender

For purposes of balance, clarity, and convention, feminine and masculine pronouns have been used in alternating chapters in this book; however, any and all of the roles, characters, and classes described in this book may be of any physical or practiced gender. No slight or disrespect is intended.

Disclaimer

The spells, abilities, and skills described in this rulebook are for use by the included character classes in fantasy role-playing situations. In no way do we wish to imply that a person portraying a Monk-classed character can actually leap a 20-foot chasm or that a person playing a Thief-classed character can actually climb a vertical wall or pick a lock. The information presented in this rulebook is for role-playing purposes only. Do not risk injury or endanger your personal safety by mistaking these spells, abilities, and skills for the real ability to do something that you, physically, cannot do.

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Rules

Cleric

Druid

Fighter

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Magic User

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Introduction

Introduction

Welcome to an innovative world of fantasy role-playing! The International Fantasy Gaming Society (IFGS) is an organization made up of a diverse group of people who design and stage live-action games. The IFGS has been creating enjoyable live action role-playing games for several decades. We don't take ourselves too seriously, but we are very serious about running fun, imaginative events that are as safe as possible.

This is the official IFGS Fantasy Rulebook, which details a versatile and functional method for live-action play, and provides all of the information you will need to play in an IFGS game. While this handbook contains the rules of play, it also contains a great deal of philosophy about the game and the concept of role-playing. Readers should concentrate on the intent of the material presented here as well as the specific rules. All game participants, including Non-Player Characters (NPCs), Player Characters (PCs), and all support personnel are expected to understand and follow these rules.

The IFGS is a not for profit organization and is governed nationally by a Board of Directors. We have chapters across the United States and we are continuing to grow. If you have any questions concerning the IFGS, want to locate the chapter nearest you, wish to become an IFGS member, or want to run a pre-written game in your area, please go to our website at <http://www.ifgs.org/>. Here you will find photos and videos of events, lists of local chapters, and contact information to help you get on your way. We encourage you to contact the IFGS before attempting to run a game.

What an IFGS Game is Like

An IFGS game is an opportunity for you to execute dazzling rescues, engage in combat, match your wits with diabolical foes, overcome deathtraps and deadly challenges, and more. You aren't just rolling dice – you are really swinging your sword, or balancing on a beam, or hiding from searching enemies. The IFGS is similar to improvisational theater. In the IFGS the Game Writer is the playwright, the NPCs are the actors that set the scenes (encounters), and the PCs make their way from scene to scene, performing roles of their own design. Players try to decipher the story line, unravel the mystery, or simply experience the adventure. All of this is carried out under a fantasy setting, which includes sword-play, spell casting, and even the occasional dragon.

The game course, whether outside or indoors, involves a series of encounter sites. Each encounter can involve a variety of NPCs as well as complex or simple sets, costumes, and props. The encounter might involve role-playing, combat, or a combination of the two, or it may have other physical rigors associated with it. Teams of players have at times encountered vast armies of deadly creatures, complex mazes filled with traps, and huge dragons or tiny fairies – all of which are devices used to create atmosphere and involve the participants in the story line.

The main object of any IFGS game is to have fun. Each player designs the personality and background of her own character and role-plays the character during the game by interacting with teammates, NPCs, and the story line. By participating in the game, the players earn Experience Points that allow them to play their characters at a higher level in future games. Participants can design as many characters as they wish, and can then choose which of their characters to portray in a particular game based on factors such as level, class, and alignment.





History of the IFGS

The IFGS was founded in 1981 in Boulder, Colorado. John Cade, a fencing enthusiast, and Mark Simmons, manager of a local hobby shop, ran a game called 'The Truing' in the summer of 1981; players who were experienced fencers were the only ones who were allowed to fight in melee - using fencing foils and wooden staves! It quickly became apparent that foam weapons were necessary for everyone's enjoyment.



By the following year, 8 more games had run, and by 1987 the IFGS had begun to spread across the U.S. with creation of a second chapter in Dallas, TX. The organization in Boulder became the Denver/Boulder chapter and a new organization, the Society, was formed to standardize games in different regions.

Chapters in New England and Los Angeles quickly arose, and by 1989 the IFGS was large enough to host its own convention, Once Upon a Con, which ran annually from 1989 through 1993. The convention featured guests of honor such as Steven Barnes, Larry Niven, Steven Brust, Mercedes Lackey, Elizabeth Moon, Simon Hawke, Jennifer Roberson, Robin Wood, Walt Freitag, and Rick Cook. Many of these guests participated in IFGS games that ran at these conventions.

By the 1990s there were additional chapters in Alabama, Ohio, Wisconsin, Atlanta, and Oklahoma as well as multiple chapters in Colorado.

The list of games that have been run by the IFGS is long and varied – from small mini-games with a participation of a half dozen people to huge festivals with over 250 participants. IFGS games attract young and old alike, and offer experiences for every taste – whether serious, heroic fantasy; dark,

challenging games; or light, humorous romps in the park. We have produced hundreds of games all over the country. So far, our intrepid adventurers have ranged in age from 5 to 65, and some entire families have enjoyed adventuring together. Everyone is welcome!



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The Dream Park Connection

The IFGS was named after a fictional organization described in the 'Dream Park' series of novels, written by Larry Niven and Steven Barnes. Similar to the organization described in the novels, the IFGS designs, runs, and sanctions various fantasy-based live action role-playing games. Niven and Barnes attended an early IFGS convention, and have each played in an IFGS game. In the later Dream Park novels, the authors adopted the "real" IFGS as the historic background for their future one, providing the "real" IFGS with publicity; they also donated the original manuscript of one of the Dream Park novels to the IFGS for fund-raising purposes.

Our Organization



John Cade

The IFGS is a member-owned non-profit corporation chartered under the laws of Colorado. It is organized as a representative democracy governed by an elected seven-member Board of Directors, whose members serve staggered two-year terms. All regular IFGS members above the age of 18 are entitled to vote on and run for its Board and offices, although non-voting associate memberships are also available. The work of the organization is performed by volunteer officers and committees selected from the membership at large. The Society Clerk, our only paid employee, maintains the membership records and processes payments and information.

The central governing body of the IFGS, the Society, provides organizational services to the chapters and the overall membership. The Society provides liability insurance coverage for games and accident insurance coverage for game participants, and has volunteer committees of members who manage various facets of the organization's operations. The Society also manages a national message board and a database of all game participants, their characters, possessions, and special features.

Our chapters provide support services to game designers, including production assistance through Quartermaster corps and extensive props collections, financial and records-keeping management through Treasury and Registry operations, editorial assistance through Sanctioning committees, and advertising through chapter newsletters and Public Relations committees.

Changes from Version 6.8

In this version, we have taken the opportunity to make clarifications to the 6.8 rules and to simplify the rules overall by standardization. These changes reflect requests and input from the membership as well as from the Fantasy Rules Committee.



Acknowledgements

Since 1981, many people have contributed incalculable amounts of time and effort to the ongoing project that is the IFGS rulebook, and we would like to offer our sincere thanks and heartfelt appreciation to all of them. Previous versions of this rules system resulted from the work of a small, well-armed army of hardworking individuals, including David Berge, Jeff Brewer, John Cade, Jim Corwith, Martha Cowley, Tony Fabrizio, Marcus Hayes, Paul Hayes, Ian Hense, Cathy Hidalgo, Karl Hiesterman, Stephen Hobbes, Doug Lonsinger, Jon Lundy, Tom Matthews, David Orms, Sid Pogue, Matt Puccio, Mark Simmons, Kevin Taylor, Sarah Thompson, and Margo Toth.

The Fantasy Rules Committee responsible for this version of the rules included current members Spencer Corbin Lawson, William Haddon, Michael Magness, Patrick McGehearty, and Sid Pogue. David Bachmann, David Berge, Dorothea Biernesser, Steve Ela, R. Gordon Griffith, and James Hines were previous FRC members who also assisted with this rule set.

Michelle Lonsinger served as editor for this version of the rules, and a newly formed Publications Committee was responsible for proofreading, and some additional content; Brian Booker, Nicole Corbin Lawson, Freya Jackson, Doug Lonsinger, Michelle Lonsinger, Seth Magle, Scott Phelps, and Matt Puccio all contributed to this committee's efforts. Additional proofreading was performed by Deborah Hicks, John Jones, Olan Knight, Beth Magness, Brett Paul, and members of the FRC. Book layout and design by Brian Booker.

We would like to offer our appreciation and respect to the talented artists who provided work for this book.

Cover art was created by Douglas Shuler (douglasshuler.deviantart.com).

Interior art created by Brian Booker, Dan Frazier (www.danfrazier.com), Dave Kang, Tom Rasch, Douglas Shuler (douglasshuler.deviantart.com, www.douglasshuler.com), Jim Stigal (www.jimstigall.com), Kevin Taylor, Dave Walsh, and Maria William (www.mariawilliam.net).

Special thanks to Brian Booker, Dan Frazier, Janice Gott, Ron Peterson, Matt Puccio, Chet Phelps and everyone else who contributed towards the photography found within this book.

Conventions Used in This Book

This book uses *Italicized Bold Type* when mentioning the name of a spell, ability, or skill (SAS) that is available for use by one or more of the IFGS character classes. When text includes a reference to an SAS that is defined elsewhere in the book, the first reference to that SAS in each paragraph will include a cross-reference to the source classes & levels. For example: This effect can be removed with *Dispel Magic* (Magic User 4, Cleric 5, Druid 5).



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Getting Started in the IFGS

Chapter 1: Getting Started in the IFGS

IFGS games are played in a variety of settings with full-size foam weapons, mock armor, and costumes. An IFGS game gives each participant, whether a player or a non-playing actor, the opportunity to become a different person. The creativity and imagination you pour into your role is what makes the game enjoyable and memorable for everyone involved. This chapter is designed to give you some idea of what is involved in a live-action fantasy role-playing game, and how to get started in the games run by the IFGS across the country.



What is Live Action Role-playing?

One part improvisational theater, one part reenactment, and one part role-playing game, live action role-playing (LARP) is an activity in which the participants actually attempt all of the actions that their characters want to perform in the game. Want to sneak past those guards? With the aid of your own physical skills, plus some in-game rules, try to pass by unseen. Want to talk the wizard out of her magical staff? Use your powers of persuasion to convince her that she should give it to you. Want to slay that red dragon? Take your sword and attack it. IFGS mixes your real-world abilities with fantastical skills and spells to allow you to live out a new adventure every time you play.

Unlike video-gaming or tabletop gaming, our emphasis is on **doing** what your character wants to do, within safe limits. From ropes courses to river rafting, our games give participants opportunities to actually get involved in the adventure. But what if you're not interested in hiking up a mountain or swinging a sword? There are plenty of roles in most of our games that do not require physical exertion. Additionally, room-based games offer many chances for intrigue and role-playing. IFGS games emphasize opportunities for our members to utilize their own imagination, either by writing a story, playing out a role, or helping create an environment through settings, props, or special effects. Whether your interests are in costuming, acting, feats of dexterity, or improving your sword-fighting skills, you'll find something to do in the IFGS.

The IFGS is a great way to experience something very different from other forms of live action role-playing games in an organized group with a strong history. One of the strengths of the IFGS is its community and collective history. At the same time, new players are continually welcomed into the organization. Their new ideas and experiences bring energy to the Society and chapters each season.



IFGS Games

IFGS games are usually played on weekends, and the average game takes between 6 and 8 hours. Often, several teams of 6 to 8 players will participate in a game, with each team competing against the story rather than against other players. A Loremaster, who organizes the players on the team and makes sure the novice players are prepared, leads each team. IFGS events are family-friendly, and the use of alcohol during a game is strictly prohibited.

Once the game begins, the team generally follows a set course and will encounter many Non-Player Characters (NPCs), who are the actors in the game. The NPCs that the players meet will give out clues or information for the game, or may engage the players in combat, according to a script that the designers of the game have written.

Games have a set purpose for the players, which might be something like lifting a curse from a king, restoring order to the lands, defeating a powerful lich, solving the mystery of a poisoned duke, or finding an important artifact for a mage. Plots range from simple to very complex, with a variety of physical and mental challenges to be overcome while completing the game. Games are rated based on the overall challenge presented by these elements.

During an IFGS game, the players maintain the persona of the characters they have invented, adding to the game's atmosphere. As you continue to play a character in different games, the character will go up in levels, giving you more in-game abilities. You can create a single character and play her in every possible game, or create any number of characters and play them in alternating or consecutive games.

Sanctioned Game

IFGS games are reviewed and approved by an official Sanctioning Committee to ensure that a game is fair, safe, playable, and consistent with the IFGS rules and philosophy. IFGS experience points can only be earned in sanctioned games, and only sanctioned games are covered by the IFGS insurance policy. The following sections define some of the more common types of IFGS games, although variations on these types exist and these game types can be combined.

Line Course

A line course is the most common type of IFGS game, and consists of set encounters that the players engage in a predetermined order. Typically several teams play one of these games, and begin the game at timed intervals so they do not encounter each other on course.



World Course

In a world course game the players are free to move around at will, with no predetermined order to the locations that they may visit. A world course can have one or more teams, or the players can arrive as individuals, forming and breaking teams within the game as they desire.

Room Game

A room game takes place inside or around a single structure. Players typically arrive at room games as individuals.



How to Get Involved in a Game

If you are interested in participating in an IFGS game, contact your local chapter; if you can't find a local chapter, contact our Society Clerk. Please visit the society website at <http://www.ifgs.org/> for a complete list of existing chapters and all contact information. Many IFGS chapters list their events on the web-based society calendar, and have chapter websites and event listings linked to the society website. Don't worry about being an inexperienced player – many IFGS events have a rule requiring teams to include novice players. New members are always encouraged and needed.

After you have identified a chapter and a game, you'll need to determine who is recruiting the players and staff for the game. This information is often provided in the society or chapter website or newsletter, or can be determined with a phone call or e-mail to a chapter official. If the chapter has a regular schedule of weapons practices or other social events, they make great opportunities for networking and learning of upcoming opportunities to play or staff.

Minors are welcome in IFGS games; to participate, they must have a permission slip and liability waiver (available on the society website) signed by their parent or guardian, and a card in their pocket that lists their name, the name of their parent or guardian, their parent or guardian's phone number, and any medical conditions, allergies or health problems. Each minor must remain in the company of a responsible adult for the duration of the event.

How an IFGS Team is Assembled

There are several different methods of team assembly used in the IFGS, each with its own rules. Before a game, flyers are typically distributed announcing the adventure. Game flyers usually contain the following information: a little hint of what the game is about, the dates on which it will run, who is running the game, who the people leading the teams are, how much it will cost to play, the level of difficulty of the game, and the length of the game. Many flyers will also include a registration form. All advertising for the game should indicate which method of team assembly is being used for the game, who participants can contact for additional information, when game fees are due, and whether the PC Fairness Rule and the Pursuit Rule will be in effect (see Chapters 2 & 5 for details of these rules).

If you are a new player, it may appear that you don't have a very good chance of being chosen for a team if no one knows you; however, the IFGS has the Novice Rule to prevent this from happening. The Novice Rule requires every team for most major low-level games to include some people who have never played in a major game before. Some Game Writers also write games for novice players only.

After you are chosen for a team, your LM may want to get the whole team together and schedule a





team meeting. Make every effort to attend all of these meetings. At these meetings, teams discuss strategy, practice fighting, go over game lore, and discuss individual abilities, strengths, and weaknesses.

Draft Game

In a draft game, there is a player draft held at least a couple of weeks before the scheduled game day. At this draft, teams are selected and formed for an upcoming adventure. At the draft, the individuals who have been challenged to assemble and lead teams into the game (Loremasters) will choose the players that will comprise their team. If you can't make it to the draft for some reason, you can usually give your proxy to someone else who will be attending the draft. Game Producers will try to accommodate all people who want to play in their game.

At the draft, each Loremaster is asked, in a predetermined order, to choose one player at a time for her team. If an LM asks you to play on her team, you will have two options. If you accept her offer, you will be a member of her team for the upcoming adventure. If you refuse, she must ask someone else. You may say no to each LM only once during the draft and that LM cannot ask you again.

Invitational Game

Invitational games do not have a player draft. The Game Designer chooses the Loremasters and lets them invite players to form their teams, rather than drafting a team from a pool of players. The best way to get on these teams is to find out who the Loremasters are for a game and contact the ones with whom you wish to play.

Open Registration Game

In this type of game, all characters that want to play may do so and there is no limit to the number of players that can participate. This method is quite common for room games. Open games can limit the number of characters a single player may play over the duration of the game.

A variation of this registration is the Limited Open. In this method, the first X (20, for example) number of players who want to play may bring characters into the game. If the game is a team game, then the teams are either built by the Game Producer or Game Staff, or randomly assigned. Usually this type of registration is used for non-team or solo games.

Roles for IFGS Participants

Running an IFGS game requires the contributions of many people, including players, actors, and a production team. Some of these roles can be filled by participants with little or no experience in the IFGS, while others require special training and experience. For your first few games, you'll probably take a role as a Non-Player Character (NPC), Player Character (PC), or Scorekeeper (SK).

Non-Player Character

A Non-Player Character (NPC) is an individual who is acting in one or more of the roles in a game. The character's class, personality, history, and role in the game are provided in the game script, and are given to the NPC before the game. An NPC can be anything at all, including a kindly old sage, a marauding orc, a small child, or a knight on a quest. Some NPC roles will focus on role-playing, others on fighting, and some will include a balance of both. NPCing is a great way gain experience with the IFGS rules and combat, and provides a fun way to meet people in the organization.

Player Character

A Player Character (PC) is an individual who is playing the game. The player chooses her character's class (described in Chapters 12 through 19), personality, history, and attitudes, and has no prior knowledge of the game script. Low-level PCs can be played by participants with little or no prior experience.

Loremaster

The Loremaster (LM) is a PC who is challenged by a Game Producer or Game Designer to assemble and lead a team of adventurers into a game. The Loremaster is usually an experienced player, and often acts as a mentor for the team's novice players. Pre-game lore is provided to the Loremaster, who disseminates it to the players on her team; the LM has no other prior knowledge of the game.





Game Writer

The Game Writer (GW) is a person who creates an adventure using the IFGS fantasy rules system in cooperation with a Chapter Sanctioning Committee. Although the GW follows the IFGS fantasy rules in writing a game, she has a great deal of flexibility within that framework and the ability to make temporary changes to rules that will only apply to her game. A GW should have a broad understanding of the IFGS rules, and experience in a variety of in-game roles.

Game Producer

The Game Producer (GP) puts together an IFGS game in the same way a theatrical producer puts together a play. The Game Producer is responsible for ensuring that the game site, staff, cast, props, players, and budget all come together successfully on game day. Although a good producer will delegate many of the details to her game staff, she is often the busiest person on the game course. If changes need to be made on game day, it is the GP's responsibility to coordinate and clear those changes with the Watchdog. A typical GP has experienced a wide range of IFGS games, and has assisted with other GPs' productions.

Game Designer

A Game Designer (GD) is an individual who is both the Game Writer and Game Producer for the same game.

Watchdog

When a game has been successfully sanctioned, a Watchdog (WD) will be appointed by the Chapter Sanctioning Committee. The WD is responsible for ensuring that the game runs as sanctioned, and has the sole authority on game day to approve or reject any changes needed to ensure that the game's ratings and flavor remain as sanctioned. The WD represents the Chapter Sanctioning Committee during the running of the game, and may not be overruled by any other participant in these areas. To preserve impartiality and maximize availability, it is recommended that the WD not fill any additional role in the game. The official role of the WD is defined in the Society Sanctioning Committee Handbook, which is available on the IFGS website. A WD must have a deep understanding of the current game, the sanctioning process, and the IFGS rules.



Game Master

The Game Master (GM) is the referee that accompanies a team of adventurers through the game and fields all player questions; sometimes, a GM will also be assigned to a particular site or encounter. The GM has a copy of the game script and is thoroughly briefed on the game's intent before the game by the GP or GD. The GM may make rules interpretations during the course of the game, and her decision in regard to the rules is final on course. The GM also makes calls regarding in-game events, such as triggering of traps. A GM must be very familiar with the current game and the IFGS rules.

Scorekeeper

A Scorekeeper (SK) assists the GM with keeping track of the players' numbers, such as life points and spell points. She also serves as the GM's extra eyes and ears. Scorekeeping is an excellent way to gain experience with the IFGS rules, and provides an opportunity to see an entire game from start to finish.

Registry Representative

The Registry Representative (RR) prepares all game experience records for participants before the game starts, and ensures that they are completed at the end of the game; following the game, the RR will assemble the completed game forms for delivery to the Chapter Registry Chairman. The RR will also supply players with representations for any gold that they are carrying into a game. The official role of the RR is defined in the Society Registry Handbook, which is available on the IFGS website. The RR must be approved by the Chapter Registry Chairman, and should have an in-depth understanding of the IFGS Registry and its policies.



Treasury Representative

The Treasury Representative (TR) is responsible for collecting and recording game fees from each participant, and for ensuring that each participant has signed a participation waiver. Following the game, the TR will transfer all records and money to the Chapter Treasurer. The Chapter Treasurer, who must approve the game's TR, defines the complete and official role of the TR.



Game Aide

A Game Aide (GA) provides production support to the GP or GD, and can have a variety of roles in making the game happen, such as editing the game script, recruiting NPCs, organizing setup of the game course, and building props. There are many types of game support that a novice GA can provide.

Safety Officer

The Safety Officer (SO) ensures that a game runs as safely as possible and follows the IFGS guidelines for safety. The SO's duties include checking all weapons before a game to ensure that they meet IFGS standards, responding to minor medical emergencies, and ensuring that combat sites are as safe as possible. In the matter of safety, the SO is the final authority and cannot be overruled by other game personnel; however, no game participant is ever required to do anything that she considers to be too dangerous. The SO may not perform any additional role that will prevent her from carrying out her primary safety duties. If she does have another role in the game, such as Registry Representative or Game Aide, that role must be considered as secondary to her role as SO, even if it means the entire game is delayed while she deals with a safety issue. The official role of the SO is defined in the Society Safety Handbook, which is available on the IFGS website. A game's SO must be approved by the Chapter Safety Officer, and should have at least basic training in First Aid and CPR. The SO must be the first person on course, and the last one off course; the game cannot run without an SO.



Role-Playing

Role-playing involves improvisational acting while trying to think, feel, move, and act like another person or creature. IFGS adventures are fantasy role-playing games. If you are a PC, it is for you to decide what your character will say and how your character will behave, move, and dress; if you are an NPC, your role will be partially determined by the person who wrote the game, but you will have some flexibility within those guidelines. Try to imagine yourself actually being the character you are portraying, and act accordingly. Any reasonable action is allowed, as long as it falls within the rules or has been specifically approved by the GD and SO. IFGS games are typically based on the medieval era; most players try to avoid using present day slang words or expressions, and references to modern machinery and automation are avoided. Players imagine themselves living in a fantasy world with dragons, magic, and sword-play; for effective role-playing, they act accordingly.

Some players choose to design characters or play NPCs who are completely different from their own personalities. Role-playing gives them an opportunity to be someone else for a while. They can be the hero, the scholar, or the brave fighter. Other players are more comfortable making a character that is similar to their own persona. In either case, role-playing is an essential part of the game. It establishes the atmosphere, and allows you to experience things that you might never actually have the opportunity to do.

Role-playing is an individual effort and everyone has a different approach to it. The following are a few suggestions that can help to create a richer in-game atmosphere, whether you are a PC or NPC.



Staying in Character

Staying in character means that you only discuss things about your character's adventures and history, not yesterday's football game or other non-game events. Try to become the character you are playing. You will be surprised at how easy it is to forget the real world, and it will help the enjoyment of other participants if you do.

Reacting to Combat

When your character is engaged in combat, role-play the damage you receive. When you are hit for the maximum amount of damage one of your limbs can take, play it realistically. If your arm is now useless, drop whatever you are holding in that hand and don't attempt to use it again until after you have been healed. If your leg no longer functions, you can still stand, but only with all your weight on the other leg. Don't bend the injured leg up at the knee and hop around. Think about how you would move, maneuver, attack, and defend with a damaged limb. Play it correctly. If you take enough damage to die, don't be a ham. A short cry or even no sound at all is far better acting. Dead characters should lie still and stay out of the way until moved in-game or asked to move by a GM or other official.



Reacting to Magic

In fantasy games, magic should be treated as if it is real. When a magical effect is called out on you, believe it and act it. If you get hit with a damaging spell, role-play it. Yell, cry out in pain, or double over. If a caster turns you into an animal, have a good time and role-play that animal. IFGS games are for fun.

Costuming

Costuming is an excellent way to enhance your role-playing. The simple act of dressing as your character will help you escape into that persona. With a jerkin, breeches, boots, and accessories you will look the part, and it will only be a short time until you feel the part. There aren't many rules regarding what can be used in costuming; those that exist are discussed in Chapter 2.

First, decide what effect you want to achieve. A Cleric may want a robe or ceremonial vestments, while a Ranger might wear the practical garb of someone who spends a lot of time outdoors. With stage makeup, you can create a new face. Your costume does not need to be elaborate – a simple tabard or shirt with a pair of pants or a long skirt will often be enough to help you play the role.

Design your character's costume for practicality as well as atmosphere. Make sure you can wear it for long periods in the outdoors. Pockets, belts, and pouches are useful for carrying all your necessary items. Don't worry if some of the things you need to bring with you seem out of place or anachronistic, for they will usually be ignored. For example, eyeglasses have been around since at least the 13th century, so don't feel unrealistic if you need to wear them. Characters may carry books that contain a list of the spells or abilities that they can use, along with their incantations and any other information they want quick access to during the game.



Character History

If you're playing an NPC, your character's history and motivations might be loosely defined within the game script, but will probably have details that can be added to make the character your own. If you're a PC, you have complete freedom to determine exactly who your character is and where she comes from. Now is the time to put some thought into your character and establish her background. Determine how your character will act in any given situation. If you're a PC, consider why the character is adventuring. Is it for fame and fortune? Does she have something to prove? Use your imagination and be as creative as you like. If you're a PC, it's often worthwhile to write a history that can be provided to GWs, GDs, and LMs for use in game customization and team creation.

A character's roots can be as detailed or as superficial as you care to make them. You can learn a lot about a character from a small amount of information. It's easy to get bogged down in trivial matters if you strive for too much detail; experience will tell you when to keep going and when you know enough. Many character histories include information like age, place of birth, size of family, number of siblings, type of childhood, views on life, reasons for adventuring, fears, hates, likes, loves, goals and ambitions, weapons preferred, where she trained, and so on.

Some participants choose to give their characters interesting personality quirks, which can add depth to the character and fun to the role-playing. Quirks could include simple fears such as fear of water, fear of people of the opposite sex, or a fear of fighting. Your character can have odd allergies or an old curse. Consider also that you can make your character a little more distinctive by playing a nonhuman, although this should always be cleared with the GP or GD if you're playing an NPC. A little makeup, props, or part of a mask can create an elf, ogre, or wolf-man.

It is important that you separate your own feelings from those of your character. When things happen to your character in a game, they are not directed at you personally – so don't take them as such. Stay in character and let the game follow its course no matter what the fate of your character. Even if your character should die, when the game is over, you will still be very much alive.





Character Alignment

Alignment can be an important part of your character's personality. For IFGS, alignment is defined as the following: the personal psychological or moral bearing of an individual or an item (as in the case of some magical objects). This definition is intentionally broad. Some idea of your character's alignment is helpful in determining how your character will react in various situations, although alignments for PCs are entirely optional. If a GM determines that a PC has a certain alignment based on her in-game actions, the GM may impose an alignment change on the PC, including a change from "no alignment." Usage of some magic items will in some cases dictate a PC's alignment; this notification should be made in secret and generally no one but the player, GM, and RR will be informed of the assignment.

Alignment is commonly divided into two groups: social alignment and legal alignment. The social alignments are good, evil, and neutral. The legal alignments are lawful, chaotic, and neutral. The combination of the two yields nine distinct alignment classes: lawful good, lawful neutral, lawful evil, neutral good, neutral neutral (true neutral), neutral evil, chaotic good, chaotic neutral, and chaotic evil. The tendencies represented by these alignments could be defined by any number of other methods, but the following descriptions are good general examples.

Legal Alignments

Lawful - given to a code or set of beliefs, tend to keep their word

Neutral - tend to seek a balance between lawful and chaotic; no strong preference between the two

Chaotic - not given to a code, tend to resent authority, like to be "free form"

Social Alignments

Good - tend to seek others' well being, and try not to deceive others

Neutral - tend to seek a balance between good and evil; no strong preference between the two

Evil - tend to seek their own benefit and be uncaring about others



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.



Down Time

Down time is a mandatory period of out-of-game time that exists in long-duration games; during this time in-game effects are suspended. Down time consists of at least 8 hours during each 24-hour period. In longer games, down time gives players and staff an opportunity to sleep, eat, and ensure that everyone is alert enough to safely participate in the game. Under unusual circumstances, short periods of down time may also be called during a game, and will be communicated to the team by a GM.



Clothing and Gear

The clothing and gear that can be worn and used by IFGS participants are limited primarily by the imaginations of the creators. As long as no rules of safety or game play are violated, players may bring anything that it would be reasonable for their characters to possess. Some characters choose to come into a game fully equipped with almost every item imaginable, wearing a costume that took hundreds of hours to create. Others choose to come into a game with just their weapons and lunch, wearing blue jeans and a simple tabard. What you bring and wear is your choice, and can be used to enhance your role-playing opportunities. Be aware that you are expected to have reasonable representations of any particular mundane or magical item your character is carrying on course. If you do have an item with you, you may use it in the game and it can serve to your advantage.

Safety and Comfort

When choosing what to wear to game, whether you're a PC, NPC, or staff member you should dress for the weather. In the mountains, it may be 60° F and sunny in the morning, then 10° F with a chance of snow by the end of the night. In warmer areas, temperatures can reach extreme levels of heat during the afternoon. In many places, occasional deluges of rain are common. A simple way to deal with the problem of unpredictable weather is to carry a backpack in which you may stow garments until needed.

The following suggestions are intended to help you be more comfortable in a game, although there are many other factors to consider when outfitting and costuming yourself for outdoor adventures. It is the responsibility of each individual to know what to bring for a safe, good time in the outdoors.

Feet

You may walk many miles during the course of a game, and nothing will make you more miserable than cold, sore, or blistered feet. Wearing worn out shoes, new shoes that aren't fully broken in, or sandals can be uncomfortable. Sturdy tennis shoes often work well, but may not be ideal for longer games or in rugged terrain. Wearing cotton socks against your skin and wool socks over these can keep your feet warm in the cold and cool in the heat. Your footwear may not be quite what you envisioned to complete your overall costuming effect, but your feet will thank you for being practical.

Legs

Having a pair of long underwear in your pack can come in handy, especially for an overnight adventure.

Body

During cooler days, wearing layers of clothing rather than one or two heavy pieces can be more efficient in keeping you warm. You can peel them off if you don't need them, and you will be better insulated when you do need them. Wool, though sometimes uncomfortable, is far superior to cotton for keeping you both warm and dry.

Head

Wearing a hat or headpiece, even if it isn't in keeping with the style of your costume, can keep your head warm or protect it from sunburn.

Hands

Though you may play your best when your hands are uncovered, a pair of gloves may keep your hands warm.



Costuming Guidelines

To reduce confusion in a game, each character should wear only one specific costume, distinct from other costumes. If you see the same individual wearing the same costume later in the day, then he is probably playing the same character. If the individual is in a different costume, then he is probably playing a different character. A player character should never make drastic changes to his costuming during a game, unless it is to convey use of a skill such as *Disguise* (Thief 7). Try to ensure that the elements of your costume do not obstruct your vision or unnecessarily hinder your movement.

Costume Color

The costume of each player on a team or NPC on a squad should be one predominant color, which is different from the other colors on the team or squad. If two or more teammates or squad-mates wear the same color, then different color armbands should be used to differentiate them. This allows for the rapid and accurate identification of both PCs and NPCs by anyone on the course. Having each character identifiable by one color makes targeting for missile fire and spell casting easier. Within this structure, a character may wear various shades of a single color, so long as the shades don't confuse the impartial viewer. GMs will rule as to the acceptability of chosen hues and shades.

If two PCs are wearing the same color and it is unclear which is supposed to receive an attack called against that color, they both should take the effect of the attack until the true target can be clarified. Be warned: if you come in a color too close to a teammate's, you may end up taking his damage as well as your own!

The color white is reserved for game staff, and is also used to indicate that an item or person is invisible. GMs and SKs, if they wish, can instead wear black-and-white striped shirts or jerseys. Note: A chapter may designate a color other than white for game personnel, so you should always ask what color is being used for game personnel when checking into a game in an unfamiliar chapter.





Costume Restrictions

As described in the previous section, white may not be used as the primary color for a PC or NPC costume.

Please avoid the use of crosses, pentagrams, and other similarly recognized religious symbols; it is not the intent of the IFGS to insult other people's religions, and we would not want to do so accidentally.

Uniforms of a military nature dating after 1700 A.D. are not allowed in any IFGS event.

Disguises

Many participants use physical disguises as props to better represent their characters' physical appearance, such as a player who applies pointed ears to portray an elven character or an NPC who wears a mask to portray a goblin. Because of this, the use of physical disguises for the purpose of in-game deception becomes impractical. For smooth game play, it is important to be able to tell if the person in encounter 15 is playing the same role as he was in encounter 3.

Therefore, a character is not allowed to apply a physical disguise during a game to hide his identity, unless it is used in conjunction with the *Disguise* skill (Thief 7). Physical disguises are considered to be things that will change the character's appearance, such as wigs, false beards or mustaches, fake ears, or masks.

Gear

As long as no rules of safety or game play are violated, players may bring anything that it would be reasonable for their characters to possess, including food, drink, rope, hooks, mirrors, candles, containers, paper, or writing tools. Because these types of items are considered to be available to the average adventurer at minimal expense, they have no gold piece cost. Please remember that safety is important – an item such as a heavy, sharp grappling hook would not be considered safe, and should not be carried in game. If you have a question about whether an item is appropriate for use in a game, talk to the GM, GP, SO, or GD.

When your character is "between games", his allowable actions are very limited. Gold and treasure may only be traded, sold, or acquired in a sanctioned IFGS game; spells, abilities, skills, and magic items cannot be used between games. Between-game actions are for role-playing purposes only (for example, Borald meets Sir John and they become fast friends), and cannot generate in-game effects or benefits beyond the basic equipment described above.

Treasure

At the end of a game, any special or magical items a PC has acquired during the course of the adventure must be checked in with the Registry Representative. If a PC wishes to keep an item secret from his teammates, he must still check it in to the Registry, although he may be discreet about it. Magic items, magic weapons, and treasure that were not procured by the character in a sanctioned IFGS game may not be brought into an adventure.





Physical Representations

If a character finds a magic item during an adventure, he will be informed whether or not he may take the physical representation of the item. If he can't take the physical representation, then he must make or obtain a copy of the item for his use in future adventures.

To use a melee, projectile missile, or thrown missile weapon in game, a player must have an appropriate physical representation (the representations are described in Chapter 3). With respect to other items, you should carry some representation of any item you claim to have. While items such as a mirror or a candle are small enough to carry into a game, other items, such as a 50' length of rope, might be less practical. With your GM's permission, you might be able to carry a scaled-down representation of a large item, such as a 50' length of cording in place of full-size rope. Any magical items, including scrolls or potions, that you have acquired in previous games must have a physical representation to be usable in the game.

Many skills, abilities, and spells require physical components such as a flag or a piece of duct tape. PCs and NPCs are responsible for providing their own physical components. If the appropriate physical component is not used, the skill, ability, or spell will not function.



Gold

Every new player character starts his first game with 100 IFGS gold pieces (gp), which usually consist of small, colored stones, paper scrip, or metal coins, which represent various denominations. Players gain gold as a part of their treasure by finding it on the bodies of monsters, in locked chests, and in other similar places during a game. The amount of gold available in a game is specified in the game script. A character cannot borrow money from the Registry, but may attempt to get another character to lend him money. A PC is not required to bring all of his gold into a game, and can tell the Registry Representative exactly how much of his character's gold he wishes to take into a particular game.

The RR distributes gold representations to the players at the beginning of each game, and collects the representations at the end of each game; players do not keep the gold between games. NPCs may also have gold, depending on game design, and will receive representations from either Registry or a game staff member. If you're a PC, you should be especially careful that you don't accidentally lose any gold in the game – any that you lose will also be deducted from your character's total gold at the end of the game.

Counterfeiting is not allowed. If a player knowingly passes counterfeit gold pieces, he can be expelled from the game.



Experience Points

Experience points (XP) are one of the rewards you receive for participation in IFGS events and administration, and are a reflection of your experience in the IFGS. The Society Registry is responsible for determining the guidelines for how many experience points are earned per hour for each game and administrative function, and the Chapter Sanctioning Committee is responsible for determining how many hours each game is sanctioned for. For further details, see the IFGS Registry Handbook. You can earn experience points for a particular character by playing in a game, or experience points that can be applied to your choice of character by staffing or NPCing in a game or by doing administrative work for the Society or chapter. The IFGS Registry is responsible for maintaining a detailed record of each participant's experience points.

Experience Earned by Staffing or NPCing

When you fill any non-playing role for a game, chapter, or the Society, you earn experience points at a rate determined by the Society Registry and based on either the game's sanctioned hours or the amount of time you spend on the task. These experience points, called character applicable points (CAP), can be used to increase a character's experience point total, increase a character's gold piece total, invoke the Fate Point Option (as described in Chapter 7), or for any number of other uses a Game Writer may place within his game. Any CAP spent is deducted from your available CAP total and cannot be reused for any other purpose. The amount of CAP that you have available will increase every time you help in the IFGS, and will be tracked by the IFGS Registry.

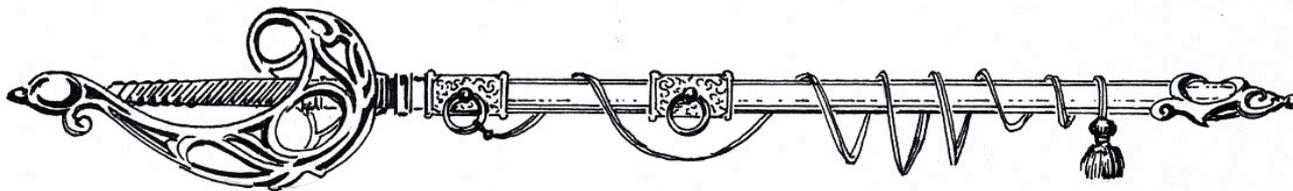
To apply CAP to a character's experience point total, you must declare you are doing so at the beginning or end of a game and record the transaction on your Game Experience Record. CAP may be applied to a character's experience point total on a one for one basis, with the restriction that you must play the character at least once at each level other than 1st.

Example: Max's Knight, Sir Lance, is currently 3rd level with 13,000 XP. Max wants to play Sir Lance in the game next week, but the minimum level for the game is 4th. At the game, Max tells his GM that he is applying 1,000 of his available CAP to Sir Lance's experience point total to increase it to 14,000, the minimum for 4th level.

To apply CAP to a character's gold piece total, you must declare you are doing so at the beginning or end of a game and record the transaction on your Game Experience Record. CAP may be applied to a character's gold piece total at a rate of 10 CAP for 1 gold Piece, with two restrictions: you may only convert CAP to gold if the total value of your character's treasure remains equal to or less than 100% of your experience point total, and you may only use up to 10,000 CAP per level of the character per game. Note: Local chapters may have additional restrictions on the use of CAP for gold. Please check with your local Registry Chair for details.

Example: Max's Knight, Sir Lance, has just reached 4th level (14,000 XP) and he wants some gold to purchase better equipment in his next game. Max calculates Sir Lance's total treasure value by adding his current amount of gold to the value of all his gear, and arrives at a total treasure value of 7,000 gold pieces. At 7,000 gold and 14,000 XP, Sir Lance is well below the 100% limit on CAP for gold. At the end of the game, Max tells his GM that he is applying 20,000 of his available CAP to give Sir Lance an additional 2,000 gold pieces.

To use CAP for the Fate Point Option or some other in-game purpose, you must declare to your GM that you are doing so and record the transaction on your Game Experience Record at the end of the game.





Experience Earned by Playing

A Player Character (PC) earns experience points for every game he completes, at a rate based on the sanctioned hours of the game. These experience points are permanently applied to the character that earns them, and cannot be used to increase the level of the player's other characters. A character's experience point total determines his level.

In addition to earning points for his character, a Loremaster earns a small amount of CAP as a bonus for the effort of organizing the team, holding team meetings, and ensuring that the team shows up for the game.

Character Levels

A character's level is a numerical gauge of how much experience he has accumulated while adventuring, and can also be increased with the application of CAP. The IFGS Fantasy Rules are designed for characters 1st-10th level, although higher-level characters may appear as NPCs by game design. As a character earns experience points in game, his level will gradually increase, which will in turn increase the character's power and the number and power of spells, abilities, and skills that are available for his use. The following table defines the range of experience for each character level.

Character Levels and Experience	
Level	Experience Points
1	0 – 2,999
2	3,000 – 6,999
3	7,000 – 13,999
4	14,000 – 24,999
5	25,000 – 41,999
6	42,000 – 69,999
7	70,000 – 114,999
8	115,000 – 189,999
9	190,000 – 309,999
10	310,000 +



Experience is not awarded until the end of the adventure – characters never get field promotions. Gaining levels is advantageous to characters for several reasons. At each level, a character gains additional power, life points, and spells, abilities, or skills; some classes also get bonuses to their damage and armor.

The number of experience points required to attain levels changed significantly between versions 6 & 6.5 of the rules. Characters maintained the level they attained in prior versions of the rules, even if the new point structure effectively made them a lower level; the IFGS Registry tracks this information. Affected characters must earn the points required by the new point structure before they can advance in levels.

Playing Down

While it is not encouraged, sometimes you may wish to play a character at a level lower than his current level. With the permission of the Game Producer, you may bring your character into a game at an agreed-upon reduced level. For the duration of the game, your character is considered to have an amount of experience exactly halfway between the minimum required for the level you are playing and the minimum required for the next level. Your character's ability to use magic items (as described in Chapter 10), as well as the amount of treasure that that you will be allowed to bring into the game, will be reduced based on this temporarily revised experience point total. Your character will be affected by in-game effects based on his reduced level rather than his actual attained level.

Example: Max is excited about an upcoming game because the story line really suits his Knight, Sir Lance. Unfortunately, Sir Lance is 8th level and the maximum level for the game is 6th. Max asks the Game Producer for permission to play Sir Lance in the game at 6th level, and the producer agrees to his request. While his actual XP total will not change, for this game Sir Lance will be considered to have 56,000 XP (halfway between 6th and 7th level), and will be limited in the amount of treasure that he can bring into the game.

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.



Special Types of Damage

There are a few special types of damage that can only be used on a victim who is bound, unconscious, magically slept, paralyzed, magically held, or otherwise immobilized; these types of damage may never be used in combat. These attacks do not cause a defined amount of standard damage, such as that caused by an arrow, but instead cause a specific type of wound that must be healed in a specific manner. Armor and magical protections do not provide any protection against these types of damage. If a character is pretending to be unconscious, he is considered to be immobile and can be affected by these special attacks.

Limb Sever

Limbs can be severed, but only out of combat; to perform a Limb Sever, you should call out “Limb Sever” while you role-play delivery of the blow. The category of limb severers is broad and includes any single blow (for an undefined amount of damage) that is done with the intent to sever a limb. The limb may only be reattached by receiving twice its life points in healing within 60 seconds, and must be reattached in the same game day in which it was severed. When the limb is reattached, it will be at full limb points and will require no additional healing. Only the character’s original limb may be reattached. If the limb is not reattached during the same game day, only a *Regenerate Limb* (Cleric 9) spell will restore the limb. The head is not considered to be a limb and therefore cannot be severed with this type of damage. If a target is dead, the head may be severed for role-playing purposes with the GM’s permission.

Subdue

Subdue is used to render a character unconscious; to subdue a target, you should call out “Subdue” while you role-play striking his head. Under no circumstances should you actually touch the target’s head. The target will regain consciousness in 15 minutes, or after receiving 6 points of healing. Subdue can be reversed by *Awaken* (Magic User 2) or with a white *Flower of Avalon* (Druid 8). *Resist Death* (Knight 7) does not protect a target from Subdue, nor does wearing a helmet.



Throat Slit

A Throat Slit is used to kill a character with a single blow; to perform a Throat Slit, you should call out “Throat Slit” while you role-play drawing a weapon across the target’s throat. Under no circumstances should you actually touch the target’s throat. Throat Slits are the only recognized method of dispatching a target with a single blow – calling out decapitation or something similar, as a more extreme Throat Slit, is not within the rules.

The category of Throat Slits is broad and includes any single blow, with the intent to dispatch a victim by damaging his throat. Throat slits do not require an edged weapon. A Throat Slit must be healed for at least 12 points within 1 minute to prevent the target’s death; this healing can come from potions that are administered by another person. A character that has been Throat Slit cannot take any offensive action; cannot walk, run, or perform any other significant amount of movement; and cannot cast spells, read scrolls, or do anything else that requires speech; however, he may wave his arms for help if he is conscious. A character that has been Throat Slit may, if he wishes to, place a red flag over or around his throat or dangle a red flag from his mouth to indicate that he has been Throat Slit. A creature that is naturally asleep will be awakened by a Throat Slit, but one who is magically slept will not.



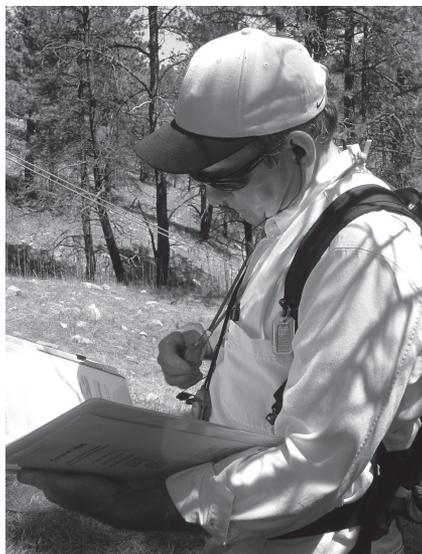
Disputes

In any system that includes rules and more than one participant, some sort of disagreement will eventually occur. To ensure that all disputes are handled in a fair and just manner, the IFGS has created some rules and processes that can be used by players and other participants to resolve in-game disputes.

PC Fairness Rule

The PC Fairness Rule is available for use by any PC in a game, unless otherwise determined by the Game Producer. All of the publicity materials for a game should indicate whether this rule will be available for use; if this rule will not be available in a game, it must be clearly communicated to all PCs prior to the game.

If a PC learns that he has been adversely affected by the action of another PC, either directly or indirectly, he has 1 hour to decide whether he wishes to invoke the PC Fairness rule. Invoking this rule will completely negate the effects of the action, and will remove all memories of the action from the characters involved; history will, in effect, be rewritten. The GM must judge whether use of this rule is appropriate, and is responsible for revising the events involved if he deems it appropriate. If a player disagrees with the decision of the GM, he may use the process for Protests that is described in the following section.



Protests

When you have a serious disagreement with an in-game situation, such as the outcome of an encounter, the death of a character, or the disposition of an item, you should first attempt to resolve the issue through the GM.

To minimize disruption to the game's continuity and to other participants, you should wait until the end of an encounter to approach the GM, and then briefly describe the issue and your protest. You should strive to remain tactful, unemotional, and clear – remember, the events in an IFGS game are directed at your character and should not be taken personally. The GM has the authority to change a ruling on the spot if you can give a short, articulate presentation of information that the GM feels warrants such a change.

If the GM chooses not to resolve the protest, or if your protest arises after the game, you can send a typed account of your protest to the sanctioning committee of the chapter that sanctioned the game. Your protest should be organized logically, and should be easy to read and understand. It should include any information that you feel is pertinent to the case, such as a description of the events, a list of the other

players and NPCs involved, the GM's name and associated rulings, and anything else you think is needed to reach a decision. Along with your protest you should include a \$5.00 check, made out to the chapter, as a processing fee. Your protest letter must be postmarked no later than 10 days after discovering the problem and, in all cases, no later than 60 days after the game. [Note: these limits are for filing PC protests and do not limit the time or authority of the chapter or Society to issue changes to game or treasure outcomes.]

Following your submission, the Chapter Sanctioning Committee will rule on your protest and notify you of their decision. If the committee decides that changes are appropriate, any necessary changes and adjustments will be made automatically. If the committee rejects your protest, you may appeal to the Chapter Board of the chapter that sanctioned the game. If rejected there, the final route of appeal is to the Society Board, which will refer the question to the Society Sanctioning Committee (SSC) for investigation. The SSC will provide the results of its investigation and any recommendation it may have to the Society Board, which will then make its decision. There is no further route of appeal available.



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.

Long Sword

A long sword has a blade length of between 37 and 48 inches, with a handle length of no more than 24 inches. The total length of the weapon may not exceed 72 inches. A sword with a blade between 36 and 37 inches long can be used as a long or short sword, but must be declared as one or the other at the beginning of each game.

Short Sword

A short sword has a blade length of between 18 and 36 inches, with a handle length of no more than 12 inches. The total length of the weapon may not exceed 48 inches. A sword with a blade between 36 and 37 inches long can be used as a long or short sword, but must be declared as one or the other at the beginning of each game.

Hand Axe

A hand axe has a handle length of between 9 and 12 inches, with a blade length between 6 and 12 inches. The total length must be between 18 and 24 inches. Only the blade of an axe does damage; hits with the shaft have no effect.





Battle Axe

A battle axe has a handle length of between 12 and 24 inches, with a blade length between 6 and 12 inches. The total length of the weapon may not exceed 36 inches. Only the blade of an axe does damage; hits with the shaft have no effect.

Great Axe

A great axe has a handle length of between 24 and 48 inches, with a blade length between 12 and 24 inches. The total length of the weapon cannot be greater than 72 inches. Only the blade of an axe does damage; hits with the shaft have no effect.

Staff

A staff has a length of between 24 and 84 inches. Any portion of the weapon that is safe for striking (based on SO approval) can do damage when striking a target. If a staff is "lost" during a game, it may be possible to role-play finding a replacement in the woods (obviously this does not work if you have actually lost your staff). This decision will be made by the GM.

Spear/Pole Arm

A spear or pole arm has a handle length of between 24 and 72 inches, with a blade length between 12 and 24 inches. The total length of the weapon may not exceed 84 inches. Any portion of the weapon that is safe for striking (based on SO approval) can do damage when striking a target.

Dagger

(Cannot be used in Melee!)

A dagger has a blade length of between 9 and 12 inches, with a handle length of less than 6 inches. The total length of a dagger must be less than 18 inches. The small size of a dagger and the general method by which it is used makes it a safety hazard in melee; therefore, a dagger can only be used for role-playing purposes, and can never be used in combat.

Other Melee Weapons

If you want to create a weapon that is not specifically listed here, you should compare the weapon to the categories described above. If there is a weapon to which it is particularly similar, it should be treated as that weapon with all the benefits and restrictions of that category. In general, new weapons may not be in excess of 72 inches total length or shorter than 24 inches, and may not have a blade greater than 48 inches long.

In all cases, the Safety Officer, Game Master, or Game Producer may disallow or reclassify any weapon if she feels it is in the best interest of the game.



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	<i>Seed of the Elements</i>	Variable – see 6 th level Druid	Special
Purple	<i>Physical Attack</i>	Variable – see 3 rd 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" x 2" 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 severers 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.

Armor & Magical Protections Do Not Protect Against:

- ◆ Throat Slits
- ◆ Subdual Damage
- ◆ Limb Severers
- ◆ Killing Attack
- ◆ Kill Daggers
- ◆ No Defense Damage
- ◆ Carried Effects, such as poisons
- ◆ One-Point Rule

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.





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.



Combat Defined

The term one combat is used from time to time and needs to be defined. Combat begins when an action is taken by a PC or NPC with intent to cause damage or ill effects upon another PC or NPC (this includes magical attacks). For instance, drawing your sword does not initiate combat, but swinging it with the intent to hit someone does. Drawing your bow does not initiate combat, but releasing an arrow at another character does. Casting an *Enthrall* (Magic User 1, Druid 2) without the consent of the target will initiate combat. Setting off a trap or a glyph does not initiate combat. Combat can also be initiated between members of a team. Combat ends for all participants when hostile action ceases by all involved parties for a period of 1 minute, or ends for an individual after 1 minute out of combat.

Three basic types of combat exist in the IFGS rules system: melee or hand-to-hand combat, which includes fighting with swords, staves, and other hand-held weapons; propelled missile combat, which includes ranged fire from simulated bows and crossbows; and thrown missile combat, which involves bean bags representing various items and abilities. Many spells, abilities, and skills (SAS) can also be classified as combat, and are discussed in Chapter 9.



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 her 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 her on the back. Players should not fight so closely that their opponent cannot stretch out her arms fully in combat.

Hits to the head, throat, and groin area are strictly forbidden. Any contact to the head with any type of item will be harshly dealt with by the game staff, even to the point of expulsion if deemed appropriate. Occasionally during the excitement of melee someone will accidentally get hit in the head, groin, or throat. If the blow is serious, a “Time Stop” should immediately be called, and everyone involved in the combat should freeze where they are and not resume combat until the person struck indicates that she is capable of continuing. If the blow is minor the combat may continue. In any case, blows to the head, groin area, and throat may never inflict in-game damage.



Armor in Combat

All armor and magical protection is effective against most attacks, including hand-to-hand, missile, and magical damage. Attacks that do *No Defense* (Knight 6, Ranger 10) damage or other attacks that specifically state that they not affected by armor are exceptions from this general rule. *Kill Dagger* (Thief 2), throat slits, subdual damage, and limb severers are also exempt from armor and protections. Only when specifically stated in the description of a spell, ability, or skill (SAS) will protections not work against all attack forms. See Chapter 4 for more detail.

One-Point Rule

Regardless of the amount of armor or magical protection, a character (except for a character in *Concentration* (Magic User 6)) always takes a minimum of 1 point of damage from all hand-held melee attacks – this is called the One-Point Rule. The One-Point rule does not apply to projectile missile and thrown missile weapons. If the damage of a missile or thrown weapon does not exceed the total armor of the target, no damage is done.





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.





Weapon Usage

Chapters 12 through 19, which describe the various character classes, indicate the number and types of weapons with which each character class can be proficient. This does not limit the number of weapons a character can carry during an adventure; it is assumed that a character can carry as many weapons as her physical abilities will allow.

If a character is limited to a specific number of weapon types, these should be selected when the character is created and should be indicated on the character history filed with the IFGS Registry. These choices cannot be changed, except by use of *Weapons Instructor* (Fighter 3). A character can pick up any weapon of a type with which she is proficient, and use it to inflict her base damage (Note: daggers, throwing stars, and throwing knives do not count as a proficiency for classes with a limited number of proficiencies).

Example: Angie creates a new Thief character, who can use two weapon types; she chooses sword and bow. These are the only two types of weapons to which Angie's character may ever apply her base damage, unless she is trained in the use of a new weapon type by use the *Weapons Instructor* skill.



Calculating Damage

Damage increases for all character classes as a character goes up in levels. These increases are a simulation of a character getting better, not so much at hitting with the weapon, but at being able to use the weapon in such a way as to cause more damage. These increases are permanent for that character and are applied to hand-held weapons, missile weapons, and some thrown weapons. This is your base proficiency damage, which is provided in the description of each individual character class. A character's base damage can only be added to one weapon at a time, except by use of specific SAS. For instance, if a player fights with two swords simultaneously, her base damage can only be applied to one sword in any combat. The amount of damage for the other sword would be the character's non-proficiency base damage. If a character tries to use a weapon with which she is not proficient, then the amount of damage she does is also the non-proficiency base damage for the character class (as long as the character is permitted by class restrictions to use that weapon). Non-proficiency base damage is equal to the character's base damage at 1st level.

Players are not required to choose an "off" hand for their characters. A character may apply her base melee damage, as listed by her class and level, to either hand when holding a single weapon. If a character wields 2 weapons simultaneously she must choose one hand to apply her base melee damage to and apply her base non-proficiency damage to the other. Fighters (at 4th level) and Thieves (at 2nd level) gain the ability to apply their base melee damage to two weapons simultaneously. Note: If a character drops her second weapon for any reason she may immediately apply her base melee damage to either hand.

Any damage enhancements, such as *Enhance Damage* (Cleric 1) or *Blade Sharp* (Fighter 2, 5, 8, & 10), that are affecting a character should be added to her base damage to arrive at the number to be called out with successful melee strikes. Please note that all enhancements are subject to the Stacking rules described in Chapter 11.

Example: Cara, a 5th level Monk, uses two swords and is under the effects of an *Enhance Damage*. Her base proficiency damage is 5, but it can only be applied to one sword, so her 2nd sword can only swing the non-proficiency base of 1. Because *Enhance Damage* increases damage by 1, Cara would call out 6 points of damage from one sword and 2 points of damage with the other.



Magical Damage

Certain creatures only take damage from magical weapons, so dealing out magical damage can be a tremendous benefit to a player. If a player is using a magic weapon, then with a successful weapon strike she should call out the entire damage that she does with that weapon, followed by the word “magic.” For example, a fighter who does a total of 4 points of damage would call out “4 magic” with a successful touch from a magic weapon. If a weapon is magical, then the damage must be called out as magic; this is not a choice of the player.

Spells such as *Enhance Damage* (Cleric 1), *Exhort* (Cleric 7), *Strong Arm* (Magic User 2), or *Plant Seek –Battle Weed* (Druid 5) do not make a character’s damage magical. These are spells that affect the character and not the character’s weapon. However, spells cast upon weapons, such as *Celtic Fist* (Druid 1), temporarily transform a mundane weapon into a magical weapon.



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.

Shields and Missile Fire

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).

When is an Arrow Marginal or Critical?

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 choose 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.

Number of Criticals Allowed

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.

Time Between Shots When Applying a Spell, Ability, or Skill to Missile Fire

5 seconds must pass between all uses of SAS or magic items. In missile fire, this means that after an archer fires an arrow that requires active use of a SAS, she must wait 5 seconds before beginning to aim to use another SAS. If the player is simply firing an arrow to which she will not apply a SAS then she can fire after the appropriate aiming time.

Example: A 5th level Ranger shoots a *Target Arrow*. If the Ranger wishes to fire another arrow that she will apply a SAS to, then she must wait 5 seconds before beginning to aim, then aim for the time required in the SAS description. If the Ranger simply wishes to fire an arrow without applying a SAS to it, then she can begin aiming as soon as she has finished announcing the *Target Arrow*.

Since arrows such as *Hone Arrow* (Ranger 2, 4, & 7) and *Elemental Arrow* (Druid 3) are considered to be "pre-cast" the Five-Second Rule does not apply to their use.



Number of Propelled Missiles Allowed

Unless otherwise indicated by the Game Designer or Game Producer, a player who can use a missile weapon and who is carrying a bow rep into a game is allowed to start the game with 20 mundane arrows. A player does not have to carry physical representations for her arrows. Magical or enhanced arrows are not included in this 20-arrow limit. For games that are longer than a day, players are still only allowed to start the game with 20 mundane arrows. Players can obtain more arrows during a game by several different methods, including buying them or making them with the *Make Arrows* (Ranger 2) ability, and characters are only limited to carrying a “reasonable” number of arrows (GP or GM discretion). Missiles may be traded between characters by GD or GP discretion.

Recovering Propelled Missiles

It is assumed that an arrow is so damaged by combat that it cannot be fired again. Therefore, normal or mundane missiles and one-shot magical missiles are not recoverable after they have been fired in combat. Permanent and multiple-use magical arrows can be recovered after combat has ended and can be used again in the next combat if allowed by the item’s *Savvy* (Magic User 1, Monk 2); a player must role-play recovering these fired arrows. If a magic arrow hits a target who escapes, it is assumed the arrow that struck the target also is gone and is not immediately recoverable. The success or failure of attempts to track and recover such lost magic arrows is determined by the game script or GM discretion.

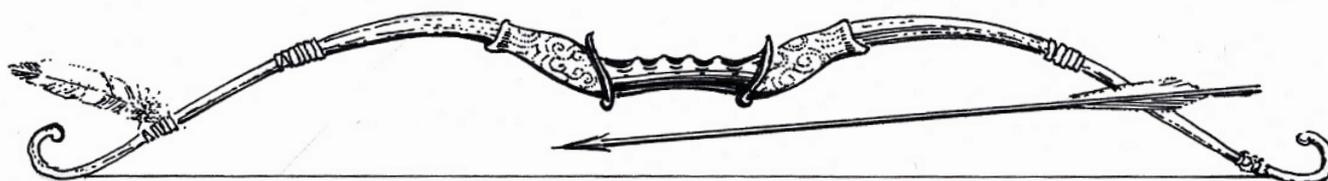
Missile Fire at Night

To fire propelled missiles at night, an archer should indicate her target with a short flash from a tight-beamed flashlight. Care should be taken to avoid shining flashlights into the eyes of others. Laser pointers are not allowed.

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.



Archery Testing (Optional Rule)

Archery Testing is a method which allows a player's real-world archery skills to be reflected in the skills of her characters. Each IFGS Chapter should decide whether they wish to offer Archery Testing, and whether or not they wish to allow archery test scores to be used in games run by the chapter. If archery test scores are to be allowed in a game, it should be clearly advertised in the game flyer, and the game's Loremasters should be specifically informed.

It is expected that chapters which choose to offer Archery Testing will provide open archery testing opportunities at least once every 2 years. It is up to all members who wish to take advantage of Archery Testing to assist their chapter in making such events happen in a timely fashion.

Any player who does not have a current test score will continue to use the standard number of critical hits as determined by her character's class and level; players who have current test scores may choose whether they wish to use their standard or tested number of critical hits for any character they play. Aiming time can never be reduced, even with Archery Testing.

If a chapter wishes to offer Archery Testing, the Chapter Board, Safety Officer, and Registry must identify members who are approved to act as Archery Safety Representatives (ASR) and Archery Registry Representatives (ARR). The following guidelines apply to all Archery Testing:

- All archery tests must be open to the general IFGS membership. The time and date of the test must be publicized to the chapter's membership at least 1 week before the test.
- At least one ASR and one ARR must be present, and they may not be the same individual.
- The ASR is responsible for setting up and running the archery test. Accuracy of set-up, timing, and safety fall under the purview of this position.
- The ARR is responsible for recording the results of the test, and providing written records of the results to all testers and the Chapter and Society Registries.
- Appropriate archery safety measures and local regulations must be followed during all archery tests.
- A standard archery target, with an 8 centimeter inner circle, must be used.
- The archer must stand 20 yards from the target.
- The archer must fire from a standing position, using a bow or crossbow. The bow or crossbow may not be equipped with any type of sight, including a pin sight or scope. The bow or crossbow must be hand-held and may not be stabilized or supported in any fashion. Mechanical releases, gloves, and armguards are allowed during testing, but no additional equipment is permitted.
- During the test, no one may assist the archer and the archer must draw her own arrows from either a quiver or the ground.
- A test must consist of one flight of 10 arrows. A flight may not exceed 10 arrows.
- The archer will have 100 seconds in which to test, beginning when she reaches for the first arrow or bolt. After 100 seconds has passed, no additional arrows may be fired. If the arrow or bolt is not away, it does not count toward the test.
- The test is scored as follows: Any arrow that is completely within the 8 cm inner ring is counted as a critical hit; if the shaft of the arrow is touching the 8 cm ring, the arrow does not count as a critical hit. The number of arrows or bolts completely within the 8 cm circle will be recorded as the archer's tested archery score.
- A player may test as often as once per day. Practice or warm up rounds are allowed; however, once an archer announces that a round is "for test" the result of the round will be recorded by the ARR as her test score.
- The ARR will provide each archer with a signed and dated record of her test results.
- Following Archery Testing, the ARR will forward all testing results to the Chapter and Society Registries. Testing results will include each archer's name, test score, and test date. These results will be available to all interested IFGS members.
- A player may chose to use her current archery test score for any or all of her characters, on a game by game basis, but may never have more than twice her level in critical hits per flight, regardless of her test score.

- A player must bring an official signed and dated record of her test results to any game where she intends to use archery test scores.
- An archery test score is valid for up to 30 months. Once the 30 month period has expired, the test score cannot be used.

Example: Robin shoots a test round, and lands 8 of her 10 arrows inside the 8 cm ring. Her archery testing score is recorded as 8 critical hits per flight of 10. If Robin plays a 5th level Fighter, she can use her test score of 8 critical hits instead of the standard 3 critical hits allowed by her class and level. If Robin played a 2nd level Knight, her test score would be treated as 4 critical hits, because even with testing she can't exceed twice her level in critical hits.

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).



Miscellaneous Combat Effects

In addition to the basic types of combat described in the previous sections, all participants should know how to react to the following effects and abilities.

Carried Effects

Melee and missile attacks can be used to deliver a secondary effect, such as *Venom Poison* or *Red Death*, to the target. These are called *Carried Effects*, and armor does not protect against them. If the melee or missile attack itself does not penetrate the target's armor, the *Carried Effect* is still applied. (Note that SAS such as *Electrify* (Magic User 1) that cause direct damage or are damage enhancements are not considered to be *Carried Effects* and armor will protect against them.)



Immediate Counters

Many SAS are designed to counteract an attack or spell effect; these are called *Immediate Counters*. An *Immediate Counter* must be called out immediately following the attack or spell effect it is neutralizing.

Example: A Knight strikes a Fighter, calling out "*Avenging Blow*, 16 points." The Fighter, wishing to avoid this devastating attack, counters by using her *Dodge Blow* skill, calling out "Dodge" immediately after the Knight's strike to her torso.

In cases where there is no physical manifestation of the counter (such as *Distrust* (Thief 4, Thief 6)) the character may wish to inform the GM that she is using the *Immediate Counter* without making everyone around her aware of it.

If you have a non-standard protection, then you should acknowledge almost all attacks when possible. For example, you might say "countered" or "no effect", or something similar, depending on the nature of your protection. The purpose of your acknowledgement is to let your attacker know that you are aware of her attack and have made the appropriate response. It saves her from having to continue to yell at you, trying again to get your attention in hopes that her attack will have some significant effect on you, and it saves you from getting a reputation for ignoring damage.



Knockdowns

Many of the SAS in the rules system include a Knockdown (KD) as part of the effect; these SAS can also be discharged from magic items, and will still cause a KD. The duration of a KD is usually 5 seconds, but varies for some attack forms. When a character suffers a KD, she must immediately come to a stop and fall to the ground. After the duration has expired, she can get up at any time. There are two suggested ways to safely take a Knockdown:

1. Drop to the ground or sit down, touching your torso – back, chest or side – to the ground immediately. You should start counting the KD time as soon as your torso has touched the ground. You may sit up while counting but may not get to your knees until the full duration of the KD has elapsed.
2. Kneel down, putting both knees on the ground, then lean forward and then place one of your hands on the ground. You should start counting as soon as both knees and one hand are on the ground. You must remain in this position or the previous position until the full duration of the KD has elapsed.

The acts of falling down, tumbling and getting back up are not considered part of the KD. A KD count does not begin until the character's torso has touched the ground or both knees and one hand have touched the ground. An affected character must wait the entire duration of the KD, which can seem an eternity in the chaos of a battle. To ensure they take the full KD time, players may count out loud or to themselves as follows – "Knockdown one, Knockdown two, Knockdown three, Knockdown four, Knockdown five."

If a player seems to have trouble taking a full-duration KD, her GM may ask her to count her KDs out loud. If a safety issue forces a knocked down character to move, the player must make every effort to take a full KD upon arriving at a safe area.

Characters who have been knocked down may not attack in any manner. They may not use SAS or activate magic items, including autocast items. They may, however, defend themselves from attack. When attacking a person who has been knocked down, all IFGS safety rules must be observed. If the knocked-down character cannot be safely struck, no attempt to do so should be made. In the case of damaging spells, abilities, or skills, or magic items that include a Knockdown, if a character takes no damage from the attack, then the character does not take the Knockdown; Knockdown-only SAS such as Stun (Magic User 6) are exceptions to this rule.

The immediate use of *Kip* (Monk 4) to counter a Knockdown, either as an ability or from an item, is allowed. If used, the player need only touch one knee to the ground, say '*Kip*' loudly and clearly enough so that the character who caused the KD can hear it, and continue on. Autoactivated items and SAS which require no action or concentration to activate will work while in a KD. For example, *Wrath* (Cleric 5) and *Physical Protection* (Cleric 3) will automatically discharge, but the character may not re-cast or re-direct while in a KD.

Although *Concentration* (Magic User 6) may prevent a KD from affecting a character, it cannot protect a character that has already been affected by a KD since the character can't start casting while in the KD. The following table lists all SAS that have an associated KD.





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IFGS Fantasy Rules
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Knockdowns Caused by Spells, Abilities, and Skills

Spell/Ability/Skill	Class/Level	Knockdown Duration
Backstab with Knockdown	Thief 10	5 seconds
Blast	Magic User 10	5 seconds
Bolt	Magic User 9	5 seconds
Critical Arrow	-	0 seconds
Deadfall	Ranger 9	5 seconds
Fire/Ice/Lightning Strike	Magic User 4	5 seconds
Earth Slap	Druid 5	5 seconds
Elemental Fury	Druid 9	10 seconds
Elemental Strike	Druid 4	5 seconds
Fire/Ice/Lightning Ball	Magic User 5	5 seconds
Gale	Druid 4	5 seconds
God's/Goddess's Hammer	Cleric 6	5 seconds
Ki'ai	Monk 4	5 seconds
Knockdown Arrow	Ranger 4	5 seconds
Lightbeam	Druid 8	5 seconds
Nerve Strike	Killing Monk 9	10 seconds
Sacrifice Throw	Monk 3	5 seconds
Seeds of the Elements	Druid 6	5 seconds
Set Projectile Trap	Thief 4	5 seconds
Snare	Ranger 8	5 seconds
Stun	Magic User 6	10 seconds
Stun Arrow	Ranger 7	10 seconds
Sweep	Movement Monk 6	5 seconds
Throw	Monk 5	5 seconds
Tripline	Ranger 7	5 seconds



The Pursuit Rule (Optional)

The Pursuit Rule is for use in game sites or situations where an open chase may not be viable, such as a public park, difficult terrain, extreme heat, limited physical capability, or a special event with children. If the Pursuit Rule is to be used in a game, it should be well advertised to all participants. Note that the Safety Officer can require use of the Pursuit Rule any time she sees a need due to safety concerns.

The Pursuit Rule is intended for use as a safe and playable way to simulate the pursuit of fleeing characters. The in-game factors that can influence pursuit have been generalized and simplified for playability, and have been assigned Encumbrance ratings. The GM is always allowed to modify the rule to consider influences not covered in this document, such as a player carrying a body or heavy items, or a situation where the quarry's line of retreat is blocked.



Encumbrance

There are five degrees of encumbrance, unless specifically noted otherwise in game copy. If the *Speed* (Monk 7) ability is used, the pursuit is always decided in favor of the character using the *Speed*; if multiple participants use *Speed*, their result will be determined by encumbrance numbers. To flee or pursue, you must have the use of both legs and cannot be in Knockdown.

Encumbrance 0 - A character wearing no armor and not carrying a shield.

Encumbrance 1 - A character with leather armor, or a character carrying a shield but not wearing armor.

Encumbrance 2 - A character with chain armor, or leather armor and a shield.

Encumbrance 3 - A character with plate armor, or chain armor and a shield.

Encumbrance 4 - A character with plate armor and a shield.

MODIFIERS: Before initiating or joining pursuit, a player may immediately drop a shield or invoke *Strength* (Knight 1, 4, 7, & 10) to decrease her encumbrance. To discard a shield for reduced encumbrance, the shield must fall away cleanly without a delay for unbuckling or unstrapping. *Strength* subtracts 1 level of encumbrance for each level of *Strength* used.

Initiating Pursuit

Two methods of initiating pursuit are available – initiation by quarry and initiation by pursuer.

Initiation by Quarry

If a PC or NPC wishes to flee an encounter, she must actively retreat to the side of the encounter, call “Pursuit,” and state her encumbrance level. Any other PC or NPC may join the pursuit by moving immediately towards the quarry and responding with “Pursuit” and her own encumbrance level.

Initiation by Pursuer

If a PC or NPC wishes to initiate pursuit as a pursuer, she must disengage from all other activities and move toward the intended quarry. The pursuer should then call “Pursuit” and state her encumbrance level. If the intended quarry wishes to flee, she should respond with “Pursuit” and her own encumbrance level. If the intended quarry does not accept the pursuit, the encounter or combat will proceed normally.

Restrictions of Pursuit

While engaged in pursuit, a character cannot engage in melee or use any SAS or magic item except for those which are autocast, autoactivated, or instant.

If a pursuer stops to remove a shield or perform another action, the quarry will escape. If the quarry stops to remove a shield or perform another action, she will be caught.

Participants of pursuit will be able to find and return to the other members of their party after pursuit has ended, unless prevented by game design.



Determining the Outcome of Pursuit

After pursuit is initiated, the participants must move a short distance away from the encounter area and compare encumbrance levels. Other characters in the encounter area will have 5 seconds to attack the quarry or the pursuer with ranged or melee attacks, after which it is assumed they have moved out of range of the encounter.

Quarry Escapes

If pursuit is initiated by the quarry and is not joined by a pursuer, the quarry is assumed to flee for at least 30 seconds and will automatically escape pursuit. She cannot return to the encounter area for at least 1 minute, and may then re-enter the encounter from any location she chooses. Please note that at this point all of her combat SAS will be down and will have to be recast.

If the pursuer's encumbrance is equal to or higher than the quarry's, the quarry will get away. The pursuer cannot return to the encounter area for at least 30 seconds, which reflects the fact that she chased the quarry for 15 seconds and then took 15 seconds to return. The quarry cannot return to the encounter area for at least 1 minute, and may then re-enter the encounter from any location she chooses. Please note that at this point all of her combat SAS will be down.



Quarry is Caught

If the pursuer's encumbrance is lower than the quarry's, then the pursuer will catch the quarry after 15 seconds of pursuit and both will still be engaged in the combat that they ran from. The two can then engage in combat or other activities. Characters who were not involved in the pursuit must wait a "travel" time of 15 seconds before engaging the pursuer or quarry.

Pursuer Becomes Unable to Run

If the pursuer becomes unable to run, either through Knockdown or damage, then the quarry may attempt to flee again by calling "Pursuit" and her encumbrance. The pursuer then has 10 seconds to recover and resume the pursuit before the quarry will escape.



Chapter 6: Poisons and Diseases

IFGS characters can come into contact with poisons and diseases through various in-game means. Weapon strikes, traps, and contact with “infected” NPCs are all possible ways of becoming poisoned or diseased. Effects can range from mild to severe, and can generally be neutralized or cured by use of an appropriate SAS. Armor does not provide any protection against poison or disease.

Poisons

Four primary types of poison are used in IFGS games: Kill Dagger, Toxin, Venom, and Red Death. Poisons are most often injected through a weapon strike, but they can also be coated on items such as a chest or a lock or can come in the form of a potion.

Kill Dagger Poison

Kill Dagger (Thief 2) poison causes instant paralysis for 15 minutes or until a *Neutralize Poison* (Cleric 4, Druid 4, Monk 4, Ranger 4, Thief 7, Thief 10), or related SAS is used; the target can be fed a *Neutralize Poison* potion as if he were unconscious (requires 5 seconds to administer). If the poison is delivered to the center of a target's back, he 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. 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 its level or below.



Toxin

Toxin poison causes the target to take an immediate and unavoidable amount of damage, and is often delivered as a carried effect on a successful weapon strike. Toxins may also be ingested, injected, or picked up by contact (contact poison). Because its effect is instantaneous, it is not affected by *Neutralize Poison* (Cleric 4, Druid 4, Monk 4, Ranger 4, Thief 7, Thief 10) or related SAS. *Immunity to Poison* (Monk 10), however, will protect against Toxins.

Venom

Venom poison causes death in 5 minutes. After 4 minutes the GM will inform the character that he does not feel well; 30 seconds later the character will become unconscious, and 30 seconds later the character will be dead. Venom poisons can be neutralized by *Neutralize Poison* (Cleric 4, Druid 4, Monk 4, Ranger 4, Thief 7, Thief 10) and related SAS. If a character has a *Neutralize Poison* or a related SAS used on him while he is unconscious, he can be awakened as if he was under the effects of a *Crash Time* (Magic User 1) spell. In order to function, venom must either be ingested or injected. Venom poison can in some isolated instances be inflicted through a skill or ability.



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Red Death

Red Death poison causes death in 1 minute. After 30 seconds the GM will inform the character that he does not feel well; 15 seconds later the character will become unconscious, and 15 seconds later the character will be dead. The only known cure for Red Death is the *Ranger Herb* (Ranger 6) Athelas used in conjunction with a *Neutralize Poison Potion* (Ranger 4, Thief 7), or with an *Improved Neutralize Poison Potion* (Thief 10). A *Freeze Poison* (Cleric 2), *Stasis* (Cleric 6), or *Shiatsu II* (Monk 9) will temporarily freeze Red Death. Normally, Red Death must be ingested or injected to work, but airborne and contact types can be created by game design. This poison is rarely encountered.

Other Poisons

Poisons which have other effects, such as the *Ranger Herb* (Ranger 6) *Nightshade*, exist in the rules or may be developed by game design. They will usually be treatable by *Neutralize Poison* (Cleric 4, Druid 4, Monk 4, Ranger 4, Thief 7, Thief 10) or a related SAS.

Diseases

Diseases can be of either a magical or mundane nature. A natural disease, such as the Black Plague, can be cured by any SAS that affects mundane diseases, such as *Neutralize Non-Magical Disease* (Knight 4). By contrast, Lycanthropy, Vampirism, and any disease resulting from a glyph are considered to be magical in nature and only SAS that explicitly state that they work against magical diseases (such as *Neutralize Magical or Supernatural Disease* (Knight 6)) would be effective. A disease must be defined as magical or mundane by game design, and the results of any attempts to cure the disease should also be defined by game design. By default, all diseases are considered mundane unless listed here or in a game design as being magical.





Chapter 7: Character Change and Death

As an IFGS character participates in adventures and increases in level, she is likely to experience dramatic changes, both positive and negative. A character might die, gain or lose permanent life points, or have a level temporarily or permanently drained. This chapter discusses the rules and restrictions governing such changes.

Permanent Life Point Changes

Characters can lose permanent life points when they die, or from other in-game effects. Cumulatively, a character can lose a number of life points equal to her level. Points freely given, and temporary losses of life points such as that caused by casting a *Raise Dead* (Cleric 10), do not count against this total. For higher risk games, Game Designers may specify that the permanent life point loss limit does not apply. Permanent life point losses which occur in such games will still carry forward to other games.

A character can also, rarely, gain permanent life points by specific game design. Gains in permanent life points may be combined from different games, but the maximum cumulative gain allowed is 1 extra permanent life point per level of the character.

Level Drain

Level Drain is a special ability that can be used by an NPC to effectively reduce a target character by 1 level. A character that is affected by a Level Drain is reduced in all respects including her LI resistance, LI capability, life points, spell or ability points, base damage, and available SAS. The character suffers no EP loss from a Level Drain, but can only regain the "lost" level through use of *Nullify Level Drain* (Knight 9) or by game design. When an affected character gains enough experience to increase in level, the Level Drain will still be in effect, and the character will continue to function at minus 1 level in all ways specified here.

Example: An 8th level Fighter is the target of a Vampire's Level Drain, and is drained to 7th level. She is then limited to 7th level skills and has the level, life points, skill uses, and base damage of a 7th level Fighter. She is still 8th level and suffers no EP loss, but will be affected by 7th level LI spells and abilities just as a 7th level character would be.





Immutable

Immutable are those aspects of a character that can never be permanently changed, under any circumstances by anyone for any reason. These aspects are fundamental to the IFGS rules system, and this is an area of the rules that is beyond the purview of any Game Writer, Sanctioning Committee or chapter policy. While a Game Writer may change some aspects of the rules for her current game, those changes may not leave her game and are not valid outside of that Game Writer's world. The following characteristics are considered to be immutable:

- All Bases** – No effect can alter a base, except for permanent life points (see earlier section of this chapter). The immutable bases are base hand-held, missile, and thrown damage; number of spell and ability points; and limb points. A Game Producer can alter a base during the current game, but that alteration may not leave that game.
- Weapon Type Allowed** – The types of weapons a character may use, such as long or short swords, can never be changed. A Magic User, for example, can never use a long sword.
- Number of Weapon Types Allowed** – The number of weapon types to which a character may apply her base for hand-held or missile damage can never be changed. A Thief, for example, must always be limited to the use of two weapon types.
- Ability to apply Proficiency Damage** – A character can never apply base damage to a second weapon or to a non-allowed weapon type unless it is a standard feature of her class. A 2nd level Thief, for example, can apply her base proficiency to two weapons, but a 2nd level Ranger cannot.
- Armor Type Allowed** – The types of armor that a character may use, such as leather or plate mail, can never be changed. A Druid, for example, can never wear chain mail.
- Shield Usage** – A character can never use a shield unless it is a standard feature of her class. A Monk, for example, can never use a shield.
- Spell or Ability Cost** – The number of spell or ability points required to use a spell or ability may never be reduced or increased, except as specified by another SAS such as *Improved Sense I* (Spirit Monk 6). For example, *Gale* (Druid 4) will always cost 4 spell points to cast.
- Casting/Meditation/Invocation Time** – The time required to cast a spell or invoke an ability may not be reduced except by use of *Autocast* (Magic User 7). Unless otherwise indicated in the rulebook description, all 1st and 2nd level spells/abilities/skills take 5 seconds to cast, 3rd and 4th levels take 10 seconds, and levels 5 and up take 15 seconds. Magic items are also subject to this limitation unless priced with an *Autocast* or autoactivate modifier.
- Wait Time Between Usages** – 5 seconds must pass between spell castings, uses of abilities and skills, activations of magic items, and aiming time for missile weapons. This wait time cannot be decreased.
- Aiming Time for Missile Fire** – Aiming time for a marginal hit is 5 seconds, and aiming time for a critical hit 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 Arrow* (Ranger 2, Ranger 4, Ranger 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.
- Additional Classes** – No magic item or effect that enables a PC to gain an additional class is allowed.





Death

When a PC or NPC loses the number of life points indicated in the charts for death for her character class and level, then the character is dead (Note that a character is dead at 0 life points). It is the responsibility of the character to role-play the dying as well as any other action the character does during the game. Though it may be fun for the player, overacting disrupts the atmosphere of the game. A dying gasp, last words if the situation calls for them, or a silent leaving of the soul can add to the game and show good sportsmanship.

When a character dies, any curses on that character, though not active, remain in effect. Should a cursed character have *Life Spark* (Cleric 6, Monk 7) or *Raise Dead* (Cleric 10) cast upon her, any curses are still in effect and become active again, unless otherwise stated in the description of the curse.

Poison and Disease remain in the body and are still in effect if you are resurrected by a *Life Spark* (Cleric 6, Monk 7); for purposes of time progression, they are considered to be newly applied or contracted when the character is returned to life. However, *Raise Dead* (Cleric 10) removes all poisons and diseases from the body (even Red Death). Durational spells and abilities (good, bad, and indifferent) run their duration as normal and may still be in effect after a *Life Spark* or *Raise Dead* is cast.

Spell or ability points of dead characters are not accessible. Furthermore, for game purposes, while characters are dead they are considered to have no spell points, ability points, or skills unless otherwise specified by game design.

There are several ways to avoid permanent death, including *Life Spark* (Cleric 6, Monk 7), *Raise Dead* (Cleric 10), and use of the Fate Point Option (described later in this chapter). If a dead character is not resurrected, then her career is ended. The player may, at the GM's option, wear a white shirt and follow the party at a distance in order to be able to watch the rest of the game. Some Game Producers allow the player to reenter the game with a different or secondary character. This will be indicated ahead of time so that players can come prepared with secondary characters.





Resurrections

Clerics and Spirit Monks can perform a *Life Spark* (Cleric 6, Monk 7) within 5 minutes of a character's death, which raises the target to 1 point above death. After a *Life Spark* is cast, the recipient is down permanent life points equal to $\frac{1}{2}$ of her level (round up) and is -2 to all LI effects for the rest of the game day.

Characters that cannot be raised with *Life Spark* (Cleric 6, Monk 7) may be resurrected with *Raise Dead* (Cleric 10) within 3 calendar years of the character's death. After 3 years, a character may only be raised by game design.

When a resurrection occurs, either by *Life Spark* (Cleric 6, Monk 7) or *Raise Dead* (Cleric 10), the character must be resurrected to the same level as when she died, and will have the same number of experience points. Each time a character is resurrected, she will permanently lose $\frac{1}{2}$ of her level in life points (round up). See the description of *Raise Dead* for further stipulations on resurrection.

The target's head, torso, and at least two limbs are necessary for the resurrection to be successful. If a limb is missing and the character is resurrected, then the character will come back without that limb. Characters cannot be resurrected from blood spatters or from a single body part.

The Fate Point Option

In the event of a character death, the player has the option to apply Character Applicable Points (CAP) to invoke Fate to avoid the death. Essentially, the work the player has done to earn CAP causes the "Fates" to intervene and help her avoid death. The specifics by which death was avoided depend on the situation and the imaginations of the GM and the affected PC. Possible explanations include intervention by a Deity, a lucky stumble to avoid most of the effects of a *Fire Strike* (Magic User 4), or a fortunate grab at a tiny ledge when falling over a cliff or off a bridge. The PC cannot invoke the Fate Point Option until the GM is consulted. Normally, the PC whose Fate is being adjusted is inanimate until the end of the encounter. The GM may choose to allow Fate to work more quickly if, in her judgment, such a result is appropriate or necessary for team survival.

As always, the Game Writer may place additional strictures or properties to the Fate Point Option within her own game, as approved by her Sanctioning Committee and advertised in the game flyer.

After the Fate Point Option is invoked, the PC will be at 1 life point above unconsciousness. Invoking Fate negates or reverses the thing that would have killed the PC, but does not heal or remove any other damage, curses, poisons, diseases, or glyphs that the PC may be suffering from. The PC does not lose life points or suffer any of the normal penalties of dying or resurrection, and her spell or ability point totals are unchanged.

The amount of CAP required to invoke the Fate Point Option is 3000 CAP per level of the PC or the current experience point total of the PC, whichever is less. A minimum CAP of 1500 CAP must be applied to invoke the Fate Point Option.

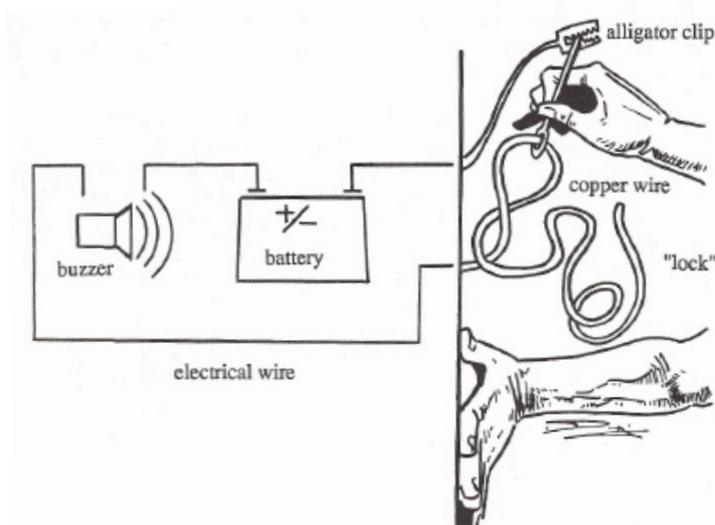
Example: Mary's character Bronwyn, an 8th level knight, is slain in combat with a dragon. The Fate Point Option has not been disallowed, so Mary invokes the Fate Point for Bronwyn. Mary notifies her GM and they agree that the fatal blow from the dragon's claw which should have killed Bronwyn actually just knocked her aside and dazed her until the battle was over. The shock of it all reduced her to 1 point above unconsciousness. She spends 24,000 CAP for Fate's intervention, and then joins her team after they finish with the dragon.

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 diagram), 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 1/2" thick
- A 1/2" 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 1/2" 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.

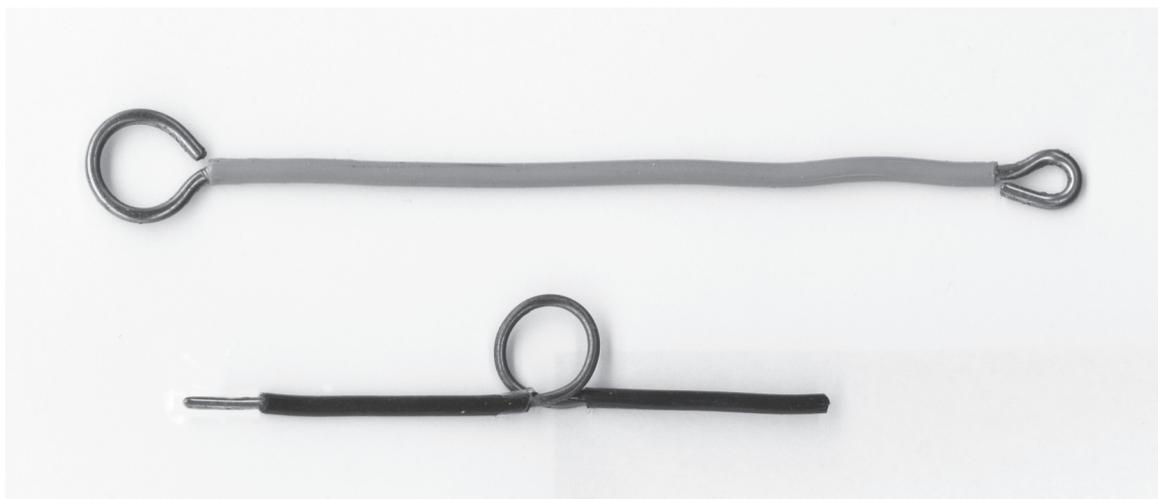
Lock Picks

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 1/2" 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.

Each player is responsible for making his own lock picks, and there is no limit to how many lock picks he may carry in a game. In point of fact, it is common for most Thieves to carry several lock picks in case some get lost or taken away during the course of a game.

Thieves are encouraged to practice picking locks between games to improve their skill, similar to Fighters practicing with weapons to improve their abilities. Practice outside of a game can be quite useful later.

Lock Pick Examples



Lock Type and Difficulty

Determining the rating of a lock consists of two parts, the type and the difficulty. A lock type, ranging from A to G, is used to determine how a lock can be opened. The difficulty rating of a lock describes the intended physical difficulty of picking the lock. Difficulty ratings range from 1-7, with S used for special locks that do not fit the standard lock format.

Lock Type	Physical Damage	Spell Damage	Spell Point Cost for Reverse Lock
A	25 points	5 points	2 points
B	35 points	15 points	4 points
C	40 points	20 points	6 points
D	--	30 points	8 points
E	--	40 points	10 points
F	--	50 points	12 points
G	--	Must Pick	Must Pick



Dashed Areas: Lock cannot be opened with physical damage.

Game Writers should feel free to increase the difficulty of a lock by defining its placement. A sample lock description in a game might be:

The false top is secured with a D3 lock using 8-12 inches of wire. The lock itself is placed behind the altar and cannot be seen directly by the characters. A mirror is provided for the character to use; since he will be picking this lock via a mirror, the actual difficulty is a '5'.



Difficulty 1 Lock

The lock should be made up of a single strand of wire no longer than 4 inches, with no more than 90 degrees of total bend. The lock should be accessible, easy to reach, and allow ample room for maneuvering a pick. This is a "simple lock" and should never be difficult to pick even for a beginner at lockpicking.



Difficulty 2 Lock

The lock should be made up of a single strand of wire, with a length of not more than 8 inches. The wire may have numerous bends in it, but the total bend should not exceed 270 degrees. The wire should not loop back over itself or require the character to switch hands while picking. Lock allows ample room for maneuvering a pick.



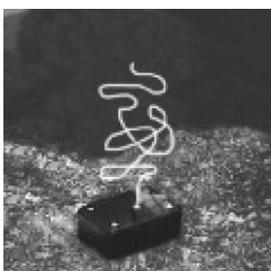
Difficulty 3 Lock

The lock should be made up of a single strand of wire not greater than 12 inches in length. The lock may have multiple bends and twists. The lock may have places where the wire loops back over itself, but at no point should the wire pass through a loop of itself. The areas around the bends and loops should have adequate room for maneuvering a pick.



Difficulty 4 Lock

The lock should be made up of a single strand of wire not greater than 18 inches in length. The lock may require a character to switch hands while picking, but the wire should not feed back through one of its own loops. The lock can be constructed "tighter" than difficulties 1-3, posing occasional problems while maneuvering the pick through the lock. While tight, there should be no forced touches.



Difficulty 5 Lock

The lock should be made up of a single strand of wire not greater than 24 inches in length. The lock may have many twists and loops. Any lock where the wire feeds back through itself once should be assigned a minimum difficulty of 5. Locks of this difficulty may also be constructed in a "tight" fashion, making it difficult at times to maneuver a pick through the lock. While tight, there should be no forced touches.



Difficulty 6 Lock

The lock has no restriction on total length of wire. The lock should be very difficult to pick, challenging even the most accomplished of Thieves. The lock has many tight, severe bends and loops. The wire should feed back through the lock two or three times, making it difficult for a character to maneuver his lock pick while avoiding touches. The lock should remain composed of a single strand of wire; however, that wire may have "spurs" or protrusions soldered on at various places to further increase the difficulty. While tight, there should be no forced touches.



Difficulty 7 Lock

These are the toughest locks found on any course. This type of lock may appear "unpickable" when first viewed. There are no limits on wire length, loops, or number of times the wire may pass back through the lock. Any lock containing a forced touch automatically rates a difficulty of 7. The existence and number of forced touches should be described in game copy. A Difficulty 7 lock may contain additional "live" wires that are not part of the lock itself.

Difficulty S Lock

This difficulty is used only for locks that do not conform to the standard 1/2" lock-pick, copper wire, and buzzer arrangement. Examples of this would be huge locks that take multiple people to wield the pick; locks that contain hooks & eyelets inside of a box that must be connected/disconnected; locks where a straight steel bar must be maneuvered through a series of offset rings; locks contained inside of plastic mason jars with narrow paths cut out for the pick to slide through; etc.



Opening Locks

IFGS locks can be opened without a key in three ways, each of which has its own ramifications and restrictions. The methods available for a particular lock depend on the type of lock (A-G).

Lock Picking

To open a lock with lock picking, a character moves his lock pick along the turns and twists of the lock's copper wire, attempting to move along the entire path of the lock without touching his pick to the lock. If the lock pick and the wire of the lock touch, the lock's buzzer will sound to indicate that the character's attempt to pick the lock has failed. The character must begin lock picking again at the starting point of the lock every time the lock is touched with his lock pick, unless the *Thief's Touch* (Thief 4) ability is immediately used. The number of attempts a Thief may make to pick any given lock is equal to his level; a character of another class may only attempt lockpicking with use of a magic item, and is restricted to the number of uses specified by the item's *Savvy* (Magic User 1, Monk 2). A character does not take damage from touching the lock with the pick, although a failed attempt might trigger traps or glyphs that could cause the character damage.

The wire loops, buzzers, batteries, and other paraphernalia representing a lock are not in-game and cannot be affected by characters; they are simply the devices used to represent a lock and test a character's lock picking skills. Therefore, any interaction with the lock (cutting, moving, or straightening the wire) is forbidden. Anachronistic items used in lock picking are also not allowed (GM discretion). If in the middle of picking the lock, the alligator clip connecting the lock pick to the buzzer needs to be adjusted, the character is allowed to disconnect the clip and reconnect it provided the pick does not change position.



Physical or Spell Damage

Most locks can be broken by physical or spell damage; the number of points that it takes to open the lock depends on the lock type (A-G). Traps or glyphs may be set off by physical or spell damage, and it is possible that any fragile items in the chest such as scrolls, potions, or some gems might be destroyed by breaking the lock this way.

Physical damage may be done with swords, rocks, arrows, vials of acid, or other weapons (Note that the physical damage should only be role-played so that the lock representation is not actually destroyed).

Spell damage includes damage from spells such as *Lightning Strike* (Magic User 4) or *Fire Ball* (Magic User 5); it does not include damage from a spell delivered through a weapon, such as an *Electrify* (Magic User 1). It also does not include damage from defensive spells such as *Physical Protection* (Cleric 3) or damage from a magical weapon.

Magic User Reverse Lock

Most locks can also be opened by use of *Reverse Lock* (Magic User 1). A Magic User may cast a *Reverse Lock* for the cost of 2 spell points per type of lock, and may use a maximum number of spell points equal to his level. A Magic User cannot tell what the exact type of a lock is by looking at it, but with suggestions from a Thief or by use of the spell *Know Aura* (Magic User 2, Cleric 3) he can determine how many points to put into his spell. The Magic User must specify what lock type he is trying to open.



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:

1. **Level #** (the level at which the character class gains the SAS)
2. **Default Invocation Time** (this default is based on the level of the SAS, and can be superseded by the detailed description of the SAS)
3. **SAS Name**
4. **Range:** Maximum possible range from the character to the target
5. **Area:** Maximum number of targets or size of the area that the SAS can affect
6. **Duration:** Length of time the SAS will remain in effect
7. **Stacking:** Which stacking categories the SAS belongs to (discussed in depth in Chapter 11)
8. **Misc.:** Other information pertinent to use of the SAS, such as a Knockdown or material component
9. **Cost/Uses:** The number of spell or ability points required to use the SAS, or the number of available uses
10. **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

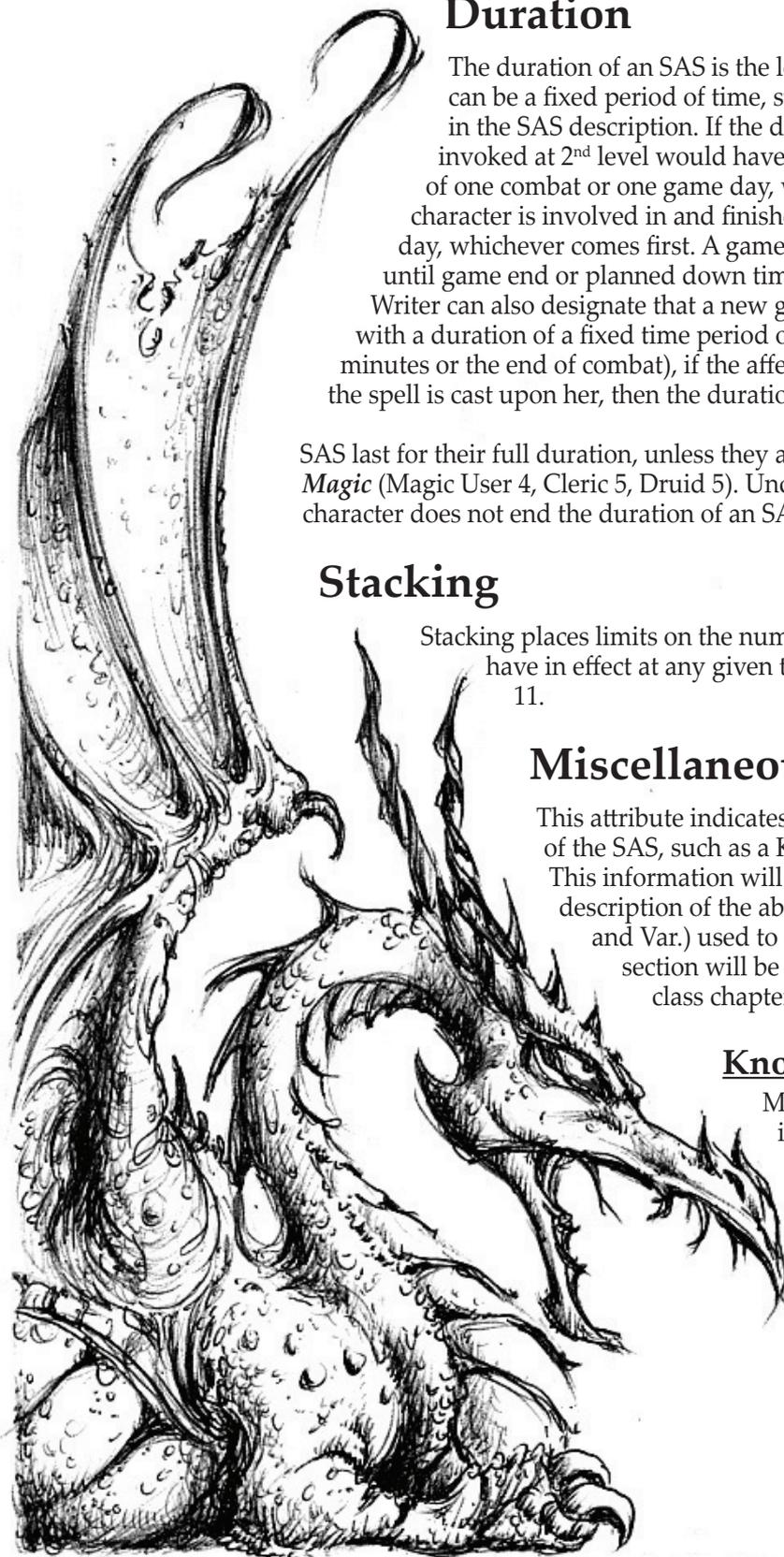
Stacking places limits on the number and type of effects a single character may have in effect at any given time. Stacking is discussed in depth in Chapter 11.

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
Red	Danger
Blue	Defensive
White	<i>Phase Out</i> or Invisibility
Yellow	Avoidance
Green	Change in Appearance
Purple	<i>Speed</i>
Brown	Natural Weapons



Reversible Spells

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.

Using SAS at Night

To use ranged SAS (such as *Lightning Strike* (Magic User 4) or *Dead Eye* (Magic User 1)) at night, a character should indicate each target with a short flash from a tight-beamed flashlight. Care should be taken to avoid shining flashlights into the eyes of others. Laser pointers are not allowed.

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 10: Magic

In the fantasy worlds where IFGS adventures occur, magic is an accepted, if rarely understood, fact of life. Spell casters draw upon the mystical energies around them to cast their spells, which produce varying results. Spells vary in nature and can be protective, damaging, or informational. Magic items such as scrolls, wands, rings, weapons, and potions also exist and can cause various magical effects.

Detecting and Revealing Magic

Several classes have the ability to detect or reveal magic: Magic Users, Clerics, Druids, and to a limited extent, Monks. Magic Users can innately *Detect Magic* (Magic User 0) in a limited area at no spell point cost. Monks can *Sense Magic* (Monk 1) on a single item for no ability point cost. Clerics, Druids, and Magic Users can, for the cost of 1 spell point, cast the spell *Reveal Magic* (Cleric 1, Druid 1, Magic User 1). This spell will pinpoint all items and creatures in the area of effect that radiate magic. *Detect Magic* and *Reveal Magic* are blocked by 1 inch of wood, earth, stone, or metal, though shields will never block these abilities.

Things that commonly radiate magic in IFGS adventures include items, NPCs, PCs, and some illusions. If a PC or NPC has a durational spell cast upon him, he will also radiate magic.

Dispelling Magic

Two basic types of spells exist in the rules: those with an instantaneous effect (such as *Fire Ball* (Magic User 5) or *Lightning Strike* (Magic User 4)), and those spells that have a durational effect (such as *Physical Protection* (Cleric 3), *Enthrall* (Magic User 1, Druid 2), *Spell Defense* (Magic User 4), or *Crash Time* (Magic User 1)). Spells that have instantaneous effects cannot be dispelled; however, those spells that have a duration can be dispelled at a variable spell point cost.

A character can dispel any spell, including his own, with the use of *Dispel Magic* (Magic User 4, Cleric 5, Druid 5) at the same cost as an LI spell (1 spell point per 2 levels affected, rounded up). To use *Dispel Magic*, he must call out "*Dispel Magic*," followed by the name of the spell and the level that he is attempting to dispel. As with all LI spells, he can only dispel spells cast at his level of effect or lower. For example, a 5th level Magic User who was attempting to negate the effects of an *Enthrall* (Magic User 1, Druid 2) cast upon a team member by an NPC would cast "*Dispel Magic, Enthrall, 5th level*". The caster loses the spell points even if he is not successful in negating the spell. Non-LI durational spells must be dispelled at the level of the individual who cast the spell.

Spells with a durational effect and an area of effect that is greater than 1 creature (for example, a 5' radius circle) are treated as multiple single-target spells for the purposes of *Dispel Magic* (Magic User 4, Cleric 5, Druid 5). If the spell in effect is successfully dispelled, the spell is removed for the target only, not for all of the characters affected by the spell. Examples of this type of multi-target spell are *Exhort* (Cleric 7), *Awe* (Cleric 10) and *Group Haven* (Cleric 8).

The abilities and skills of Knights, Monks, Rangers, Thieves, and Fighters are not considered to come from magic. Therefore, the effects of their abilities cannot be dispelled.

Magic items or objects cannot themselves be dispelled, but durational spell effects caused by a magic item are subject to the same *Dispel Magic* (Magic User 4, Cleric 5, Druid 5) rules as spells. Non-LI spells from items are assumed to be at the minimum level of effect unless otherwise specified by the item's *Savvy* (Magic User 1, Monk 2). Skills and abilities that originate from items cannot be affected by a *Dispel Magic*.

Except for *Haven* (Cleric 1), no spell can be dismissed by the caster with a simple act of will or statement of intent; all spells must be expended, run their full duration, or be removed with *Dispel Magic* (Magic User 4, Cleric 5, Druid 5).



Illusions, Concealment, and Invisibility

Illusions, concealment, and invisibility are all used during IFGS games to alter how characters perceive the world around them. Their effects and how characters should react to them vary, and are described in detail in this section.

Illusions and Disbelief

Magical illusions can occur by game design, although there are no spells or abilities which allow players to produce them. A Game Writer must decide whether an illusion can be dispelled, and what level of *Dispel Magic* (Magic User 4, Cleric 5, Druid 5) can remove the illusion. Some illusions cannot be dispelled. A character can react to what he believes to be an illusion in several different ways:

Illusion Type 1

This is an illusion of something that may not actually be there at all, such as a Fighter dealing 30 points of damage per blow, a Magic User casting a fifty point *Lightning Strike* (Magic User 4), or a huge creature.

Method of Disbelief: The character must loudly state “I disbelieve,” and then act as if the creature, item, or other effect does not exist. For example, stating “I disbelieve” then walking through an illusory wall of fire, completely ignoring a hit from an illusory creature, or ignoring magical damage from an illusory caster would be a valid attempt to disbelieve a Type 1 Illusion. If the creature, item, or other effect is an illusion, no damage will be taken by the character; however, if the creature, item, or other effect is not an illusion, then the character will take full damage. Any attempt to fend off the damage negates that character’s attempted disbelief.

Illusion Type 2

This is an illusion that covers something else that is actually there, such as a magical book made to look like an old piece of wood, a dangerous monster made to look like an innocent girl, etc.

Method of Disbelief: Disbelief is not possible for this type of illusion, although a *Dispel Magic* (Magic User 4, Cleric 5, Druid 5) might work. A character using a SAS such as *True Sight* (Magic User 7) or *Perceive Illusion* (Monk 8) will see things as they truly are.

Illusion Type 3

This is an illusion that only affects a player’s mind. Examples of this are game-designed spells that cause a player to believe he is a five year old, or causes him to have nightmares.

Method of Disbelief: No method of disbelief is possible for the person affected, but effects can often be dispelled by *Dispel Magic* (Magic User 4, Cleric 5, Druid 5).



Concealment

Concealment is a level-based SAS that allows a character to be hidden from other creatures. While the concealed character is 30 feet or more from another PC or NPC, his concealment is effective at the level of the SAS +3; if a target is within 30 feet of the concealed character, the concealment is effective at the level of the SAS. As long as the concealed character moves slowly and stays near some sort of shadow or obscuring object (for example, a wall, in the trees, crawling through grass), then he will not be noticed by other creatures. Affected players and NPCs should do their best to ignore the hidden person and continue their actions as they normally would.

A character cannot conceal himself if he is within 10 feet of any other creature. If he is already concealed and approaches or is approached by someone within 10 feet who is affected by the concealment, then the concealed person must remain motionless or he will be immediately detected. This is an LI skill, and the character must inform anyone who approaches him, "*Conceal*," followed by the level of effect.

A concealed person may not take any offensive actions while in concealment, and may not take any offensive actions for 5 seconds after he becomes unconcealed except by use of a Thief's *Improved Conceal Self* (Thief 8). The Druid spell *Shadows of Concealment* (Druid 6) can be potentially dispelled, but the *Conceal Self* (Thief 5, Ranger 6) skill or ability cannot. A concealed character can be detected with *True Sight* (Magic User 7) or *Enhanced Senses* (Ranger 6).

A concealed person cannot make any fast movements, including spell casting, or the concealment will terminate (active struggling while bound is considered movement). The concealed person cannot activate magic items or pre-cast spells, skills, or abilities.



Invisibility

Invisibility is not an ability that can be caused by any IFGS SAS. However, invisibility has been brought into games via magic items, scrolls, and game design and is governed by the following strictures: a creature must indicate that he is invisible by displaying a piece of white cloth at least 2 feet by 2 feet square, above the waist and in plain view, to indicate his invisible status.

An invisible creature can be heard by others if he makes a normally audible noise while moving, talking, or taking any other action. However, if players don't hear the invisible creature they must play as if they are completely unaware of his presence.

The presence of an invisible creature might be revealed by his tracks, particularly in terrain such as mud, snow, or tall grass; this determination will be made by a GM as needed.

Any of the following will cause an invisible creature to become immediately visible:

- The creature or his possessions come within 10 feet of any other being, unless the invisible creature remains completely motionless
- The first word of a spell casting, the first second of aiming time with a bow, or the beginning of a weapon strike (first movement) initiated by the invisible creature
- The invisible creature undertakes any action that initiates combat



Glyphs

A glyph is a powerful magical trap that may be placed upon a rigid object to protect against theft, opening, or entry. Glyphs can be used in four different ways:

- A glyph can be placed to protect an area and set to trigger when someone passes within 5 feet of the glyph.
- A glyph can be placed under an object and set to trigger when someone passes within 5 feet of the glyph.
- A glyph can be placed under an object and set to trigger when the object is disturbed.
- A glyph can be placed on top of or inside an object, such as a chest or rigid pouch, and set to trigger when the object is opened.

A glyph must be at least 2 inches square; the level, effects, and activation method of each glyph should be included in game copy. Because the power of a glyph results from the exact relationship of its shape, they can never be placed on flexible pouches, characters, clothing, or other non-rigid objects.

A glyph cannot be activated from a distance greater than 5 feet. A glyph that is set to trigger with proximity will be set off by any animate creature that weighs 25 pounds or more; an undead creature or *Mist Servant* (Druid 7) will trigger a glyph, but a squirrel, rock, or inanimate dead body will not. Any attempt to modify, deface, or physically remove a glyph will immediately trigger it and cause it to affect all characters within the area of effect. A glyph with an area of effect of "1 Target" will affect the character that triggers it. A glyph will disappear once triggered unless otherwise stated in game copy.

Glyphs detect as magic, but the items they are placed on do not, unless they are magical in and of themselves. *Sense Traps* (Thief 2, Ranger 3) and *Reveal Glyph* (Cleric 3) will reveal the presence of glyphs within a defined area. *Detect Magic* (Magic User 0) and *Reveal Magic* (Cleric 1, Druid 1, Magic User 1) may also reveal a glyph, but because these SAS are blocked by 1 inch of wood or other materials a glyph on the back of a 1" wooden door, for example, would not be detected.

All glyphs must be approved by the IFGS Fantasy Rules committee before they can be used in an IFGS game. 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. Other characters do not possess any innate knowledge regarding glyphs – this information is comparable to treasure and must be learned during sanctioned IFGS events. If a character learns glyphs during a game, details of each glyph learned should be included on the character's game experience record and recorded with the IFGS Registry at the end of the game.

The following sections describe the standard IFGS glyphs and their effects. Each description includes a pronunciation guide; Appendix C provides a key to the spelled pronunciation method that has been used.

4th Level Glyphs

Elthos

[el-*thohs*]

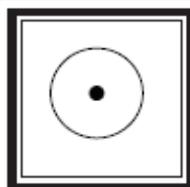
Level: 4

Area: Special

Duration: 2 minutes

Level to Dispel Glyph Effect: 6th

This glyph causes a loud wailing alarm to sound for 30 seconds. The alarm will be represented by an appropriate noisemaker or by a GM/SK yelling at top of his lungs.





Magic

Holfet

[hohl-fet]

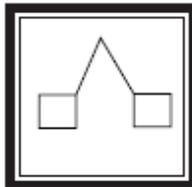
Level: 4

Area: 1 Target

Duration: 5 minutes

Level to Dispel Glyph Effect: 6th

This glyph causes the target's feet to become anchored to the ground.



Regia

[reg-ee-ah]

Level: 4

Area: 5' radius centered on the glyph

Duration: Instantaneous

Level to Dispel Glyph Effect: NA

Affected creatures will take 12 points of acid damage.

Plant Seek - Duckback (Druid 5) will allow a target to resist the acid.

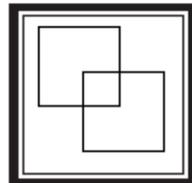
Rimesh

[rahy-mesh]

Level: 4

Area: 1 Target

Duration: 5 minutes

Level to Dispel Glyph Effect: 8thTarget is affected by *Hold Being* (Cleric 7) at 8th level.

Svarq

[svahrg]

Level: 4

Area: 1 Target

Duration: Instantaneous

Level to Dispel Glyph Effect: NA

Target is struck with a *Fire Strike* (Magic User 4) for 18 points of damage.

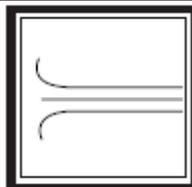
Trefre

[tre-frey]

Level: 4

Area: 10' radius centered on the glyph

Duration: 30 seconds

Level to Dispel Glyph Effect: 8thAll targets are affected by *Spook* (Magic User 2) at 8th level.

Yum Cimil

[yuhm sim-eel]

Level: 4

Area: 1 Target

Duration: Special

Level to Dispel Glyph Effect: NA

Target is infected by a painful magical rotting disease, and will take 1 point of No Defense damage in each limb at the beginning of each minute (so the recipient instantaneously takes 4 points of damage). As soon as all limbs have gone to 0, the torso will begin to take 5 points of No Defense damage per minute. The disease may be stopped temporarily by *Freeze Disease* (Cleric 2) or *Stasis* (Cleric 6); *Neutralize Disease* (Cleric 4), *Cleanse* (Cleric 7), *Purify* (Cleric 9), or a green *Flower of Avalon* (Druid 8) will stop the effects permanently. Note: the target's damage will still need to be healed.

Yum Kaax

[yuhm kaks]

Level: 4

Area: 1 Target

Duration: 15 minutes

Level to Dispel Glyph Effect: 6th

Target is affected by severe hunger, and will be at -2 for damage for the duration of the effect due to extreme weakness. Victim must role-play the hunger, although eating food will not ease or cure this effect.



5th Level Glyphs

Aldaband

[awl-da-band]

Level: 5

Area: 1 Target

Duration: 5 minutes

Level to Dispel Glyph Effect: 7thThe target will immediately *Tree Shift* (Druid 4) to any tree within 15' of either the target or the glyph, based on GM discretion. If there is not a tree within 15 feet, then the glyph goes off with no effect.

Balam

[bey-lam]

Level: 5

Area: 5' radius centered on the glyph

Duration: 5 minutes

Level to Dispel Glyph Effect: 9thAll targets are affected by *Animal Mind - Cat* (Druid 3) at 9th level.



Syat

[see-at]

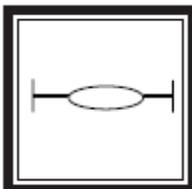
Level: 5

Area: 5' radius centered on the glyph

Duration: 45 minutes

Level to Dispel Glyph Effect: 9th

All targets are affected by a *Crash Time* (Magic User 1) at 9th level.



Wid

[wid]

Level: 6

Area: 5' radius centered on the glyph

Duration: 15 minutes

Level to Dispel Glyph Effect: 8th

Targets can't cast spells or activate magic items, and will be at -3 for weapons damage.



Uvas

[oo-vahs]

Level: 5

Area: 5' radius centered on the glyph

Duration: 5 minutes

Level to Dispel Glyph Effect: 7th

Area of effect is webbed; the web cannot be affected by fire, acid, weapons, spells, or any other means. All creatures within the area of effect are completely unable to move, including fighting and casting. A person affected by the glyph may break free of the web by using *Strength II* (Knight 4). A character trapped in the web cannot be pulled free by others using *Strength II*; however, *Strength III* (Knight 7) or *Strength IV* (Knight 10) could pull him free. *Dispel Magic* (Magic User 4, Cleric 5, Druid 5) must be cast upon each target separately when dispelling the effects of this glyph.



Xardrin

[zawr-drin]

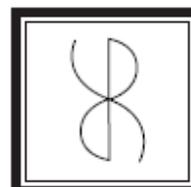
Level: 6

Area: 1 Target

Duration: 5 minutes

Level to Dispel Glyph Effect: 8th

All non-magical metal objects on the affected target will instantly become red hot. A target who is wearing metal armor will take 10 points of No Defense damage at the beginning of each minute for the duration of the glyph. A target carrying a hand-held metal object will take 2 points of No Defense damage in that limb at the beginning of each minute, and will be affected by *Dropsy* (Magic User 3). Each time the target touches a metallic object he will be affected by an additional 2 points of No Defense damage and *Dropsy*. Insulating the metal objects will not reduce this damage.



6th Level Glyphs

Actra

[akt-ra]

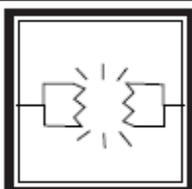
Level: 6

Area: 5' radius centered on the glyph

Duration: Instantaneous

Level to Dispel Glyph Effect: NA

All traps in the area of effect are immediately set off.



Zicth

[zikth]

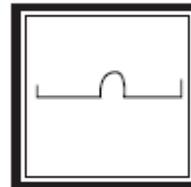
Level: 6

Area: 1 Target

Duration: Instantaneous

Level to Dispel Glyph Effect: NA

Target will be affected by a 24 point *Lightning Strike* (Magic User 4).



Solit

[soh-lit]

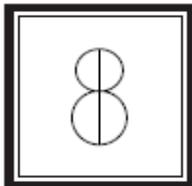
Level: 6

Area: 1 Target

Duration: Special

Level to Dispel Glyph Effect: NA

Target will become completely deaf and mute. This effect can only be removed with 24 points of *Cure Serious* (Cleric 5, Druid 6), which may be applied in multiple castings.





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7th Level Glyphs

Bragollach Gurth

[broh-gohl-lawch gerth]

Level: 7

Area: Special

Duration: 5 minutes

Level to Dispel Glyph Effect: 7th

This glyph causes a *Wall of Fire* (Magic User 9) to cover the opening that the glyph was protecting. Anyone crossing the wall will take 21 points of fire damage. The wall will remain in effect for the full 5 minutes unless dispelled by a *Dispel Magic* (Magic User 4, Cleric 5, Druid 5) modified by *LI Extension* (Magic User 10) and cast at 7th level or higher.



Avalon (Druid 8), or can be cured by at least 6 points of healing administered in one action (two separate 4-point healing spells would not work). *Freeze Poison* (Cleric 2) or *Stasis* (Cleric 6) will delay the effects as described in their descriptions.

Rigortus

[ri-gor-tuhs]

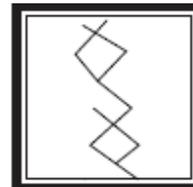
Level: 7

Area: 1 Target

Duration: Special

Level to Dispel Glyph Effect: 9th

The target will go into immediate convulsions and be unable to take further action; he will become unconscious in 10 seconds and experience full rigor mortis in 30 seconds. The target will appear to be dead, but will actually be in suspended animation. This effect can be terminated by a *Dispel Magic* (Magic User 4, Cleric 5, Druid 5) of 9th level or greater or a white *Flower of Avalon* (Druid 8), or will fade on its own at the end of the game day.



Hapla

[hap-la]

Level: 7

Area: 1 Target

Duration: 15 minutes

Level to Dispel Glyph Effect: 9th

The affected target will not willingly enter the area protected by the glyph for the duration of the glyph's effect. If the target is within the area of effect, then he will attempt to leave the same way he entered.



Selfen

[sel-fin]

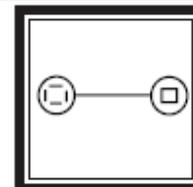
Level: 7

Area: 1 Target

Duration: Instantaneous

Level to Dispel Glyph Effect: NA

Target is teleported up to 100 "game" feet away to a location determined by the creator of the glyph. The teleportation itself will not damage the target, however the resulting destination could be harmful; for example, the target could be teleported over a pit of acid, into which he will fall. After the *Selfen* glyph is placed the caster must immediately move to the destination of the teleport, and may not stop to perform any other actions along the way.



Lopla

[lah-pla]

Level: 7

Area: 1 Target

Duration: 5 minutes

Level to Dispel Glyph Effect: NA

The target will immediately enter and then remain within the area that the glyph protected without taking any further precautions or defenses (GM should indicate this to the character). The effects of this glyph can only be countered with *Earth Calming* (Druid 6).



Shestru

[shes-troo]

Level: 7

Area: 10' radius centered on the glyph

Duration: Instantaneous

Level to Dispel Glyph Effect: NA

All non-magical shields within the area of effect will be instantly destroyed beyond any means of repair (including *Mend* (Magic User 1) and *Reverse Warp* (Druid 2)).



Malagorth

[mahl-a-gorth]

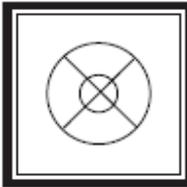
Level: 7

Area: 1 Target

Duration: Special

Level to Dispel Glyph Effect: NA

Target will immediately take 10 points of No Defense damage, and will be affected by a magical poison. The target will fall unconscious after 1 minute and will be dead after 2 minutes. The poison can be neutralized with a *Neutralize Poison* (Cleric 4, Druid 4, Monk 4, Ranger 4, Thief 7, Thief 10), *Cleanse* (Cleric 7), *Purify* (Cleric 9), or a black *Flower of*





Silwar

[sil-war]

Level: 7

Area: Special

Duration: Instantaneous

Level to Dispel Glyph Effect: NA

When triggered, the glyph will send a silent message of 20 words or less to the person who created the glyph. The message can be sent to the recipient anywhere on the same physical plane as the glyph.



Babre

[bah-brey]

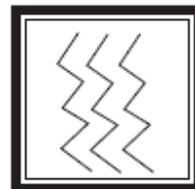
Level: 8

Area: Special

Duration: 20 minutes

Level to Dispel Glyph Effect: 8th

The atmosphere of an enclosed space (for example, a room, corridor, or section of maze) will become a corrosive gas for a period of 20 minutes. The maximum area of effect of this gas is a 50' radius from the center of the glyph. Once inhaled, this gas will cause all targets to take 3 points No Defense damage at the end of every 5 minutes. The effects of this glyph can only be dispelled if the area of effect is a 5' radius or less, and cannot be dispelled while any target is still breathing the gas. If a target leaves or is removed from the corrosive atmosphere, he will continue to take damage for the full duration of the effect or until the gas is neutralized with a *Neutralize Poison* (Cleric 4, Druid 4, Monk 4, Ranger 4, Thief 7, Thief 10), *Cleanse* (Cleric 7), *Purify* (Cleric 9), or a black *Flower of Avalon* (Druid 8).



Sinta

[sin-taw]

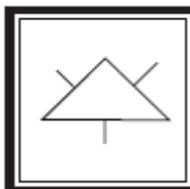
Level: 7

Area: 5' radius centered on the glyph

Duration: 5 minutes

Level to Dispel Glyph Effect: 11th

All targets are affected by an 11th level *Polymorph* (Magic User 7) of an animal type specified by the creator of the glyph. All stipulations of *Polymorph* apply.



Ungoloranth

[uhn-gohloh-ranth]

Level: 7

Area: 5' radius centered on the glyph

Duration: 5 minutes

Level to Dispel Glyph Effect: 11th

All affected targets will be instantly affected by a *Phase Out* (Magic User 4), and simultaneously affected by a *Fog Brain* (Magic User 2) cast at 11th level. Each effect of the glyph can be removed with separate castings of *Dispel Magic* (Magic User 4, Cleric 5, Druid 5) at 11th level for each affected target; for example, a fully affected target would require two castings of *Dispel Magic* to remove both effects of the glyph. Note: *Fog Brain* can also be reversed with *Reverse Fog Brain* (Magic User 2) or *Acuity* (Magic User 6, Monk 6).



Desh

[desh]

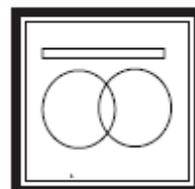
Level: 8

Area: 5' radius centered on the glyph

Duration: 1 hour

Level to Dispel Glyph Effect: 10th

Each target at or below 12th level resistance to LI will suffer a Level Drain of 1/2 his levels, rounded up. This loss affects every aspect of every class, including life points, spell and ability points, available SAS, use of innate abilities, damage, and armor. If the reduction in life points results in character death, then the affected character will immediately die.



8th Level Glyphs

Arshat

[ahr-shat]

Level: 8

Area: 5' radius centered on the glyph

Duration: Instantaneous

Level to Dispel Glyph Effect: NA

All non-magical armor within the area of effect will be instantly destroyed beyond any means of repair (including *Mend* (Magic User 1) and *Reverse Warp* (Druid 2)).



Example: An unconscious 4th level Magic User, with life points of 4/14/22 and 19 points of damage, is affected by a Desh glyph. He will immediately be reduced to the statistics of a 2nd level Magic User, with life points of 3/10/18. Because this reduction in total life points put him at 1 life point below death, he will immediately die.



Magius

[mey-gee-uhs]

Level: 8

Area: 5' radius centered on the glyph

Duration: Instantaneous

Level to Dispel Glyph Effect: NA

When this glyph is triggered, each affected target will take No Defense damage based on the spells he has up and the magic items in his possession. Each magic item carried or possessed innately (beyond the normal set of SAS defined by the target's base character class) will cause the target to take 5 points of No Defense damage. Each spell point worth of spells will cause the target to take 3 points of No Defense damage. If a target has no magic items and no spells up, he will take no damage.



Example: A target Magic User carries 2 magic items, can innately *Dodge Blow* (Fighter 7), and is under the effects of a *Spell Defense* (Magic User 4) and a +4 *Strong Arm* (Magic User 2). He will take 15 points No Defense from his magic items, 12 points No Defense from his *Spell Defense*, and 24 points No Defense from his +4 *Strong Arm* for a total of 51 points of No Defense damage.

Pyro

[pahy-roh]

Level: 8

Area: 1 Target

Duration: Special

Level to Dispel Glyph Effect: 8th

The target will burst into flames, which will cause an immediate 20 points of No Defense damage and an additional 5 points of No Defense damage at the beginning of each minute thereafter. This glyph must be dispelled to end the effects, but use of *Dispel Magic* (Magic User 4, Cleric 5, Druid 5) will not heal the damage already caused to the target. The effects of this glyph will automatically fade at the end of the game day.



9th Level Glyphs

Cryo

[krah-yoh]

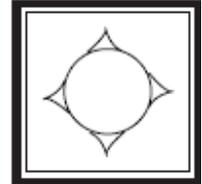
Level: 9

Area: 1 Target

Duration: 30 minutes

Level to Dispel Glyph Effect: 11th

The target is instantly affected by a *Killing Attack* (Monk 8, Magic User 10, Ranger 10). In addition, the target will be at -4 for damage with all weapons (although it will never cause him to swing less than 0 damage). Use of *Dispel Magic* (Magic User 4, Cleric 5, Druid 5) will end the reduction in damage, but will have no affect on the *Killing Attack*.



Kolnath

[kohl-nath]

Level: 9

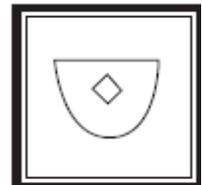
Area: 5' radius centered on the glyph

Duration: 1 Game Day

Level to Dispel Glyph Effect: 11th

Each target will lose the use of a single SAS determined by his class. Use of the SAS can be regained with use of *Dispel Magic* (Magic User 4, Cleric 5, Druid 5). Use of the following SAS will be lost:

- Cleric – Heal
- Druid – Heal
- Fighter – Fighter's Recovery
- Knight – Heal
- Magic User – Savvy
- Monk – Heal Self
- Ranger – Healing Potion
- Thief – Locate Traps



Westru

[wes-troo]

Level: 9

Area: 5' radius centered on the glyph

Duration: Instantaneous

Level to Dispel Glyph Effect: NA

All non-magical weapons within the area of effect will be instantly destroyed beyond any means of repair (including *Mend* (Magic User 1) and *Reverse Warp* (Druid 2)).





Wither

[wi-ther]

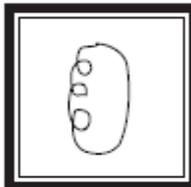
Level: 9

Area: 1 Target

Duration: 5 minutes

Level to Dispel Glyph Effect: 11th

The target will lose 2 permanent life points at the beginning of each minute for the duration of the glyph's effect. No defenses will protect against this effect, but the effects of the glyph can be halted by *Dispel Magic* (Magic User 4, Cleric 5, Druid 5). Dispelling the effects of the glyph will not restore the lost permanent life points.



Mord

[mord]

Level: 10

Area: 1 Target

Duration: Instantaneous

Level to Dispel Glyph Effect: NA

The target will immediately take 40 points of No Defense damage.



10th Level Glyphs

Mitnal

[mit-nawl]

Level: 10

Area: 5' radius centered on the glyph

Duration: Special

Level to Dispel Glyph Effect: Special – begins at 12th
Each target will begin to experience excruciating pain, and will immediately take 20 points of No Defense damage. Every 3 minutes, he will take an additional 20 points of No Defense damage; this will continue until either all targets are dead, until the effects of the glyph are halted with a *Dispel Magic* (Magic User 4, Cleric 5, Druid 5), or until 12 rounds of damage have been delivered. Initially, a 12th level *Dispel Magic* will be required to halt the effects; however, after each subsequent round of damage, the level of the required *Dispel Magic* will be reduced by 1. For example, after a target takes the third round of damage (if he's still alive), only a 10th level *Dispel Magic* will be required to halt the effect of the glyph on him.



Passalon

[pass-a-lon]

Level: 10

Area: Special – begins with 1 Target

Duration: Special

Level to Dispel Glyph Effect: NA

The target of this glyph will be infected by internal parasites (a magical disease), which will immediately cause 5 points of No Defense damage, plus an additional 5 points of No Defense damage at the end of each minute. The infection may be temporarily halted with *Freeze Disease* (Cleric 2) or *Stasis* (Cleric 6), but can only be destroyed by a *Neutralize Disease* (Cleric 4), *Cleanse* (Cleric 6), *Purify* (Cleric 9), or green *Flower of Avalon* (Druid 8) used in conjunction with 40 cumulative points of *Regenerate* (Cleric 8); multiple castings of *Regenerate* might be required to reach 40 points. If the victim dies from the effect of the glyph, the parasites will infect all creatures within 10' of the body at the time of death.





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Illustration by Maria William

Magic Items

A Magic Item is a ring, wand, medallion, amulet, scroll, weapon, or any other item or effect that is imbued with beneficial and/or detrimental magical properties. Anything that allows a character to perform an SAS or effect not provided by his base class, or that improves or supplements the base class, is considered to be a magic item; this includes innate effects, blessings from deities, and special training, despite the fact that they might have no physical representations. A potion, herb, plant, or flower that is created by use of an SAS is not considered to be magical unless otherwise specified in its description, but the effects that it produces are under the same restrictions as magic items.

Magic items are commonly purchased or acquired as treasure in a game. Magic items and their properties must be registered with the IFGS Registry; magic items that are not procured in a sanctioned IFGS game cannot be brought into an IFGS adventure.

No matter what form items take, they all function as described in this section. Physical damage and spell damage have no effect on most magic items, unless otherwise determined by game design. However, scrolls can be destroyed and non-magical potion bottles can be broken.

The exact properties of a magic item are defined in game design, and should be comprised of pieces of information that can be determined by use of *Savvy* (Magic User 1, Monk 2). Each use of *Savvy* will provide 1 property of the item; *Savvy* does not usually provide information regarding curses, but can do so by game design. If an item is cursed, or has information that should be available to players through use of *Legend Lore* (Monk 1), this information should also be clearly defined in the game copy.



Types of Items

As previously defined, a magic item is considered to be any item with a magical or magic-like effect. These effects can range from uses of IFGS SAS to generation of spell or ability points, with many other options in between. There are several basic types of items, each of which is discussed in detail below.

Items Based on Spells, Abilities, or Skills

A large percentage of the items found and used in IFGS games have abilities based on SAS. By default, all items that duplicate SAS are priced at the base level of the SAS; items will operate only at the base level of that SAS unless otherwise specified in the item's *Savvy* (Magic User 1, Monk 2) or description and reflected in the item's cost. For example, a Ring of *Fire Ball* (Magic User 5) would contain a 15 point *Fire Ball* if not otherwise specified, since *Fire Ball* is a 5th level spell with 3 points of damage per level. If the SAS is available to more than one class, such as *Neutralize Poison* (Cleric 4, Druid 4, Monk 4, Ranger 4, Thief 7, Thief 10), it is assumed to be the least powerful form of the ability unless otherwise specified in the item's *Savvy* or description and reflected in the item's cost.

Spell or Ability Point Generators/Batteries/Crystals

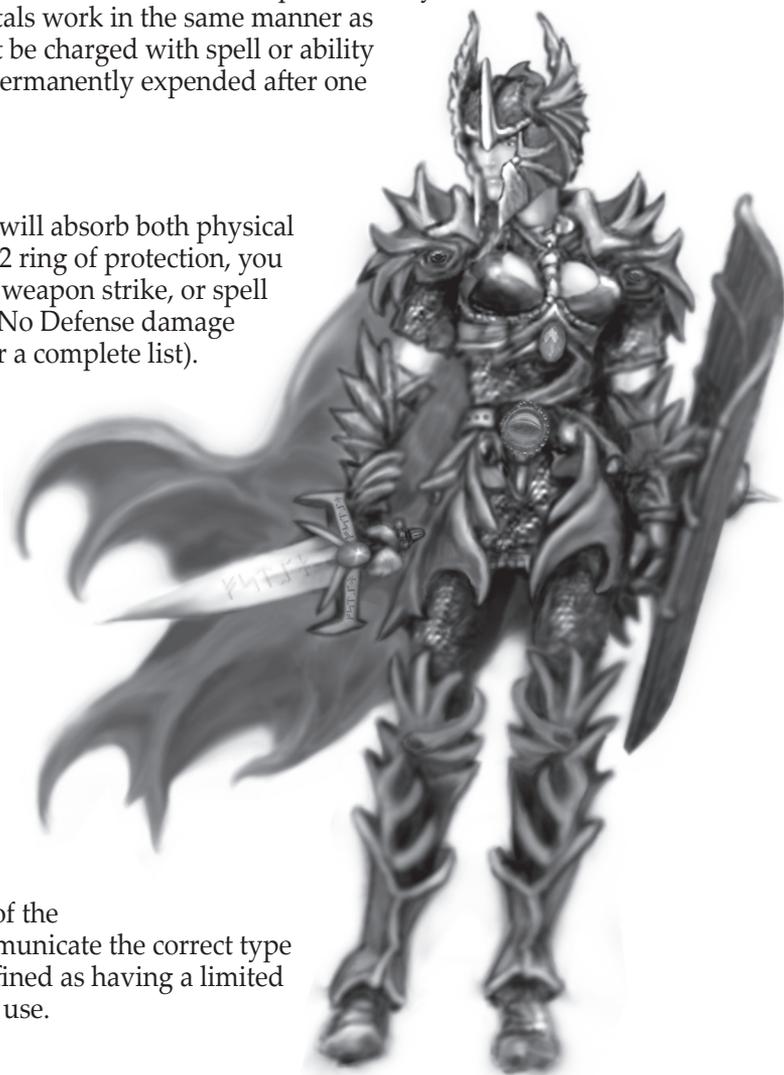
These items may be used to fully or partially recharge items that require points to recharge, cast spells using *Devil's Weed* (Ranger 6), or to perform other actions that normally require the use of spell or ability points. A generator provides the owner with a defined number of spell or ability points each game day; batteries and one-shot crystals work in the same manner as generators, with the exceptions that batteries must be charged with spell or ability points and crystals are "one-shot" items that are permanently expended after one use.

Magical Protection Items

Items such as protection rings and magical armor will absorb both physical and magical damage. For example, if you have a +2 ring of protection, you will subtract 2 points of damage from each arrow, weapon strike, or spell that affects your character (with the exceptions of No Defense damage and some other types of damage; see Chapter 4 for a complete list). Unless these items are defined as having a limited number of uses, they require no activation time to use.

Magical Weapons

Magical weapons such as swords, bows, and arrows will deliver a greater amount of damage than their non-magical equivalent. For example, a 4th level Cleric with a +1 sword would swing for 4 points of damage instead of his base 3 points of damage. If a player is using a magical weapon, then he will call out the total amount of damage that he does with that weapon, followed by the word "magic." For example, the Cleric described above would call out "4, magic" with a successful weapon's touch. If a weapon is magical, then the damage caused will be magic; this is not a choice of the player. It is the responsibility of the player to communicate the correct type of damage to the target. Unless these items are defined as having a limited number of uses, they require no activation time to use.





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Healing Items

Items of healing do not replicate a specific SAS, such as a Knight's *Heal*, a Monk's *Heal Self* (including *Improved Heal Self*), or a Cleric or Druid's *Heal* spell. Instead, an item of healing requires a 5-second period of uninterrupted meditation to invoke, and can be used at a rate of 2 points per level based on the user's level +2. For example, a 2nd level character could use a Healing item for 2, 4, 6, or 8 points at a time. Note that abilities such as *Cure Serious* (Cleric 5, Druid 6), *Regenerate* (Cleric 8), and *Fighter's Recovery* (Fighter 1, Fighter 4) are not included in this category, and still function exactly as the corresponding SAS does. The only exceptions to this rule are scrolls and magical potions which provide healing; these forms of healing are not incremental, and are still subject to the limitations described below for potions and scrolls.

Potions

A potion must be consumed in its entirety at once to be effective, and takes a minimum of 5 seconds to consume. Potions can be poured down the throat of someone who is unconscious and will have full effect; this action will require a minimum of 5 seconds by the person pouring the potion. Potions can be consumed by someone who has been Throat Slit. Potions in non-magical bottles can be lost if the bottle is broken; this often occurs when a locked chest containing a potion is opened by force.

Scrolls

Scrolls can be invoked by any character who can read aloud, regardless of his class. A character who cannot read aloud cannot use a scroll. The level at which the scroll was created must be recorded in the upper right hand corner of the scroll. If a scroll does not have a level recorded, then the scroll is effective at the base level of the spell (for example, an *Entrhall* (Magic User 1) would only work at 1st level). Scrolls radiate magic. A scroll is activated by reading aloud for a time equal to the invocation time for the corresponding SAS; if the SAS recorded on the scroll has no invocation time, the scroll will require a minimum of 5 seconds to read. If there is no incantation written on the scroll, then the player is responsible for role-playing an incantation for the appropriate amount of time.

As with all magic items, an individual can only effectively read scrolls with spells cast at his level +2 or less, LI spells cast at his level +2 or less, and spells that have an absolute level no greater than his level +2. For example, a 3rd level character can read a *Fire Ball* (Magic User 5) scroll cast at a 5th level effect or less. Similarly, a 3rd level character can read an *Entrhall* (Magic User 1) scroll that affects up to 5th level creatures. A 2nd level character cannot read an *Entrhall* scroll that affects 7th level creatures, and a 3rd level character cannot read a *Blast* (Magic User 10) scroll regardless of the level of damage it delivers.

A spell may only be read from a scroll once and then the scroll is expended. If a character is interrupted while attempting to read a scroll, the scroll has not been used, and must be read again to invoke. If a character tries to read a scroll that is too high a level for him, there is no effect and the scroll retains its spell. A scroll can be destroyed by fire, by being torn into pieces, or by other means.





Artifacts

An artifact is an item of great magical power invented by a Game Writer to fulfill a specific purpose. An artifact may be any type of item that the Game Writer chooses and may have powers that violate the standard rules. An artifact is usually intended for use only in the single adventure in which it is found, and cannot normally be used in future games. In some unusual cases, however, a PC may gain possession of an artifact and may use it in future games that are not specifically designed and sanctioned for use of the artifact. Artifacts are not to be taken lightly. Often they are the focal point of a game's objective. The powers of an artifact can be divine in nature or greater than mere mortal achievement. They are not common or mundane. Artifacts carry consequences and these should be considered when dealing with them.



Physical Representations

When a character finds a magic item during an adventure, he will be informed as to whether or not he may take and keep the representation of the item. If he can't take the item (it may be needed for the other teams on the course), then he must make or obtain an appropriate representation of the item for use in future adventures. A PC must have a representation for each magic item that he intends to carry into a game. If a player does not have an appropriate representation for a particular magic item, then he can't use that item in the current game.

Sometimes in a game, characters gain an SAS as an "innate" power. In that case, no physical representation of the item is required, but such "innate" powers are otherwise subject to the same limitations as other magic items. For example, if a character gains 2 innate spell points, those 2 spell points will behave just as if they came from a 2-point generator.

Bonding of Magic Items

When a magic item is recovered during a game, it will bond to the PC who uses it first. After an

item has bonded to a PC, the magic item will function for another character only after the original PC dies or after the new owner has had the item in his possession for at least 4 hours of game time. If a PC dies and is resurrected, his magic items will immediately rebond to him so long as no other PCs have used them. Magic items cannot be directly passed between two characters belonging to the same person. The same bonding rules apply to NPCs, except when modified by game design.

Activation of Magic Items

To activate a magic item, a character must perform the same actions as the base class that the spell, ability or skill comes from.

Example: Ersha has a Wand of Fire Balls, with a *Savvy* of “When invoked, releases a 15 point *Fire Ball* (Magic User 5) once per day.” To activate this wand, Ersha must perform a 15-second vocal incantation, must move both arms, and cannot take more than one step.

For an item which causes a noticeable effect, such as healing, *Resist Pain* (Knight 5), or *Strength* (Knight 1, 4, 7, & 10), the user must announce the use and effect of the item loudly enough that nearby characters can hear it.

Item activation is disrupted if the character is interrupted by an outside influence, although no points or uses of the item are lost if activation is disrupted.

Some SAS are considered “pre-cast”, that is, the casting 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), and *Spell Negation* (Magic User 6). When magic items include SAS such as these, the ability may be preactivated at any time during the game and will remain “prepped” until used or the end of the game day, exactly as the corresponding SAS does. This preactivation still requires the standard actions, incantation times, or meditations times. If a magic item contains a mix of standard-activation and pre-activation abilities, only the “pre-cast” abilities may be pre-activated.

At least 5 seconds must pass between activations of magic items, spell castings, and uses of abilities or skills.

Items that have an autocast modifier have no activation time, but are still subject to any other stipulations of the base SAS; a character would still need to move both arms and/or not move if the base SAS has these limitations. Meditative SAS would not require working arms but the character would have to stop moving to activate. Note that if the arm that you are wielding a weapon with is disabled for any reason you must drop your weapon, even if you have autocast healing items.

Example 1: If the *Savvy* for Ersha’s Wand of Fire Balls read “When invoked releases an autocast 15 point *Fire Ball* once per day” then Ersha would not have to perform an incant but would still have to move both arms and not take more than one step.

Example 2: If a character lost use of one or both arms, he could still invoke an item of autocast *Ki’ai*, since the Monk *Ki’ai* ability does not require use of the arms.



Autoactivated items do not require meditation time and are automatically invoked when their specified condition occurs. All autoactivate items with the same condition of activation will activate at the same time if the specified condition is met. For example: if a character has four 2-point healing items that autoactivate when a limb reaches 0 points, all four of the items will be activated when the first limb goes to 0.



Limitations on Magic Items

Several measures have been created to ensure that game treasure is balanced, fair, and as consistent as possible. The following rules apply to all treasure, whether magical or mundane, and cannot be changed by game design or other means. If a PC owns items gained under an earlier rules set that are made invalid by these restrictions, they cannot be used without specific GD permission until the player has them resanctioned by his Chapter Sanctioning Committee in accordance with this rule set and the process outlined in the associated IFGS Blue Book.

Magic Item Level Limit (MILL)

To activate a magic item, a character may not be more than 2 levels lower than the base level of the SAS; for example, to use a Wand of *Fire Ball* (Magic User 5) a character must be at least 3rd level, and to use a Wand of *Blast* (Magic User 10) for any number of points a character must be at least 8th level.

Items of defined value can be activated for up to 2 levels higher than the user's level.

Example: Spitz has a ring of 30 point *Ice Strike* that is usable once per day, and he is only 3rd level. He can activate it for a 15 point *Ice Strike* since that is the maximum damage a 5th level character can do with an *Ice Strike*. Because the ring only has 1 use per day, the unused 15 points are not available for use later in the day.

When a character uses a magic item with a Level Influential (LI) SAS much higher than his own level, he is unable to fully control the LI power. In no case will a magic item enable a player character to call out an LI effect more than 2 levels higher than his own level.

Example: A magic item has a *Savvy* which says it allows the user to cast a *Crash Time* at 10th level. Greystone is 4th level, so when he tries to use the item it will function as a *Crash Time* cast at 6th level.

If the resulting level of effect is lower than the level of SAS that is being invoked, it cannot be used at all. For example, Greystone at 4th level could not invoke *Awe* (Cleric 10) at all since it is a 10th level SAS. If Greystone were 8th level or higher, he could then use *Awe* from an item.

Items with the built-in *Autocast* (Magic User 7) modifier are subject to the MILL rule as per the base ability of the item or the *Autocast* modifier, whichever is highest. The modifier Autoactivate is not in itself subject to the MILL rule but the base SAS of the item remains limited as normal.

Example: Jake is 4th level, and has a wand of *Autocast Fire Ball* that does 15 points of damage. Since the *Autocast* modifier replicates a 7th level spell, Jake cannot use the wand until he reaches 5th level.

Increments

A magic item may not perform an SAS in an increment different from the base class. For example, healing must be used in increments of 2, *Cure Serious* (Cleric 5, Druid 6) and *Elemental Strikes* (Druid 4) must be in increments of 3, and *Disrupt* (Cleric 6) must be in increments of 4.

Magic items may not perform an SAS in an increment less than the minimum effect of the base SAS; for example, *Elemental Strike* (Druid 4) must do at least 9 points of damage, *Wrath* (Cleric 5) must be cast for at least 10 points, and *No Defense Blow* (Knight 6) must be at least 6 points.

Incremental items must be activated for at least the minimum that it costs the base class to invoke the SAS and for no more than the maximum allowed by the character's level +2. If too few points are left in the item after an invocation to meet the minimum, the item cannot continue to be used.

Example: A ring of *Wrath*, 20 points in any increment, is used to cast a 16 point *Wrath*. 4 points would still remain in the ring, but since the minimum *Wrath* is 10 points the ring could not be used again that game day.



Maximum Level

Magic items may not perform an SAS at greater than the base 10th level of effectiveness; for example, *Blast* (Magic User 10) cannot exceed 40 points, *Wrath* (Cleric 5) cannot exceed 20 points, and *Kill Dagger* (Thief 2) can't exceed 10th level. A magic item of *Kill Dagger* at 10th level will affect a 10th level character; however, a *Kill Dagger* performed by a 10th level Thief could affect a 13th level creature. This limit is to ensure that a character at the highest level of each class will always be able to perform an SAS as well or better than a magic item of the same SAS.

Physical Limitations

A character must be able to perform the physical effects gained from the magic item for successful use. For example, if a character has lost all the limb points in his legs he cannot perform a *Leap* (Monk 2).

If a character cannot read, he cannot use a scroll.

Items and SAS Cannot Affect Other Items

Magic items and SAS such as *Autocast* (Magic User 7), *LI Enhancement* (Magic User 3, Magic User 6), *Double Effect* (Magic User 7), and *Invoke* (Cleric 7) may not increase the effectiveness of other magic items. Thus, a wand that allows the owner to cast

a 5th level *Crash Time* (Magic User 1) cannot be modified to cast a 7th level *Crash Time* even if the owner has cast *LI Enhancement*. A Magic User cannot cast the spell *Autocast* to cause a Wand of Fire Balls to instantaneously cast a *Fire Ball* (Magic User 5). More generally, magic items do not affect other magic items, except that Spell/Ability generators/crystals/batteries may be used to recharge magic items that require Spell/Ability points to be recharged. Whatever an item's *Savvy* (Magic User 1, Monk 2) says it can do is the limit of what it can do, provided none of the savvies violate the IFGS rules.

Stacking

No item may be created or defined as stackable with other similar items. All items are subject to stacking rules as discussed in Chapter 11. If an item was created and defined as stackable under a previous version of the rules, it is no longer considered to be stackable unless it conforms to the rules as discussed in Chapter 11.

Creation of Ongoing Wealth or Other Items

No item may be created that creates wealth for the owner on an ongoing basis. For example, a magic box that will provide 100 gold pieces to the owner each game day cannot be created or used in an IFGS game.

Mundane items that are produced by magic items are not magical and do not detect as magic unless otherwise specified in the *Savvy* (Magic User 1, Monk 2) list of the magic item itself. For example, a magical quiver that produces 5 arrows per day will create 5 non-magical arrows.

Miscellaneous Item Restrictions

For magic items that require an NPC to play a role such as a familiar, the player must provide someone to fill the role. The NPC for this role will not be provided by game staff.

Use of magic items that require a GM/SK to carry a player's items, such as a "bag of holding" that will contain other objects, is subject to GM/SK willingness, and is not guaranteed.



Treasure Limits and Approval of Magic Items

Players are limited in the amount of treasure they may bring into an IFGS game. By default, this limit is set at a gold piece value equal to the character's experience point total. For example, a character with 8,000 experience points would be allowed to bring up to 8,000 gold pieces worth of treasure (including gold) into a game. On occasion, characters participate in games at a level lower than the one they've attained, or "play down"; a PC who "plays down" may bring treasure equal to exactly halfway between the minimum XP required for the level he is playing and the minimum XP required for the next level. Game Writers may choose to raise or lower this limit for their games, or to remove the restriction entirely.

The GP has the final, absolute say about which magic items may or may not be brought into the game. This is to promote fairness and game balance. The GP spends many hours attempting to make the game enjoyable and balanced, and a character with a very powerful item may be too much to contend with in a low-level game. Frequently, a GP will delegate the responsibility to limit or check magic item lists to a team's GM. Please don't take it personally if the GP or GM disallows some of your magic items; your items may be too powerful for game mechanics and balance. Remember that the GP has invested significant amounts of time, creativity, and energy in developing a game that many people will participate in and will hopefully enjoy.

Although a GW can change any rule during his game, these changes cannot have an effect outside that game. All magic items that can be gained as treasure by PCs must conform to all of the rules stated in this chapter, or must be restricted to use within that GW's "closed" game world.



Chapter 11: Stacking Rules

What is stacking? In the IFGS Fantasy Rules system there are many SAS and effects that can be used to modify a character's base-level abilities or the effects of her other SAS; this combination of effects is called stacking. A set of rules governing stacking is essential in helping to balance the character classes, and to prevent PCs and NPCs from adding enough SAS together to completely overpower an opponent or encounter with a single attack. Experience has shown that, in general, too great a concentration of power in a single attack leads to less fun overall. Stacking rules apply to the interaction of a character's SAS and magic items, and are designed to keep the amounts of damage and protections balanced in a game.

Base

A character's base is her unmodified amount of hand-held melee damage, protection from attacks, level of outgoing LI, LI resistance, and other attributes as defined by her class and level. All modifications are stacked onto a base, which is the starting point for all stacking. Each of the character class chapters contains tables that clearly define each character's base for damage with hand-held melee weapons, thrown weapons, propelled weapons (when allowed), and protection gained from wearing armor. For all characters, the base for outgoing LI SAS and the base protection versus LI effects is their level.

Base Damage of Spells

Spells that are offensive in nature fall into two categories: those delivered with a weapon and those delivered from a distance or a range. In all cases, spells such as *Electrify* (Magic User 1) or *Elemental Arrow* (Druid 3) that are delivered through a weapon, whether hand-held, thrown, or missile, are considered to be damage enhancements and will stack as part of the Damage group. Spells that are delivered from a range, such as *Fire Strike* (Magic User 4) or *Plant Attack* (Druid 3) are themselves considered to be bases. For example, if a Magic User expends 7 spell points on a *Fire Strike*, the base damage of the resulting spell will be 21 points.



Stacking Groups

Five groups of power are used for stacking: Special, Damage, Dimension, LI, and Time. Each attack, defense, and non-combat action can be modified by no more than one power from each of the five stacking groups at a time, no matter what source the effect comes from. The effects that are limited by stacking are those that increase, decrease, improve, or reduce an attack, defense, or non-combat action in some fashion. Most actions will not have modifiers from every stacking group. Each SAS description includes either an identification of its stacking group or an indication that it belongs to no stacking group (NA); an SAS that is identified as NA for stacking can only be used as a base effect for stacking purposes. If an SAS is defined as 'NONE' for stacking, it cannot be used in conjunction with any other effects. As stated above, effects are subject to stacking restrictions regardless of their source.



Special Group

This group is limited to the items and abilities listed in the following table. If an SAS or magic item effect is not included in this table, then it must stack as one of the other stacking groups, or it can only be used as a base effect for stacking purposes. There are no exceptions to this rule.

Special Stacking Group					
Hand-Held Weapon	Thrown Weapon	Missile Weapon	Armor	Item of Protection	SAS
+1	+1	+1	+1	+1	Loremaster <i>Inspire</i>
+2	+2	+2	+2	+2	-
+3	+3	+3	+3	+3	-
+4*	+4*	+4*	+4*	+4*	-
+5*	+5*	+5*	+5*	+5*	-

*Items with +4 or +5 (or a combination of the two) to damage or protection can be used no more than three times per game day.

Special-group armor can be leather armor, chain mail, plate mail, or an item of protection. The amount of the + is added to the base protection of the armor or, in the case of an item of protection, adds to any armor worn. For example, +1 chain mail would provide 2 points of protection for the armor and 1 point for the special protection, for a total of 3 points of protection.

Damage Group

This group includes any effect that modifies the amount of damage that is dealt by an attack, the amount of protection that is provided versus damage, or the amount of damage that can be taken by a character, except for those included in the Special group. Examples include *Enhance Damage* (Cleric 1), which increases the damage caused by an attack; *Defense* (Magic User 1), which increases a character's protection versus damage; and *Life Enhancement* (Cleric 7), which increases the target's life points, and thus the amount of damage that she can take. *Knockdown Arrow* (Ranger 4), which adds a Knockdown to an arrow's damage, is also included in this stacking group.

Dimension Group

Any modifications to the dimensional value (range, area of effect, or number of targets) of an SAS are included in this group. Examples include *Double Effect* (Magic User 7), which increases either the range or number of targets of a later spell; *LI Extension* (Magic User 10), which increases the area of effect for a later LI spell; and *Long Arrow* (Ranger 5), which doubles the possible range of an arrow.

LI Group

This group includes any effect that modifies a character's outgoing or defensive Level Influential value, except for those included in the Special group. Examples include *LI Enhancement +1* (Magic User 3), which increases the character's outgoing LI for a later spell; *Confidence* (Knight 7), which increases the targets' defensive LI; and *Invoke* (Cleric 7), which can be used to increase the target's outgoing LI.

Time Group

Any modification to the invocation time or durational value of an SAS or other effect is included in this group. An example is *Autocast* (Magic User 7), which reduces the casting time for a later spell to 0.

Additional Features of Stacking

If a character is affected by multiple effects from the same stacking group, only the strongest effect from that group will apply. For example, if a character is under the effects of both *Enhance Damage* (Cleric 1) and *Strong Arm +2* (Magic User 2), which both belong to the Damage group, only the *Strong Arm +2* will be counted towards the final melee damage caused by the character. If a more powerful effect is used after an existing effect is already in place, the more powerful effect will take precedence. If the more powerful effect is dispelled or ends, and the weaker effect still has time left on its duration and hasn't been dispelled, the weaker effect will then affect the target.

Detrimental effects stack just like beneficial effects, and only the worst detriment will apply. For example, if a character is under the effects of *Blood Heat* (Druid 5), which causes -2 to melee damage, and is hit with a *Pain Strike* (Cleric 4) that reduces her melee damage by -3, then only the *Pain Strike* would be in effect; if the *Pain Strike* is countered by an ability such as *Resist Pain* (Knight 5), the -2 from the *Blood Heat* would then be in effect.

If a person is under the effect of both positive and negative damage modifiers, then the largest positive modifier is combined with the largest negative modifier. For example, if a person is under the effects of a *Strong Arm +3* (Magic User 2) and is then hit by *Blood Heat* (Druid 5), which reduces melee damage by 2, her resulting modifier for melee damage will be +1.

Healing stacks like any other effect. For example, a Fighter cannot apply her wait time to both *Fighter's Recovery* (Fighter 1) and use of a *Regenerate* (Cleric 8) item simultaneously.

Temporary life point adjustments stack like any other effect. Thus a Fighter could not benefit from additional life points gained during a *Battle Fever* (Fighter 1) and a *Life Enhancement* (Cleric 7) at the same time, since both are in the Damage group for stacking purposes.

Characters may be under the effect of more than one instantaneous SAS at a time. Effects from multiple instantaneous spells, such as *Fire Ball* (Magic User 5), are treated as individual attacks for the purpose of damage reduction due to spells, armor, items, and other protections. However, a character can never be affected by the same durational SAS more than once at a given time.

Unless otherwise stated in the description of a skill, ability or spell, no SAS can extend beyond the current game day.





How to Stack

First, you have to identify whether an action is an attack, a defense, or a non-combat action, and what the base of that action is. Next, you determine which SAS and items you will use to modify the action. Finally, you will calculate the final result of the action by adding up to one effect from each stacking group to the action's base.

$$\text{Base} + \text{Special group} + \text{Damage group} + \text{Dimension group} + \text{LI group} + \text{Time group} = \text{Final result}$$

Examples

The following examples use various scenarios to illustrate proper uses of stacking.

Example 1: Calculating Modified Melee Damage

This example will calculate the amount of melee damage that Bronwyn, an 8th level Knight, will swing in the next combat. Bronwyn will use her base for damage, her +3 magic sword, and +4 from the *Additional Damage* (Knight 2) ability. Bronwyn is also under the effects of an *Enhance Damage* (Cleric 1) that was cast by her team's Cleric; since it is in the same stacking group as *Additional Damage*, but provides a lesser benefit, it is not included in this calculation.

Calculations for Example 1 – Modified Melee Damage						
Base	Special Group	Damage Group	Dimension Group	LI Group	Time Group	Final Result
Melee damage = 7	+3 hand-held melee weapon = 3	<i>Additional Damage</i> +4 = 4	-	-	-	Modified melee damage of 14

By using the items and abilities described above, Bronwyn will call out “14 magic” with each successful melee strike in the combat.

Example 2: Calculating a Modified LI Spell Effect

This example will calculate the final effect that Sathe, a 7th level Magic User, will call for a *Crash Time* (Magic User 1) spell that will be modified with other effects. Sathe will use her base outgoing LI, a previously cast *Double Effect – Range* (Magic User 7), a previously cast *LI Enhancement +2* (Magic User 6), and a previously cast *Autocast* (Magic User 7).

Calculations for Example 2 – Modified LI Spell Effect						
Base	Special Group	Damage Group	Dimension Group	LI Group	Time Group	Final Result
<i>Crash Time</i> at base outgoing LI = 7 th	-	-	<i>Double Effect – Range</i>	<i>LI Enhancement +2</i> = +2 to outgoing LI	<i>Autocast</i>	<i>Autocast Crash Time</i> , 9 th level, <i>Double Effect – Range</i>

By using the spells described above, Sathe will call out “*Autocast Crash Time*, 9th level, *Double Effect – Range*” and will be able to affect a target that is up to 30 feet away.



Example 3: Calculating a Modified Arrow

This example will calculate the final effect that Kaylee, a 7th level Ranger, will call for an arrow that will be modified with other effects. Kaylee will use her base critical arrow damage, a +2 bow, an *Arrow of Slaying* (Ranger 5), and *Long Arrow* (Ranger 5). Kaylee would also like to use an arrow that she has used *Hone Arrows +1* (Ranger 2) on; however, this ability is in the same stacking group as *Arrow of Slaying* so they can't be stacked on the same action.

Calculations for Example 3 – Modified Arrow						
Base	Special Group	Damage Group	Dimension Group	LI Group	Time Group	Final Result
Critical arrow damage = 10	+2 bow = 2	Arrow of Slaying = 14	<i>Long Arrow</i>	-	-	<i>Long Arrow</i> , critical, 26 points of damage

By using the items and abilities described above, Kaylee will call out “*Long Arrow*, critical, 26 points”, and will be able to hit a target that is up to 120 feet away.

Example 4: Calculating a Modified LI & Damage Spell Effect

This example will calculate the final effect that Dierdre, a 6th level Druid, will call for a *Plant Attack* (Druid 3) that will be modified with other effects. Dierdre will use her base outgoing LI, the base damage for a 6-spell point *Plant Attack*, the effects of an *Exuberate Damage* (Cleric 4), and an item of *LI Enhancement +1* (Magic User 3).

Calculations for Example 4 – Modified LI & Damage Spell Effect						
Base	Special Group	Damage Group	Dimension Group	LI Group	Time Group	Final Result
<i>Plant Attack</i> at base outgoing LI = 6 th ; cast for 6 spell points = 12 points of damage	-	<i>Exuberate Damage</i> = 2 points of damage	-	<i>LI Enhancement</i> +2 = +2 to outgoing LI	-	<i>Plant Attack</i> , 14 points, 8 th level

By using the items and spells described above, Dierdre will call out “*Plant Attack*, 14 points, 8th level”.



Loremaster



Thief



Ranger



Monk



Magic User



Knight



Fighter



Druid



Cleric



Rules



Stacking Rules





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

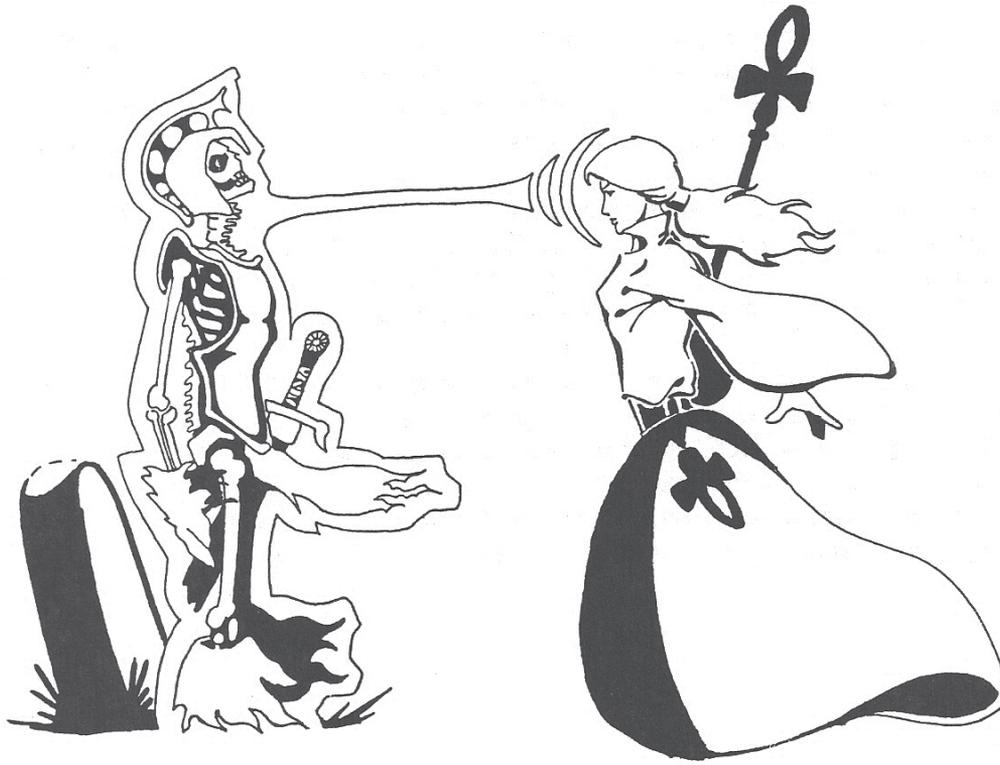
Damage				
Level	Melee Damage	Marginal Archery Damage	Critical Archery Damage	Thrown Damage
1	1	NA	NA	1
2	2	NA	NA	2
3	2	NA	NA	2
4	3	NA	NA	3
5	4	NA	NA	4
6	4	NA	NA	4
7	5	NA	NA	5
8	5	NA	NA	5
9	6	NA	NA	6
10	6	NA	NA	6

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
4	4	20	28	40
5	5	23	31	45
6	6	26	34	50
7	7	29	37	55
8	8	32	40	60
9	9	35	43	65
10	10	38	46	70



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.

Appendix B provides a list of all Cleric skills and spells in table form.

Key:

Area: __ path = size of path is width x length x height

Area: Special = see text for details

Area: Var. = Variable, see text

Duration: Special = see text for details

Duration: Var. = Variable, see text

Stacking: Var. = Variable, see text

Misc.: KD5 = 5 second Knockdown

Misc.: LI = Level Influential

Cost: * = see text for details

Cost: LI = 1 spell point for 2 levels of effectiveness, up to character's level

Cost: Var. = Variable, see text



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

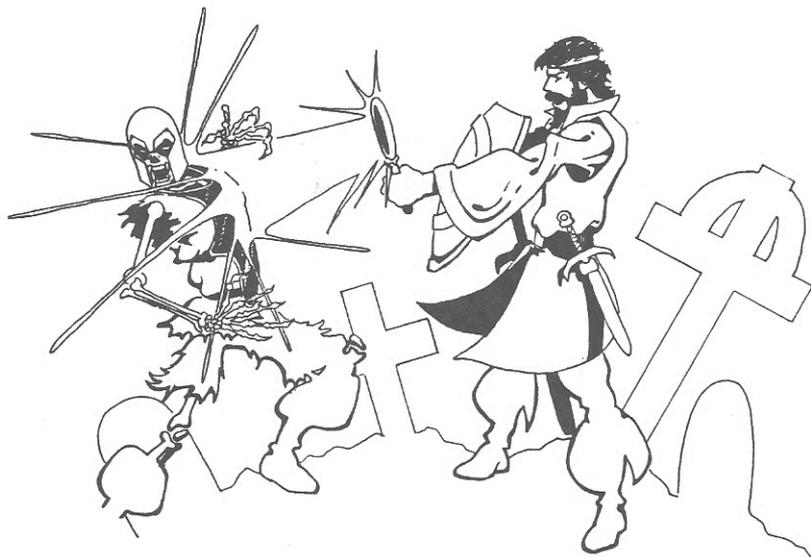
Duration: Instantaneous

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, ghosts, 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-slitted 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.



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.

Level 4

(Default Casting Time = 10 seconds)

Ashes to Ashes

Range: 30 feet

Area: 1 Target

Duration: Instantaneous

Stacking: NA

Misc.: NA

Cost: 4

When this spell is cast upon a dead body, the body is laid to rest permanently and can no longer be affected by *Speak with Dead* (Cleric 6), *Life Spark* (Cleric 6, Spirit Monk 7), *Death Memory* (Spirit Monk 7) or *Animate Dead* (Cleric 6). The body can, however, still be affected by a *Raise Dead* (Cleric 10). This spell has no effect on a creature that is under the effects of *Animate Dead*.



Bypass Glyph

Range: Self

Area: Self

Duration: Special

Stacking: NA

Misc.: LI

Cost: 0

This skill allows the Cleric to bypass glyphs of his level +2 or less, but only if he knows the name of the glyph to be bypassed. No casting is required; however, the Cleric must state the name of the glyph prior to touching the item or entering the area protected by the glyph and then touch the glyph within 1 minute. This must be done each time the protected item or area is touched, passed, or entered. If the name stated by the Cleric is incorrect, the glyph will discharge immediately. If the Cleric fails to touch the glyph within 1 minute, then the glyph will go off normally if the Cleric is still interacting with the protected area or item. A character that somehow acquires use of this skill by item, scroll or other means is limited to bypassing a glyph of the item's sanctioned level or less without the +2 bonus. The glyph can still be triggered normally by any other creature, even during the Cleric's 1-minute grace period. This is an LI skill.

Control Undead

Range: 30 feet

Area: 5 foot radius

Duration: 5 minutes/level

Stacking: NA

Misc.: LI

Cost: LI

When this spell is cast the Cleric is able to completely control all undead creatures of the Cleric's level or below within a 5' radius circle at the time of the casting. All affected undead will understand the Cleric for the duration of the spell. If a Cleric tries to use *Control Undead* on a creature that is already controlled by another caster's *Control Undead* spell, the higher-level spell will be the one in effect. If the two spells are the same level, the first *Control Undead* will remain in effect. This is an LI spell.

Create Glyph

Range: 1 inch

Area: Special

Duration: Game Day or until triggered

Stacking: NA

Misc.: Material Component

Cost: Var.

This spell allows the Cleric to create a glyph of his level or below, which will function as described in Chapter 10. The spell costs 1 spell point and 200 gold pieces per level of the glyph. The appropriate amount of gold must be given to the GM at the beginning of the spell's incantation. In addition to the default 10-second incantation, this spell requires 1 minute of conjuration time. Material component: 2"x2" Glyph and 200 gold pieces per level of the glyph.

Exuberate

Range: 30 feet

Area: 10 Targets

Duration: 1 Combat

Stacking: Damage

Misc.: NA

Cost: 4

This spell has two versions, *Exuberate Damage* and *Exuberate Armor*, and cannot be cast during combat. *Exuberate Damage* raises the damage done by all targets by +2. *Exuberate Armor* allows all targets to add +2 to their armor. The Cleric must state either *Exuberate Damage* or *Exuberate Armor* when he casts the spell; *Exuberate Damage* and *Exuberate 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.

Neutralize Disease

Range: 1 inch

Area: 1 Target

Duration: Instantaneous

Stacking: NA

Misc.: NA

Cost: 4

This spell cures the target of all magical, non-magical, and supernatural diseases, unless otherwise specified by game design. It does not restore lost life points, but does prevent further loss or disability from all neutralized diseases.



Neutralize Poison

Range: 1 inch Area: 1 Target Duration: Instantaneous
 Stacking: NA Misc.: NA Cost: 4

This spell neutralizes all magical and non-magical poisons within the target except Red Death, unless otherwise specified by game design. It does not restore lost life points but it does prevent further loss or disability from all neutralized poisons.

Pain Strike

Range: 30 feet Area: 1 Target Duration: 1 Combat
 Stacking: Damage Misc.: NA Cost: Var.

For every 2 spell points expended by the Cleric, this spell causes the target creature to subtract 1 point of damage from all melee, thrown, and propelled attacks. The Cleric may expend up to his level in spell points. This spell should be called out as "*Pain Strike*, minus X points to damage". A *Resist Pain* (Knight 5) will counteract the effects of this spell if it is used as an immediate counter or if a character has the ability already in effect. This spell is not LI.

Remove Glyph

Range: 1 inch Area: 1 Glyph Duration: Instantaneous
 Stacking: NA Misc.: LI Cost: LI

This spell allows the Cleric to permanently remove a glyph, rendering it inoperative. To remove a glyph, the Cleric must cast the *Remove Glyph* spell, state the level of glyph he is trying to affect, approach the glyph within 1 minute, and say the name of the glyph. If the glyph name stated by the Cleric is incorrect, the glyph will discharge immediately. The Cleric will not be affected by the glyph during the 1-minute grace period; however, if the glyph is not removed during this 1-minute period the spell will fail and the glyph will return to its normal "live" state with respect to the Cleric. The glyph can still be triggered normally by any other creature until it is removed, even during the Cleric's 1-minute grace period.

Remove Glyph costs ½ the level of the glyph in spell points, rounded up. A Cleric can remove any glyph that is his level +2 or lower. Note that many glyphs can also be removed by a *Dispel Magic* (Magic User 4, Cleric 5, Druid 5) cast at the appropriate level. This is an LI spell.

Level 5

(Default Casting Time = 15 seconds)

Converse

Range: 10 feet Area: 10 Targets Duration: 5 minutes/level
 Stacking: NA Misc.: NA Cost: 5

When the Cleric casts this spell, all affected creatures will be able to converse in and understand all non-magical languages spoken around them, similar to the spell *Speak Easy* (Magic User 1). This spell does not, however, grant the affected creatures the ability to translate written text like the spell *Read Language* (Magic User 1). Once the spell is cast, the targets are free to move about as they wish and are not required to remain in proximity to the Cleric.

Cure Serious Wounds

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

The Cleric can heal himself or another character for 3 life points per spell point expended. The Cleric may expend up to his level in spell points per use of *Cure Serious Wounds*, and must use a minimum of 4 spell points.



Dispel Magic

Range: 30 feet

Area: 1 Spell

Duration: Instantaneous

Stacking: NA

Misc.: LI

Cost: LI

With this spell the Cleric can negate the spell of any caster, cast up to the level of the Cleric. Only spells with a duration can be dispelled (instantaneous spells cannot be dispelled). The Cleric should call out "*Dispel*" followed by the name and level of spell that he is trying to negate (for example, an 8th level Cleric could call out "*Dispel Physical Protection, 6th level*"). To negate one of his own spells before the end of its duration, the Cleric must also use *Dispel Magic*. When this spell is used in conjunction with *LI Enhancement +1* or *+2* (Magic User 3 or Magic User 6) the Cleric can affect levels higher than his own. This is an LI spell and costs 1 spell point per 2 levels that the caster is attempting to dispel (round up).

Spell Point Transfer

Range: 1 inch

Area: 2 Targets

Duration: Instantaneous

Stacking: NA

Misc.: NA

Cost: Var.

This spell allows the Cleric to transfer spell points between any two spell casters, including himself. The Cleric can spend up to his level in spell points, and the transfer costs 1 spell point for every 2 spell points transferred.

Clerics, Druids, and Magic Users are the only possible targets for this spell – it can never be used on the other character classes. The recipient and the donor must consent to be participants in the spell, and cannot participate in melee during the transfer. This spell will not allow the recipient of the transferred points to gain points beyond the base spell points for his class and level; any points that would take the recipient above his base are lost in the transfer.



Wrath

Range: 50 feet

Area: 1 Target

Duration: Game Day or until used

Stacking: NA

Misc.: NA

Cost: 5

This spell allows the Cleric to place himself under the protection of his deity and warn a potential attacker that any attack will incur the deity's *Wrath*. This spell may be cast at any time, and the Cleric can issue a warning to the target of his choice; the Cleric can change targets at any time by warning another opponent, and the spell will remain in effect until the active target takes damage from the spell. 5 seconds must pass before the target of a *Wrath* can be changed. A discharged *Wrath* will cause 2 points of No Defense damage per level of the Cleric to the target's torso.

To warn a character that he is the target of *Wrath*, the Cleric must call upon the character to "Cease in the name of ____" (using the name of his own deity). This warning must be called out loudly enough to be heard by the intended target, and the entire warning must be called out loudly each time the target is changed. The target does not have to understand the language used for either the incantation or the warning phrase.

If the Cleric is attacked by the active target, he should call "*Wrath*", followed by an identification of the target and the amount of damage. The target must be within 50 feet of the Cleric in order to take damage from the spell. An attack includes non-damaging actions such as

Sweep (Movement Monk 6), *Throw* (Monk 5), *Crash Time* (Magic User 1), *Numbing Blow* (Knight 9), and others.

Any attempt by the active target to dispel the *Wrath* is considered to be a hostile action, and will discharge the *Wrath* and spend the points used to cast *Dispel Magic* (Magic User 4, Cleric 5, Druid 5). If the Cleric attacks the active target of the *Wrath*, he will take ½ of the damage from the spell and his opponent will not be damaged by the spell; the *Wrath* will be expended. The duration of the spell is until used or one game day, whichever comes first.



Level 6

(Default Casting Time = 15 seconds)

Animate Dead

Range: 1 inch

Area: 1 Target

Duration: Special

Stacking: NA

Misc.: LI

Cost: 6

This spell allows the Cleric to change a dead body into a zombie-like creature, which will obey simple commands of the caster or a single person designated by the caster. The form of the zombie will be that of the body from which it was created. The animated creature cannot speak and must walk very slowly. The animated creature will have ½ the original life points (round down) of the living creature, and the same values for armor and damage as the living creature. The animated creature can fight, but cannot cast spells, use skills or abilities, or activate magic items. The Cleric can only affect creatures that were of his level or lower before their death.

Animated creatures are vulnerable to all undead and supernatural effects listed in this rule set. They cannot be commanded to follow the instructions of more than one person at a time; a *Control Undead* (Cleric 4) of higher level than the *Animate Dead* that is cast on an affected target will take control. If an animated creature is killed and then reanimated, he will only have ½ the number of life points that he had from the previous animation (for example, he will have ¼ of his original life points when animated for a 2nd time and 1/8 of his original points when animated for a 3rd time). A PC can only take an animated NPC from one encounter to another with the permission of game staff, and if the NPC can be spared from his regular duties. This spell has a maximum duration of one game day.

Disrupt

Range: 50 feet

Area: 5 foot radius

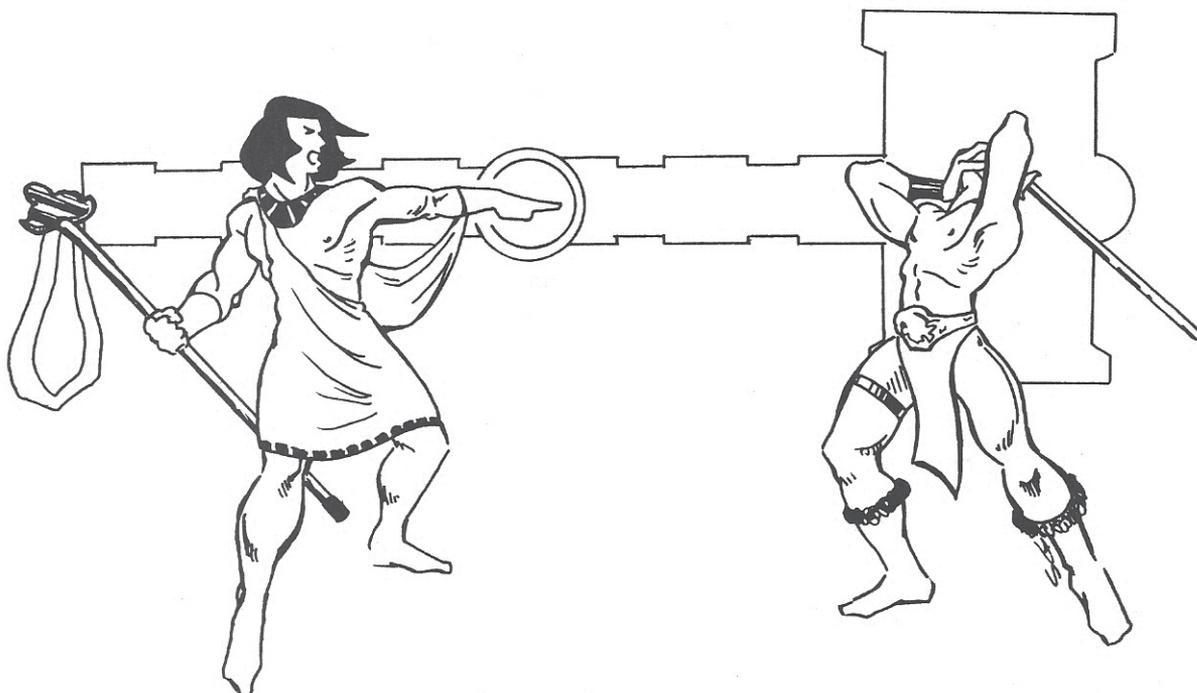
Duration: Instantaneous

Stacking: NA

Misc.: NA

Cost: 6

This spell causes all undead creatures within the area of effect to take 4 points of damage per level of the Cleric. This spell only works on undead creatures.





God's/Goddess's Hammer

Range: 50 feet

Area: 5 foot radius

Duration: Instantaneous

Stacking: NA

Misc.: KD5

Cost: 6

This spell causes all creatures within the area of effect to take 2 points of damage per level of the Cleric and a 5-second Knockdown.

Life Spark

Range: 1 inch

Area: 1 Target

Duration: Instantaneous

Stacking: NA

Misc.: NA

Cost: 6

If cast within 5 minutes of a target's death, this spell will allow the Cleric to capture the last "spark" of life within the target and return him to 1 life point above death. The target will lose ½ of his level (rounded up) in permanent life points, which will be deducted from his totals to unconsciousness and death, and will be at -2 versus all LI effects for the remainder of the game day. The character will remain at the same level and number of spell or ability points as before he died. If a character receives more than one *Life Spark* in a game day, the life point loss is cumulative but the -2 versus LI is not. This spell has no effect on an undead or animated body.

Poison and disease remain in the body after death and will still be present when a target receives a *Life Spark*. For purposes of time progression, poisons and diseases are considered to be newly applied or contracted when the body is returned to life. Durational spells and abilities (good, bad and indifferent) will run their duration as normal whether the target is alive or dead, and may still be in effect when the body receives a *Life Spark*. A character that has received a *Life Spark* is considered to have undergone death.

Mute

Range: 30 feet

Area: 1 Target

Duration: 5 minutes

Stacking: NA

Misc.: LI

Cost: LI

With this spell the Cleric can prevent the target from making any sounds with his mouth or throat, which will prevent the target from casting, talking, and similar actions. The creature can still make noises with his body as normal, such as clapping, and can call damage in combat because calling damage is a game mechanic. This is an LI spell.

Speak with Dead

Range: 1 inch

Area: 1 Target

Duration: Special

Stacking: NA

Misc.: NA

Cost: Var.

With this spell, the Cleric can ask a dead creature one or more simple questions. Questions may require a simple answer, rather than just yes or no. A truthful response is required of the target, but answers may be given in the form of rhymes or riddles. The answers will only be as accurate as the dead creature's knowledge, and questions must be asked in a language the dead creature can understand. Each question will cost the Cleric 2 spell points, and the Cleric may only expend spell points up to his level with each casting of the spell. This spell will last until either the desired number of questions has been asked or until 5 minutes has passed, whichever comes first.

Stasis

Range: 30 feet

Area: 1 Target

Duration: 30 minutes

Stacking: NA

Misc.: NA

Cost: 6

When this spell is cast the continuing effects of all poisons, diseases, and curses that are affecting the target will be halted for 30 minutes. This spell will not reverse any damage or effects that were taken by the target before the spell was cast and does not stop damage from occurring due to other reasons. This spell does not provide the target with immunity from any poisons, diseases, or curses that are contracted after the spell was cast. If cast on a dead body before the 5 minute time limit on *Life Spark* (Cleric 6, Spirit Monk 7) expires, this spell will extend the time during which *Life Spark* may be used by 30 minutes.



Level 7

(Default Casting Time = 15 seconds)

Blessed Arrow

Range: 1 inch Area: 1 Arrow Duration: Game Day or until used
Stacking: Damage Misc.: NA Cost: 7

With this spell, the Cleric can bless an arrow. When fired at an undead creature, the *Blessed Arrow* will cause an additional 4 points of damage per level of the Cleric. When the arrow is fired, the archer must call out *Blessed Arrow* and the amount of damage. The duration of the enhancement is until used or one game day, whichever comes first. The additional damage caused by this spell only applies to undead creatures.

Cleanse

Range: 1 inch Area: 1 Target Duration: Instantaneous
Stacking: NA Misc.: LI Cost: 7

This spell will neutralize all diseases and poisons, except Red Death. This spell will also remove 1 known curse at or below the Cleric's level unless otherwise specified by game design. It does not restore lost life points, but will prevent further loss or disability caused by ongoing effects of diseases and poisons that are cleansed from the target's system.

Exhort

Range: 30 feet Area: 10 Targets Duration: 1 Combat
Stacking: Damage Misc.: NA Cost: 7

This spell has two versions, *Exhort Damage* and *Exhort Armor*, and cannot be cast during combat. *Exhort Damage* raises the damage done by all targets by +3. *Exhort Armor* allows all targets to add +3 to their armor. The Cleric must state either *Exhort Damage* or *Exhort Armor* when he casts the spell; *Exhort Damage* and *Exhort 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.

God's/Goddess's Shadow

Range: Self Area: Self Duration: 5 minutes/level
Stacking: LI, Damage Misc.: NA Cost: 7

With this spell, the Cleric is effectively 2 levels 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, an 8th level Cleric would *Turn Undead* at 10th level or a 9th level Cleric would cast an 11th level *Blessed Arrow* for 44 points of damage.

Hold Being

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

When the Cleric casts this spell, an affected target will be held immobile. The held being cannot cast spells or activate magic items. Involuntary/autonomic actions such as breathing, the pumping of blood, and blinking are not affected by this spell. This is an LI spell.

Invoke

Range: 1 inch

Area: 1 Target

Duration: 5 minutes/level

Stacking: Var.

Misc.: NA

Cost: 7

When the Cleric casts this spell upon a target, the target is effectively raised 1 level in any one of the following attributes. The Cleric must specify when casting the spell which of the target's attributes will be raised.

- Life Points – if at the end of the spell's duration, the loss of these additional life points causes the target to fall unconscious or to drop to or below 0 life points, then the target will be unconscious or dead; this effect stacks in the Damage group
- Level of Effectiveness for Use of SAS – the target can use his SAS at his level of effectiveness +1, but does not gain access to SAS of a level higher than his own; this effect stacks in the LI group. For example, a 6th level Thief could apply a +7 *Thief's Edge* (Thief 5). Note that this change in SAS effectiveness does not stack with other SAS that change LI effectiveness. For example, if a 7th level Magic-User has been invoked to 8th level for SAS effectiveness and casts an *LI Enhancement +2* (Magic User 6), his resulting casting level would only be 9th, not 10th.
- Amount of Damage Inflicted – the target will deal the base damage for his level +1; this effect stacks in the Damage group
- LI Resistance – the target will gain +1 to his resistance versus LI effects; this effect stacks in the LI group

Life Enhancement

Range: 1 inch

Area: 1 Target

Duration: Game Day

Stacking: Damage

Misc.: NA

Cost: 7

When cast upon a creature, this spell will raise the target's total life points to unconsciousness and death by 5 points for the remainder of the current game day. If the loss of these additional points at the end of the game day causes the target to fall unconscious or drop to 0 or fewer life points, then the target will be unconscious or dead.

Ranged Heal

Range: 30 feet

Area: 1 Target

Duration: Instantaneous

Stacking: NA

Misc.: NA

Cost: Var.

With this spell the Cleric is able to heal from a distance. The target is healed for 2 life points per spell point expended, and the Cleric may spend up to his level in spell points. This spell is not reversible and the target does not have to give consent to receive healing.

Level 8

(Default Casting Time = 15 seconds)

Commune

Range: Self

Area: Self

Duration: 1 Question

Stacking: NA

Misc.: NA

Cost: 8

When the Cleric casts this spell, he may ask one fifteen word or less question of his deity. The deity (GM) will answer the question in fifteen words or less. This spell cannot be used to get direct answers concerning the plot of a game, but can be used to receive guidance when a Cleric or his team is lost or confused. A Cleric may only use this spell once per day, regardless of its source.



Level 10

(Default Casting Time = 15 seconds)

Awe

Range: 30 feet Area: 5 foot radius Duration: Var.
 Stacking: NA Misc.: LI Cost: LI

With this spell the Cleric can cause one of three effects that will target all affected creatures within a 5' radius circle. The Cleric should call out "*Awe*" followed by the level and name of the chosen effect. The Cleric will not be affected by the *Awe* unless he chooses to be. This is an LI spell.

- *Enthrall* (Magic User 1); duration is 5 minutes per level of the Cleric
- *Spook* (Magic User 2); affected creatures will flee the caster for 30 seconds
- *Hold Being* (Cleric 7), but affected creatures should fall to their knees; duration is 5 minutes

Exalt

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

This spell has two versions, *Exalt Damage* and *Exalt Armor*, and cannot be cast during combat. *Exalt Damage* raises the damage done by all targets by +4. *Exalt Armor* allows all targets to add +4 to their armor. The Cleric must state either *Exalt Damage* or *Exalt Armor* when he casts the spell; *Exalt Damage* and *Exalt 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.

Raise Dead

Range: 1 inch Area: 1 Target Duration: Instantaneous
 Stacking: NA Misc.: NA Cost: 10

This spell will allow the Cleric to raise a character who has died and return him to 1 life point above unconsciousness. The target will lose ½ of his level (rounded up) in permanent life points, which will be deducted from his totals to unconsciousness and death, and will be at -2 versus all LI effects for the remainder of the game day. The character will be raised at the same level, number of spell or ability points, and number of experience points as before he died. This spell has no effect on an undead or animated body. This spell must be cast within three calendar years (real time) of the target's death. If this spell is read from a scroll, all of the above strictures still apply.



Loremaster



Thief



Ranger



Monk



Magic User



Knight



Fighter



Druid



Cleric



Rules



Cleric





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
4	3	NA	NA	3
5	4	NA	NA	4
6	4	NA	NA	4
7	5	NA	NA	5
8	5	NA	NA	5
9	6	NA	NA	6
10	6	NA	NA	6

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
4	4	20	28	40
5	5	23	31	45
6	6	26	34	50
7	7	29	37	55
8	8	32	40	60
9	9	35	43	65
10	10	38	46	70



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

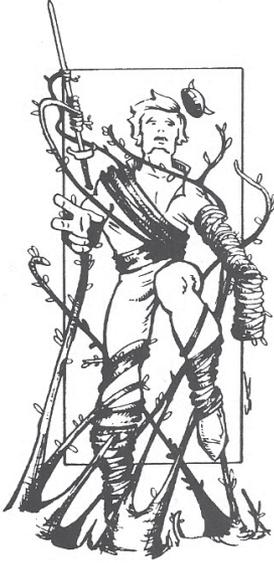
Duration: 1 Combat

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.



Level 4

(Default Casting Time = 10 seconds)

Elemental Strike

Range: 50 feet

Area: 1 Target

Duration: Instantaneous

Stacking: NA

Misc.: KD5

Cost: Var.

With this spell the Druid can release a bolt of Earth, Fire, Ice or Lightning that will strike 1 target. The target will take 3 points of damage per spell point expended, and will also take a 5 second Knockdown. The Druid can spend up to her level in spell points, but must spend at least 3 spell points.

Gale

Range: 50 feet

Area: 5 foot radius

Duration: Instantaneous

Stacking: NA

Misc.: KD5

Cost: 4

This spell creates a strong gust of wind that will cause a 5 second Knockdown to all creatures within the area of effect.

Neutralize Poison

Range: 1 inch

Area: 1 Target

Duration: Instantaneous

Stacking: NA

Misc.: NA

Cost: 4

This spell neutralizes all magical and non-magical poisons within the target except Red Death, unless otherwise specified by game design. It does not restore lost life points but it does prevent further loss or disability from all neutralized poisons.

Treeshift

Range: Self

Area: Self

Duration: 5 minutes

Stacking: NA

Misc.: Material Component

Cost: 4

By using this spell, the Druid can remove herself from danger by joining herself with a nearby tree. This spell has no casting time, and is activated by the Druid saying the word "*Treeshift*" aloud. When the Druid casts this spell, her body will disappear and she will "shift" into any tree within 30 feet. If there are no trees within 30 feet then the Druid can shift into any non-magical wooden object that is at least as large as a short sword, such as a mundane shield or staff. While under the effects of this spell, the Druid can send one message as per the *Message* (Magic User 2) spell at no additional point cost.

To indicate that she is under the effects of this spell the Druid should display a white flag, and must immediately identify the affected tree or wooden object to her GM. The Druid must leave the immediate area and cannot interact with other participants for the duration of the spell. While in *Treeshift* the Druid may not activate magic items or use SAS. The tree the Druid has shifted into will radiate magic if properly detected or revealed. If the tree sustains double the Druid's base life points to death from either mundane or magical fire, the Druid will die. No other form of attack will cause damage to the Druid while she is in *Treeshift*.

While in *Treeshift*, all spells will continue to run normally; those with a duration of the next combat will expire 1 minute into the *Treeshift*. While in *Treeshift*, poison and disease are halted as if the Druid is under the effects of a *Stasis* (Cleric 6). Once the Druid leaves the tree, poison and disease will again begin to run normally.

The Druid must wait the full duration of the spell before she can exit the tree, unless another character casts a 4th level *Dispel Magic* (Magic User 4, Cleric 5, Druid 5) on the tree. The Druid can reappear either on the spot where she cast the spell or next to the targeted tree. Material component: White flag.



Level 5

(Default Casting Time = 15 seconds)

Blood Heat

Range: 30 feet

Area: 1 Target

Duration: 5 minutes

Stacking: Damage

Misc.: NA

Cost: 5

The target creature will take 2 points of fire damage per level of the Druid and will be at -2 for all melee damage for 5 minutes. This spell only works on creatures that have blood, whether they are cold- or warm-blooded, but will not work on creatures like skeletons. The damage is instantaneous, but the damage reduction can be removed with a *Dispel Magic* (Magic User 4, Cleric 5, Druid 5) at 5th level.

Dispel Magic

Range: 30 feet

Area: 1 Spell

Duration: Instantaneous

Stacking: NA

Misc.: LI

Cost: LI

With this spell the Druid can negate the spell of any caster, cast up to the level of the Druid. Only spells with a duration can be dispelled (instantaneous spells cannot be dispelled). The Druid should call out "Dispel" followed by the name and level of spell that she is trying to negate (for example, an 8th level Druid could call out "Dispel *Physical Protection*, 6th level"). To negate one of her own spells before the end of its duration, the Druid must also use *Dispel Magic*. When this spell is used in conjunction with *LI Enhancement +1* or *+2* (Magic User 3 & 6) the Druid can affect levels higher than her own. This is an LI spell and costs 1 spell point per 2 levels that the caster is attempting to dispel (round up).

Earth Slap

Range: Self

Area: Self

Duration: 5 minutes/level

Stacking: NA

Misc.: KD5, Material Component

Cost: 5

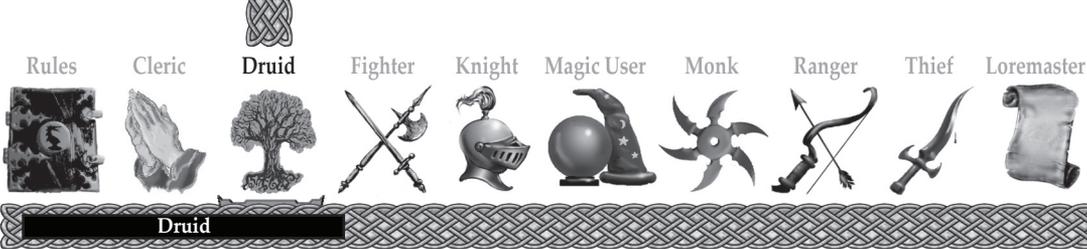
This spell creates a field around the Druid that will cause damage to the first character who attacks her from a position within 30 feet; this includes non-damaging actions such as *Sweep* (Movement Monk 6), *Throw* (Monk 5), *Crash Time* (Magic User 1), and *Numbing Blow* (Knight 9).

Earth Slap causes 2 points of damage per level of the Druid, which is applied to the torso, and a 5 second Knockdown.

If the Druid attacks someone from any range she will take ½ of the damage from the field and her opponent will not be damaged by the field; the *Earth Slap* will be expended. The Druid 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) and cannot be affected by *Spell Absorption* (Magic User 8) or *Spell Negation* (Magic User 6). *Earth Slap* will remain in effect until it affects a target or until the full duration of the spell has elapsed. The field is not dispelled when the Druid falls asleep, becomes unconscious, or dies. Material component: Red flag.





Elephant Hide

Range: Self Area: Self Duration: 1 Combat
 Stacking: Damage Misc.: Material Component Cost: 5

This spell provides the Druid with 3 additional points of armor. This additional armor will last for one combat or one game day, whichever comes first. Material component: Blue flag.

Plant Seek

Range: Special Area: Special Duration: Var.
 Stacking: Var. Misc.: NA Cost: 5

This spell allows the Druid to find one of the plants listed below. These plants can be found in any season in both outdoor and indoor environments, but do not occur naturally. The Druid must specify which type of plant she is looking for, and will only find enough of that plant to affect 1 creature one time. Once found, the plant will maintain its potency for the rest of the game day or until used, whichever comes first; the plant, once obtained by the Druid, can be used by any creature.

- Duck Back: When the leaves of this plant are rubbed on a creature's body, all liquids will roll off the creature for 1 hour (including water, acid, and oil) and will cause no damage to the creature.
- Battle Weed: Eating this weed will increase a creature's damage per weapon strike by 2 and will provide her with an additional 2 points of armor. The effects will last for the next combat or one game day, whichever comes first. Stacking Group: Damage.
- Motherwort: Eating this plant will allow a creature to see clearly in reduced light such as that found in a dark room, at night, or underground. This ability will last for 30 minutes.
- Resin: This plant exudes a resin that, when rubbed on the hands, will provide a creature with some protection against *Dropsy* (Magic User 3) and *Disarm* (Fighter 6). The creature must rub the resin on her hands and then firmly grasp an object or objects; the affixed objects will be unaffected by the first *Dropsy* or *Disarm* used against the creature. Because each hand is protected separately, when a *Disarm* is used against one hand the other will remain protected; *Dropsy*, however, will remove the protection from both hands. If the user is wearing gloves when the resin is applied, the effect still works with respect to the next held objects, but if the gloves are removed the effect will end immediately. The affected objects will remain affixed to the creature's hands until the protection has been removed by a *Dropsy* or *Disarm*, the creature releases the affixed objects voluntarily, or the end of the game day, whichever comes first.
- Sponge: When this plant is eaten it will allow a creature to breathe in areas with little or no oxygen, including areas that are underwater or full of noxious or poison gases. This ability will last for 30 minutes.
- Vervain: Eating this plant will protect a creature from *Enthrall* (Magic User 1, Druid 2) and all *Enthrall* -related spells or abilities for a duration of 1 hour.

Level 6

(Default Casting Time = 15 seconds)

Cure Serious Wounds

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

The Druid can heal herself or another character for 3 life points per spell point expended. The Druid may expend up to her level in spell points per use of *Cure Serious Wounds*, and must use a minimum of 4 spell points.



Earth Calming

Range: 30 feet

Area: 1 Target

Duration: 5 minutes/level

Stacking: NA

Misc.: NA

Cost: 6

This spell causes the calmness of the earth to pervade the target. This spell will negate the effects of any of the following (magically induced or not) for the duration of the spell, regardless of their levels of effect: fear, drunkenness, insanity, frenzy, nightmare, *Battle Fever* (Fighter 1, 3, 5, 7, & 9), *Spook* (Magic User 2), and any type of intense emotion. This spell does not induce a docile nature or alter the intent of the recipient, it only causes calmness. The effects of this spell can be removed by a *Dispel Magic* (Magic User 4, Cleric 5, Druid 5) cast at 6th level.

Mist Bridge

Range: 1 inch

Area: 2'x30' path

Duration: 5 minutes

Stacking: NA

Misc.: NA

Cost: 6

This spell will create a magical bridge across a body of water, chasm, pit, or other low obstruction. The bridge must be a straight path with solid support at each end, and cannot end in midair on either end. The bridge will be 2 feet wide and up to 30 feet long, and will be 1 foot above the surface if cast over the ground or water; if there is no surface below the bridge, the Druid must specify where the bridge lies. The bridge will not be affected by wind or weather, but can be removed by a *Dispel Magic* (Magic User 4, Cleric 5, Druid 5) cast at 6th level. A *Mist Bridge* can only support 1 creature at a time; if a second creature attempts to cross the bridge while it is in use, she will fall through the mist but the first creature will be unaffected.

Rock to Mud

Range: 30 feet

Area: Special

Duration: 5 minutes/level

Stacking: NA

Misc.: NA

Cost: 6

This spell will temporarily transform an area of rock into mud. A single area up to 3'x3'x3' in size can be turned into mud with each use of this spell. This spell may not be used offensively except when targeted at a creature vulnerable to *Rock to Mud*, in which case the area of effect is 1 creature. If a creature or animate object (either alive or magically imbued) is within the area of effect at the end of the spell's duration, then the mud will not return to rock until the creature or animate object leaves or is removed.

Seeds of the Elements

Range: Special

Area: Special

Duration: Game Day or until used

Stacking: NA

Misc.: KD 5, Material Component

Cost: 6

This spell allows the Druid to produce elemental seeds that can be used as thrown weapons. The Druid must specify a single type of seed to produce when she casts the spell – Earth, Fire, Ice, or Lightning – and will produce 2 seeds with each casting. Each seed is represented by a green bean bag, and must successfully hit a target or her belongings to cause damage; if the target parries or blocks the seed with a weapon or shield, it will still cause damage. If the bean bag does not hit the target, the seed will have no effect but cannot be used again. Each seed will cause 2 points of damage per level of the Druid, which should be called as elemental damage of the type chosen when the spell was cast, and a 5 second Knockdown. All of the damage caused by the seed is applied to the target's torso regardless of where the seed actually hits.

A seed can only be used by the Druid who created it, and can only be used once. 5 seconds must pass between each use of a seed. A Druid cannot carry more than ½ her level (round up) in seeds at any time. Each seed will last one game day or until used, whichever comes first. Material component: 2 green bean bags per casting.



Shadows of Concealment

Range: 1 inch

Area: 1 Target

Duration: 5 minutes/level

Stacking: LI

Misc.: LI, Material Component

Cost: LI

This spell allows the Druid to conceal herself or another character. While the concealed character is 30 feet or more from another PC or NPC, her concealment is effective at the level of the conceal +3; if a target is within 30 feet of the Druid, the concealment is effective at the level at which the spell was cast. As long as the concealed character moves slowly and stays near some sort of shadow or obscuring object (for example, a wall, in the trees, crawling through grass), then she will not be noticed by other creatures. Affected players and NPCs should do their best to ignore the hidden person and continue their actions as they normally would.

A character cannot conceal herself if she is within 10 feet of any other creature. If the character is already concealed and approaches or is approached by someone within 10 feet who is affected by the concealment, then the concealed person must remain motionless or she will be immediately detected. This is an LI skill, and the character must inform anyone who approaches her, "Conceal," followed by the level of effect.

The target may not take any offensive actions while in concealment, and may not take any offensive actions for 5 seconds after she becomes unconcealed. This spell can be removed with a *Dispel Magic* (Magic User 4, Cleric 5, Druid 5) of the appropriate level. A concealed character can be detected with *True Sight* (Magic User 7) or *Enhanced Senses* (Ranger 5).

A concealed person cannot make any fast movements, including spell casting, or the concealment will terminate (active struggling while bound is considered movement). The concealed person cannot activate magic items or pre-cast spells, skills, or abilities. The Consent Rule applies when casting *Shadows of Concealment* on another character. This is an LI spell. Material component: Yellow flag.

Speak to Winds

Range: 100 feet

Area: Special

Duration: 5 minutes

Stacking: NA

Misc.: NA

Cost: 6

This spell allows the Druid to gather information that is carried on the wind, or to transmit and receive messages carried by the wind.

When used to receive information, it allows the Druid to ask the wind simple yes or no questions. The Druid can ask a number of questions equal to her level, each of which must be about things the wind might know, such as an overheard conversation or a scent. Answers will be based on GM knowledge and discretion. *Speak to Winds* can not be used in this fashion more than once per day.

If this spell is used to send and receive messages, it will allow the Druid to send a message up to 1 minute in length to any individual within 100 feet. The recipient of the message can ignore the message if she wishes to (the message will not interrupt spell casting), and the wind will carry a response of up to 1 minute back to the Druid if the recipient chooses to send one and if the Druid is still within 100 feet of the recipient. Only the Druid and the recipient will be able to hear the message and response, and the message will not be translated if the Druid and the recipient do not understand each other.



Level 7

(Default Casting Time = 15 seconds)

Dust Storm

Range: 30 feet

Area: 5 foot radius

Duration: 5 minutes

Stacking: NA

Misc.: Rev.

Cost: 7

This spell will create a single, continuous, weaving stream of wind that will affect all creatures within the area of effect. This windstorm is magical in nature, and can only be penetrated by the spells *Message* (Magic User 2) and *Speak to Winds* (Druid 6). Creatures within a *Dust Storm* can see one another, but cannot communicate or interact with each other or with anyone outside the *Dust Storm*; also, those outside the area of effect cannot interact with those within the *Dust Storm*. Affected creatures can cast spells and use magic items on themselves, but cannot affect any other target.

Dust Storm can be removed with either reverse *Dust Storm* or a 7th level *Dispel Magic* (Magic User 4, Cleric 5, Druid 5), either of which can be cast by an individual within the area of effect. When a reverse *Dust Storm* is cast, the effects of the *Dust Storm* will end for all targets; however, if *Dispel Magic* is used it will only affect a single target, and all other targets will remain within the *Dust Storm*.

Mist Servant

Range: 30 feet

Area: 1 Servant

Duration: 5 minutes

Stacking: NA

Misc.: NA

Cost: 7

By casting this spell, the Druid will conjure an invisible mist servant, which can perform simple physical tasks for the Druid. The servant is not alive or intelligent, cannot speak, cannot fight or protect the Druid in any way, and will only follow very simple verbal instructions from the Druid (GM discretion) for the duration of the spell. The servant can open unlocked chests (it can not, however, pick locks), open unlocked doors, and lift objects up to 5 pounds per level of the Druid in weight in a manner similar to the *Telekinesis* (Magic User 6) spell.

The servant will set off all traps, including glyphs, that it encounters or passes; the Druid and the *Mist Servant* will each take ½ of the damage from any trap (round down). If the *Mist Servant* sets off a non-damaging glyph (such as Uvas) and the Druid is not within the area of effect of the glyph, then the Druid will not be affected. The servant cannot be healed, and will disappear if it takes damage equal to the number of total life points that the Druid had at the time of casting. The servant can only be controlled by the Druid who cast the spell, and cannot go further than 30 feet from the Druid.



Level 8

(Default Casting Time = 15 seconds)

Aspect of the Beasts

Range: Self

Area: Self

Duration: 5 minutes or 1 Combat

Stacking: Var.

Misc.: NA

Cost: 8

This spell allows the Druid to assume the aspect of one of the animals listed below. The Druid will not shape change into the animal, but will obtain some of its abilities as well as the ability to communicate with other animals of the same type. If the Druid chooses to assume an aspect that corresponds to her *Animal Pact* (Druid 0, Ranger 4), this spell will only cost 7 spell points to cast. While under the effects of this spell, the Druid may use magic items and SAS as normal, and will still be able to understand and speak her normal languages.

While in *Aspect of the Beasts*, the Druid should role-play the characteristics of the aspect she has chosen (for example, a mongoose or panther might move quickly or a bear might move in a lumbering fashion). Each aspect will provide uses of SAS that can only be used by the Druid during the duration of the aspect. Unless otherwise stated, all damage enhancements apply to hand-held melee damage only. *Aspect of the Beasts* lasts 5 minutes or until the end of the current combat, whichever is longer.

- Bear: Life Points +10, Damage +4, Armor +3. The Druid has the ability to invoke an *Avenging Blow* (Knight 5) for 20 points once during the duration of the aspect. When the aspect ends, if the loss of the additional life points results in the unconsciousness or death of the Druid then she will be unconscious or dead. Stacking Group: Damage.
- Falcon: Life Points normal, Damage +3 for ranged attacks, Armor +3. The Druid may autocast *Gale* (Druid 4) once during the duration of the aspect. The Druid will be under the effects of *True Sight* (Magic User 7) for the duration of the aspect. The Druid may *Leap* (Monk 2) a distance of up to 40 feet once during the duration of the aspect. Stacking Group: Damage.
- Mongoose: Life Points normal, Damage +5, Armor +4. The Druid will be protected by *Sense I* (Monk 4) for the entire duration of the aspect. The *Sense I* will end at the same time as the aspect. Stacking Group: Damage.
- Panther: Life Points normal, Damage +3, Armor normal. The Druid may use each of the following SAS once during the duration of the Aspect: *Balance* (Monk 5), *Climbing* (Thief 5), *Dodge Blow* (Fighter 7, Thief 7), *Evade* (Movement Monk 7), *Kip* (Monk 4), *Leap* (Monk 2), and *Safe Fall* (Monk 3). Stacking Group: Damage.
- Snake: Life Points normal, Damage normal, Armor normal. The Druid may autocast *Stun* (Magic User 7) and *Freeze Poison* (Cleric 2) once each during the duration of the aspect, and may add a 3 point *Pain Strike* (Cleric 4) to 1 successful melee or missile strike. The Druid may use the *Conceal Self* (Thief 5, Ranger 6) ability at her level +2. Note: the *Conceal Self* can outlast the duration of the aspect. Once the Druid becomes unconcealed she may not become concealed again for the duration of the aspect. Stacking Groups: Damage & LI.
- Wolf: Life Points normal, Damage +3, Armor normal. For the duration of the aspect, the Druid is immune to all poisons and is under the effects of *Resist Death* (Knight 7) effective at her level. The Druid may use *Fighter's Blow* (Fighter 8) and *Resist Pain* (Knight 5) once each during the aspect. Stacking Group: Damage.

Dragon Hide

Range: Self

Area: Self

Duration: 1 Combat

Stacking: Damage

Misc.: Material Component

Cost: 8

This spell provides the Druid with 4 additional points of armor. The additional armor will last for one combat or one game day, whichever comes first. Material component: Blue flag.



Flower of Avalon

Range: Special

Area: Special

Duration: Special

Stacking: NA

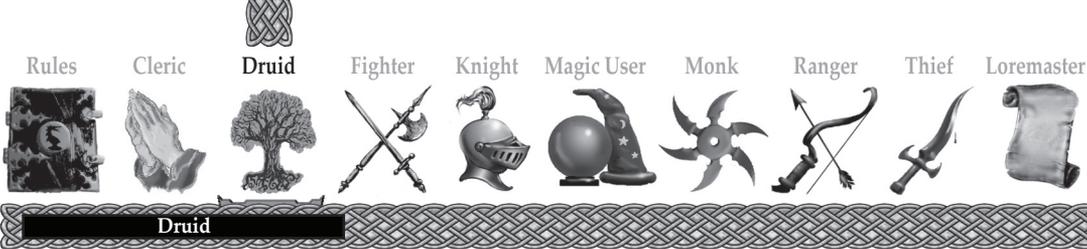
Misc.: NA

Cost: 8

This spell allows the Druid to grow and harvest one of the magical flowers described below. These flowers can be found in any season in both outdoor and indoor environments, but do not occur naturally. Once grown and harvested, the flower can be carried and used by any creature; to use a flower, the creature must smell it from a range of 1 inch or less (simply breathing near the flower will not use it) for a period of 5 seconds. A *Flower of Avalon* cannot be used on an unwilling creature during melee, but can be used on an unconscious creature by having her breathe it for at least 5 seconds. The Druid must specify which type of flower she wishes to grow, and one flower will be produced with each casting.

The spell point expenditure for this spell is incurred when the Druid grows and harvests the flower; there is no spell point cost for smelling the flower. A character may have a number of flowers equal to her level in her possession at any one time. A *Flower of Avalon* will last for one game day or until smelled, whichever comes first; a flower can only be used once, and will disappear after it is smelled.

- **Black Flower – Purifying:** Smelling a black *Flower of Avalon* will neutralize all poisons other than Red Death that are affecting the recipient, and will reverse all effects that were caused by those poisons. All non-permanent life points lost as an effect of poison will be restored. This flower will reverse the paralysis caused by *Kill Dagger* (Thief 2) poison, but cannot reverse death.
- **Blue Flower – Acuity:** Smelling a blue *Flower of Avalon* has the same effect as an *Acuity* (Magic User 6) spell – the recipient will clearly remember any one event or conversation of 5 minutes or less that occurred within the current game. In addition, the flower will restore up to 6 spell or ability points if the target is a Cleric, Druid, Knight, Magic User, Monk, or Ranger. A blue flower will not provide spell or ability points beyond a character's base – any points that exceed the recipient's base will be lost.
- **Gray Flower – Earth Calming:** Smelling a gray *Flower of Avalon* has an effect similar to the *Earth Calming* spell (Druid 6) – the flower will negate the effects of any of the following (magically induced or not) that are affecting the recipient: fear, drunkenness, insanity, frenzy, nightmare, *Battle Fever* (Fighter 1, 3, 5, 7, & 9), *Spook* (Magic User 2), and any type of intense emotion. The flower will not induce a docile nature or alter the recipient's intent, but will cause calmness. The flower will not protect the recipient from any recurrence of the effect; for example, although it might calm the target of a *Spook*, it will not protect that target from another casting of *Spook*.
- **Green Flower – Health:** Smelling a green *Flower of Avalon* will cure all diseases that are affecting the target, and will reverse all effects that were caused by those diseases. All non-permanent life points lost as an effect of disease will be restored. This flower can cure effects of disease, such as a reduction in melee damage, but cannot cure death.
- **Purple Flower – Sleeping:** Smelling a purple *Flower of Avalon* will cause the recipient to drop into a magical sleep. The recipient will sleep for 1 hour; the only way to wake her earlier is by using a white *Flower of Avalon*. This is an LI effect, and will only work on a creature of the Druid's level or below.
- **White Flower – Awakening:** Smelling a white *Flower of Avalon* will cause an unconscious or sleeping recipient to awaken immediately. Although this flower will awaken a character who is unconscious due to damage, it will not provide or heal any life points; if the recipient takes additional damage before she receives healing, she will return to unconsciousness or death depending on the amount of damage. The recipient will be immediately free to fight, walk, cast spells, or perform any other action.
- **Yellow Flower – Healing:** Smelling a yellow *Flower of Avalon* will heal the recipient for up to 20 points.



Lightbeam

Range: 50 feet
Stacking: NA

Area: 1 Target
Misc.: NA

Duration: Instantaneous
Cost: 8

This spell will create a beam of light that will cause damage to a specific type of supernatural creature. Each type of beam will work regardless of the time of day, location, or light conditions. The Druid must specify which of the following beams she wishes to create.

- **Moonbeam:** This is a beam of moonlight that will cause 30 points of damage and a 5 second Knockdown to a lycanthrope, such as a werewolf or werebear.
- **Starbeam:** This is a beam of starlight that will cause 30 points of damage and a 5 second Knockdown to a demon or devil.
- **Sunbeam:** This is a beam of sunlight that will cause 30 points of damage and a 5 second Knockdown to an undead creature.

Level 9

(Default Casting Time = 15 seconds)

Aspect of the Elements

Range: Self
Stacking: Var.

Area: Self
Misc.: Material Component

Duration: 5 minutes or 1 Combat
Cost: 9

This spell allows the Druid to assume the aspect of one of the elements listed below. The Druid will not shape change into the element, but will take on some of its nature. While under the effects of this ability, the Druid will still be able to understand and speak her normal languages, and may use magic items and most SAS as normal; however, when casting elemental spells such as *Flare* (Druid 2) and *Elemental Strike* (Druid 4), the Druid can only cast spells of the element whose aspect she has assumed (for example, a Druid in an Earth aspect cannot cast Fire, Ice, or Lightning-based spells).

Each aspect will provide uses of SAS that can only be used by the Druid during the duration of the aspect. These additional SAS will disappear if a second *Aspect of the Elements* is cast. *Aspect of the Elements* lasts 5 minutes or until the end of the current combat, whichever is longer.

- **Earth:** +4 to Armor. The Druid is under the effects of *Strength III* (Knight 7) and *Elemental Protection – Earth* (Cleric 3, Druid 3, Monk 5) equal to three times her level in points of protection, both of which will last for the duration of the aspect. Additionally, the Druid gains a limited immunity to Knockdowns during the aspect, which will allow her to ignore a number of Knockdowns equal to ½ of her level. The casting time for *Elemental Strike – Earth* (Druid 4) is reduced to 5 seconds for the duration of the aspect. Stacking Group: Damage. Material Component: Blue flag.
- **Fire:** +4 to Damage. The Druid is under the effects of *Elemental Protection – Fire* (Cleric 3, Druid 3, Monk 5) equal to three times her level in points of protection, which will last for the duration of the aspect. If the Druid casts *Blood Heat* (Druid 5) while in this aspect, it will cause 3 points of damage per level instead of the normal 2 points per level. For the duration of the aspect, the Druid can cast *Fire Ball* (Magic User 5) with the normal casting time and spell point cost. The casting time for *Elemental Strike – Fire* (Druid 4) is reduced to 5 seconds for the duration of the aspect. Stacking Group: Damage. Material Component: Blue flag.
- **Ice:** The Druid is under the effects of *Walk on Liquids* (Monk 7), *Missile Protection* (Magic User 5, Monk 5), and *Elemental Protection – Ice* (Cleric 3, Druid 3, Monk 5) equal to three times her level in points of protection, all of which will last for the duration of the aspect. During the aspect, the Druid may cast one *Pain Strike* (Cleric 4) at her level of effect at no cost, and can create one Ice Bridge. The Ice Bridge can be up to 60' long and 4' wide, and must be supported at both ends. The bridge will melt after 1 hour, or can be melted by the Druid at any time if she is within 1" of any part of the bridge. The casting time for *Elemental Strike – Ice* (Druid 4) is reduced to 5 seconds for the duration of the aspect. Stacking Group: Damage. Material Component: Blue flag.



- Lightning: +1 vs. LI. The Druid is under the effects of *Elemental Protection – Lightning* (Cleric 3, Druid 3, Monk 5) equal to three times her level in points of protection, which will last for the duration of the aspect. The Druid gains one use of either *Evade* (Movement Monk 7) or *Speed* (Monk 7) during the aspect. If the Druid casts *Elemental Strike – Lightning* (Druid 4) while in this aspect, it may be at *Double Effect* (Magic User 7) for either range or number of targets a number of times equal to ½ the Druid's level (rounded up). The casting time for *Elemental Strike – Lightning* is reduced to 5 seconds. Stacking Groups: Damage & LI. Material Component: Blue flag.

Elemental Fury

Range: 50 feet

Area: 10 foot radius

Duration: Instantaneous

Stacking: NA

Misc.: KD10

Cost: 9

This spell allows the Druid to call the fury of the elements into effect within the target area. The Druid must specify which of the following furies she wishes to call into existence.

- Earth: The resulting earthquake will cause a 10 second Knockdown and 20 points of Earth damage to all creatures within the area of effect.
- Fire: The resulting eruption will cause a 10 second Knockdown and 20 points of Fire damage to all creatures within the area of effect.
- Ice: The resulting blizzard will cause a 10 second Knockdown and 20 points of Ice damage to all creatures within the area of effect.
- Lightning: The resulting chain lightning will cause a 10 second Knockdown and 20 points of Lightning damage to all creatures within the area of effect.

Level 10

(Default Casting Time = 15 seconds)

Earth Healing

Range: Self

Area: Self

Duration: Instantaneous

Stacking: NA

Misc.: NA

Cost: 10

This spell allows the Druid to call upon the healing powers of the earth to heal herself. This spell will heal the Druid for up to 30 points and will neutralize all diseases and poisons in the Druid's system, including Red Death.

Summon Storm

Range: Self

Area: Self

Duration: 5 minutes or 1 Combat

Stacking: Time

Misc.: NA

Cost: 10

With this spell, the Druid may call upon the power of a storm. During the 1-minute duration of the storm, the Druid may use *Autocast* (Magic User 7) a number of times up to ½ her level (rounded up) for the following spells:

- Dust Storm* (Druid 7) – additionally, the spell point cost for *Dust Storm* is reduced to 4 during the storm
- Elemental Strike* (Druid 4) – additionally, the damage for *Elemental Strike* is increased to 7 points of damage for every 2 spell points applied
- Gale* (Druid 4) – additionally, the spell point cost for *Gale* is reduced to 2 during the storm

15 seconds must pass between each use of *Autocast*. The Druid can cast other spells normally while the storm is in effect. *Summon Storm* lasts 5 minutes or until the end of the current combat, whichever is longer.



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

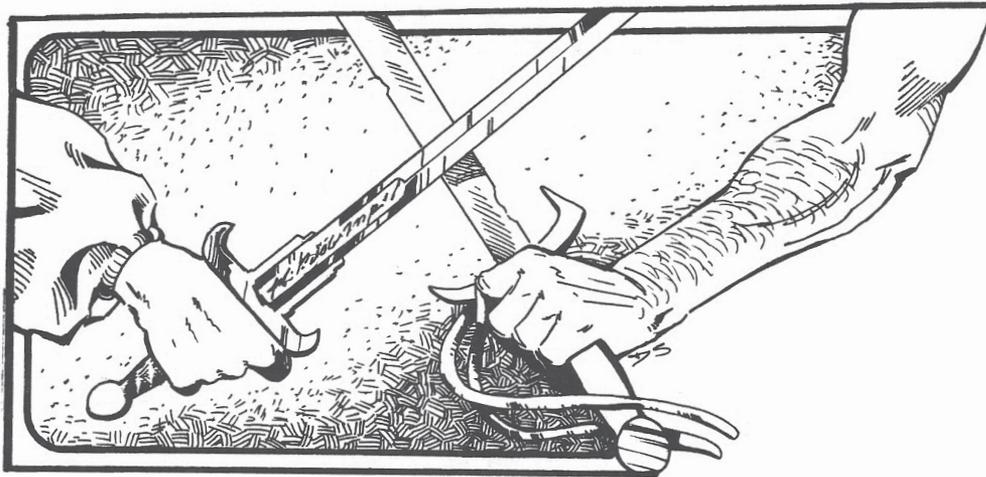
Damage				
Level	Melee Damage	Marginal Archery Damage	Critical Archery Damage	Thrown Damage
1	3	2	4	2
2	4	3	5	3
3	5	4	6	4
4	6	5	7	5
5	7	6	8	6
6	7	6	8	6
7	8	7	9	7
8	8	7	9	7
9	9	8	10	8
10	10	8	10	8

Armor				
Level	No Armor	Leather Armor	Chain Mail	Plate Mail
1-4	0	1	2	3
5-10	1	2	3	4

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
4	4	24	32
5	5	28	36
6	6	32	40
7	7	36	44
8	8	40	48
9	9	44	52
10	10	48	56



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.

Appendix B provides a summary of all Fighter skills in table form.

Key:

Misc.: LI = Level Influential

Uses: * = Total uses are shared between "like" skills

Uses: ½ Level = equal to half the level of the Fighter, rounded up

Uses: Level = equal to the level of the Fighter

Uses: Special = see text for details

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.

Level 4

(Default Invocation Time = 0 seconds)

Base Proficiency with Two Weapons

Range: Self

Area: Self

Duration: Permanent

Stacking: BASE

Misc.: NA

Uses: No Limit

At 4th level and above, Fighters are able to apply their base hand-held proficiency to 2 weapons simultaneously.

Bind Weapon

Range: Melee Strike

Area: 1 Target

Duration: 5 seconds

Stacking: NA

Misc.: LI

Uses: ½ Level

This skill allows the Fighter to bind an opponent's weapon, but cannot be used on natural weapons such as claws, talons, or tentacles. To use this skill the Fighter must contact the opponent's weapon and call out "*Bind Weapon*" followed by the level of effect. If the Fighter fails to call out the level of effect then the *Bind Weapon* does not work.

If the target's level is less than or equal to the level of effect called by the Fighter, then both combatants' weapons are bound up and cannot be freed. Neither party may attack for the duration of this skill. The Fighter can bind the target's weapon for up to 5 seconds, but can unbind the weapons earlier if he chooses. The Fighter should call out "Unbind" when he lets go. If the target drops his bound weapon, the *Bind Weapon* ends immediately. The target can then pick up his weapon, draw another weapon, or take any action he chooses. If the target is unaffected by the skill, the use is still counted against the total number of uses for that day and 5 seconds must pass before the Fighter can use another skill, ability, spell, or magic item. This is an LI skill.

Gauge Opponent – Total Armor

Range: 30 feet

Area: 1 Target

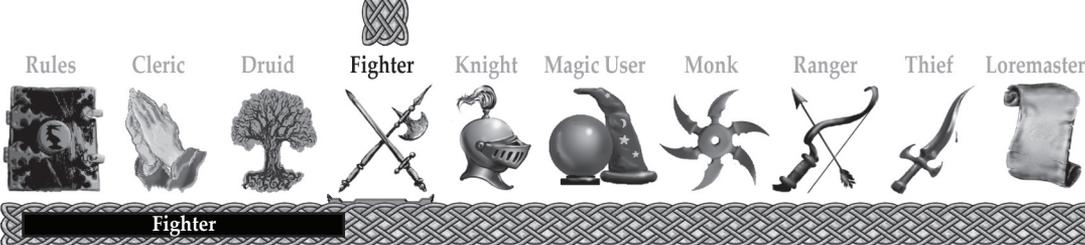
Duration: Instantaneous

Stacking: NA

Misc.: NA

Uses: Level

With the use of this skill the Fighter can gauge the total 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 total armor of 5. The Fighter using this skill will not know that the target is under the effects of a *Negative Exuberate*, just that the target has 'something extra'. The Fighter should call out "*Gauge Opponent – Total Armor*" and indicate the intended target. The target or the GM will respond with the total armor number.



Fighter's Recovery in Combat

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

At 4th level and above, a Fighter may use the *Fighter's Recovery* (Fighter 1) skill in combat. The Fighter must meditate for 10 seconds to use the skill, and may heal up to twice his level in points at one time. Use of this skill is counted towards the total points of healing allowed with *Fighter's Recovery*. A Fighter may heal a throat slit while conscious by using *Fighter's Recovery in Combat* to heal 12 points within 1 minute.

Repair Chain Mail

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

This skill allows a Fighter to repair chain mail that has been damaged by in-game effects. Uses of this skill are cumulative with the *Repair Shields and Leather Armor* (Fighter 2) skill with regard to how many times the skill may be used per day. For example, only 2 total suits of armor or shields could be repaired by a 4th level Fighter in a game day. The Fighter must role-play mending the chain mail for at least 1 minute.

Level 5

(Default Invocation Time = 0 seconds)

Additional Point of Armor (Base)

Range: Self Area: Self Duration: Permanent
 Stacking: BASE Misc.: NA Uses: No Limit

At 5th level, the Fighter gains an additional point of innate armor. This skill is a base of the character class and may not be placed in a magic item.

Battle Fever: Additional Limb Points

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 earlier levels, the Fighter gains 1 additional limb point in each limb while in *Battle Fever*; these 4 points are also added to the Fighter's total points to unconsciousness and death. These limb points are in addition to the 4 life points gained with the use of *Battle Fever* at 1st level. For example, a 5th level Fighter's life points would change from 5/28/36 to 6/36/44 using *Battle Fever* at 5th level. The duration of this skill is 5 minutes or until the end of the current combat, whichever is longer.

Blade Sharp +2

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 2 additional points 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. With this skill, the Fighter can do any combination of +1 or +2 *Blade Sharps* that he chooses, but the total number of *Blade Sharps* that can be applied in a game day is equal to the Fighter's level; for example, a 5th level Fighter could use 5 +2 *Blade Sharps* in one game day, then use 3 +1 *Blade Sharps* and 2 +2 *Blade Sharps* the next game day. This skill lasts until the end of the next combat or the end of the game day, whichever comes first.



Disengage

Range: 5 feet

Area: 1 Target

Duration: 15 seconds

Stacking: NA

Misc.: LI

Uses: ½ Level

This skill allows the Fighter to prevent the target from attacking or pursuing him. To use this skill the Fighter must call out “*Disengage*” followed by the level of effect. If the Fighter fails to call out the level of effect then the *Disengage* does not work.

If the target is less than or equal to the level of effect called by the Fighter, he may not pursue or attack the Fighter with hand-held melee damage for 15 seconds. The Fighter must immediately *Disengage* from the target, and cannot attack the target for the duration of this skill. The disengagement can be ended if the Fighter is unable to move or is knocked down for any duration. If the opponent is unaffected by the skill, the use is still counted against the total number of uses for that day and 5 seconds must pass before the Fighter can use another skill, ability, spell, or magic item. This is an LI skill.

Gauge Opponent – Total 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 total 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 a total hand-held damage of 9. The Fighter using this skill will not know that the target is under the effects of a +2 *Strong Arm*, just that he has ‘something extra’. The Fighter should call out “*Gauge Opponent – Total Damage*” and indicate the intended target. The target or the GM will respond with the total damage number, which does not include single strike modifiers such as *Electrify* (Magic User 1) or *Avenging Blow* (Knight 5).

Level 6

(Default Invocation Time = 0 seconds)

Battle Focus

Range: Self

Area: 1 Skill

Duration: Game Day or until used

Stacking: LI

Misc.: NA

Uses: ½ Level

With this ability a Fighter can add 1 to his level of effect for a single use of *Bind Weapon* (Fighter 4), *Disengage* (Fighter 5), *Disarm* (Fighter 6), or *Knockout Blow* (Fighter 10). The Fighter can choose when the skill is expended, and does not have to choose in advance which skill will be improved. For example, a 6th level Fighter using this ability could call out one “*Disarm, 7th level*”. If the opponent is unaffected by the skill or the weapon strike is countered by the use of *Dodge Blow* (Fighter 7, Thief 7) or *Evade* (Movement Monk 7), the ability and skill use are both expended. This ability requires 15 seconds of meditation, which may be done at any time prior to use. This skill will last until used or the end of the game day, whichever comes first.

Disarm

Range: Melee Strike

Area: 1 Target

Duration: Instantaneous

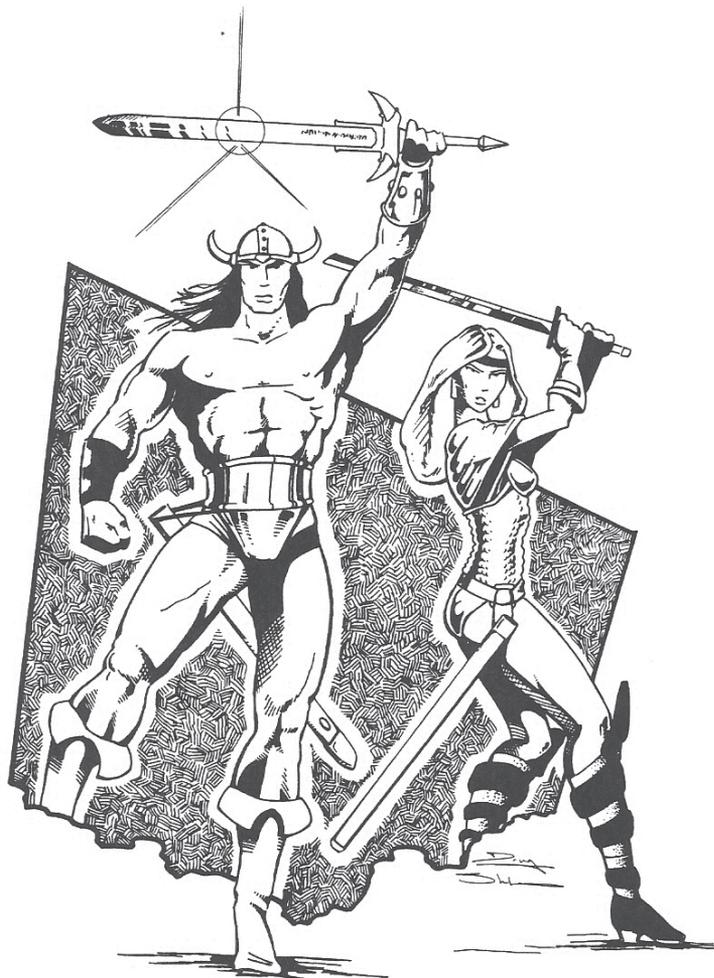
Stacking: NA

Misc.: LI

Uses: ½ Level

This skill disarms an opponent who is holding a weapon, but does not work against natural weapons such as claws, talons, or tentacles. The Fighter must strike the target’s weapon and call out “*Disarm*” followed by the level of effect. If the Fighter fails to call out the level of effect then the *Disarm* does not work.

If the target is less than or equal to the level of effect called by the Fighter, the target must drop his weapon and let it hit the ground, after which it can be retrieved. If the opponent is unaffected by the skill, or if the weapon strike is countered by the use of *Dodge Blow* (Fighter 7, Thief 7) or *Evade* (Movement Monk 7), the skill use is still expended. 5 seconds must pass before the Fighter can use another skill, ability, spell, or magic item. This is an LI skill.



Fighter's Blow

Range: Melee Strike

Area: 1 Limb

Duration: Instantaneous

Stacking: NA

Misc.: NA

Uses: ½ Level

When the Fighter uses this skill, he will cause the limb of an opponent to drop to 0 life points, regardless of the target's protections or armor. Exceptions to this are a character in *Concentration* (Magic User 6) or creatures without limb points. This skill must be called out immediately following a successful weapon strike to a target's limb. A Knight may avoid this effect by calling out *Resist Pain* (Knight 5) as an immediate counter. If the opponent is unaffected by the blow, or if the weapon strike is countered by the use of *Resist Pain*, *Dodge Blow* (Fighter 7, Thief 7) or *Evade* (Movement Monk 7), the skill use is still expended. 5 seconds must pass before the Fighter can use another skill, ability, spell, or magic item.

Level 9

(Default Invocation Time = 0 seconds)

Battle Fever: Limited Knockdown Immunity

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 lower levels, the Fighter is able to ignore 1 Knockdown of his choice while in *Battle Fever*. The duration of this skill is 5 minutes or until the end of the current combat, whichever is longer.

Weapon Shatter

Range: Melee Strike

Area: 1 Weapon

Duration: Instantaneous

Stacking: NA

Misc.: NA

Uses: ½ Level

With this skill, the Fighter can shatter any non-magical hand-held or propelled missile weapon by striking it with his own weapon. The target character must immediately drop the shattered item. Once shattered the weapon is rendered useless, but it can be restored by the spell *Mend* (Magic User 1). This skill and the spell *Warp* (Druid 2) are the only way that weapons can be damaged by characters in combat.

Level 10

(Default Invocation Time = 0 seconds)

Extreme Blade Sharp

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

With this skill, a Fighter can trade two standard Blade Sharps (+1, +2, or +3) to gain a +4 Blade Sharp. That is, he improves the damage done by a specific hand-held melee weapon, magical or mundane, by 4 additional points 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 30 seconds of uninterrupted time role-playing the sharpening or adjusting of the weapon. Each use of this ability will reduce the number of standard Blade Sharps available to the Fighter by 2. For example, if a 10th level Fighter uses *Extreme Blade Sharp* twice, he will be able to do two +4 Blade Sharps and six standard Blade Sharps (+1, +2, or +3) instead of ten standard Blade Sharps.

Knock Out Blow

Range: Self Area: 1 Target Duration: 5 minutes/level
Stacking: NA Misc.: LI Uses: ½ Level

A Fighter can use this skill to knock out an opponent. The Fighter must call out "*Knock Out Blow*" followed by the level of effect immediately following a successful weapon strike to the target's torso. If the opponent is equal to or less than the level of effect called out by the Fighter then he will be knocked out for a period of 5 minutes. An individual under the influence of a *Knock Out Blow* is affected as though the Magic User's *Crash Time* (Magic User 1) spell had been successfully cast on him, but will not take any damage from the blow itself.

If the opponent is unaffected by the use of this skill, the strike is not successful and the *Knock Out Blow* is still used. If the strike is avoided by use of *Dodge* (Fighter 7, Thief 7) or *Evade* (Movement Monk 7), the *Knock Out Blow* is still used. The use is counted against the total number of uses for that day and 5 seconds must pass before the Fighter can use another skill, ability, spell, or magic item. This skill is not effective against a character in *Concentration* (Magic User 6). This is an LI skill.



Loremaster



Thief



Ranger



Monk



Magic User



Knight



 Fighter



Druid



Cleric



Rules



Fighter





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
4	5	5	7	5
5	6	6	8	6
6	6	6	8	6
7	7	7	9	7
8	7	7	9	7
9	8	8	10	8
10	8	8	10	8

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
4	4	20	28	36
5	5	23	31	40
6	6	26	34	44
7	7	29	37	48
8	8	32	40	52
9	9	35	43	56
10	10	38	46	60



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.

Knighthly Codes

A Knighthly 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 Knighthly 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.

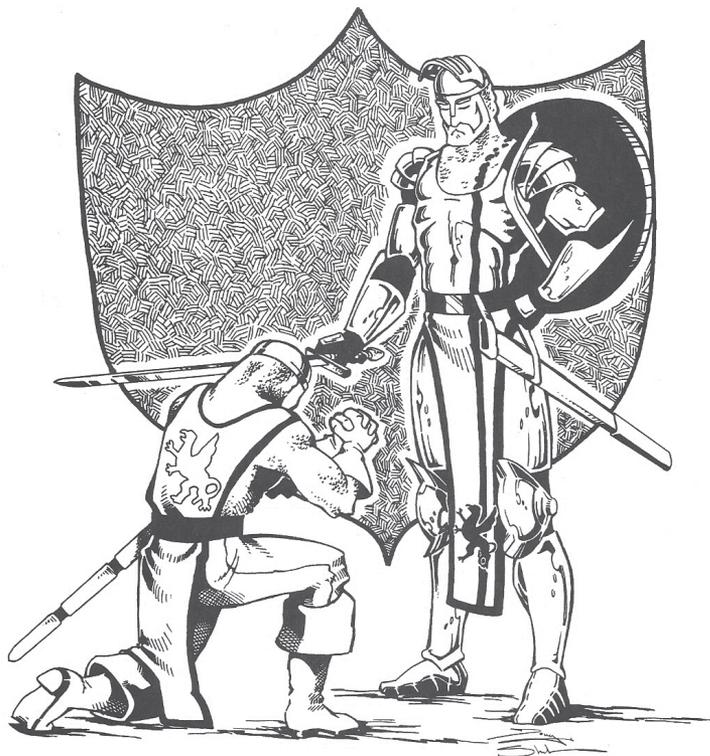
Example: Bronwyn, a Knight of the Sword, lies about her mission in order to avoid unwanted attention from the local Thieves' Guild, with no particular consequence.

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 Knighthly codes. Punishment may consist of the immediate loss of all of the Knight's ability points and use of Knighthly 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 willingly assists a known and obvious demon in sacking a helpless town.



Appendix B provides a list of all Knight skills and abilities in table form.

Key:

Duration: Special = see text for details

Stacking: NONE = ability cannot be stacked with any other effects

Misc.: LI = Level Influential

Cost: * = see text for details

Cost: LI = 1 ability point for 2 levels of effectiveness, up to character's level

Cost: Var. = Variable, see text

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.



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.

Level 4

(Default Meditation Time = 10 seconds)

Additional Damage vs. Supernatural Creatures

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

This ability provides the Knight with additional damage which is effective against supernatural creatures, such as an undead, lycanthropes, and demons. The Knight can spend up to ½ her level (rounded up) in ability points, and each ability point provides 1 additional point of damage. 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 duration of this ability is 5 minutes or the end of the current combat, whichever is longer. This ability requires no meditation time.

Immunity to Magical Disease

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

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

Neutralize Non-Magical Disease

Range: 1 inch Area: 1 Target Duration: Instantaneous
Stacking: NA Misc.: NA Cost: 4

This ability cures the target of all non-magical diseases, unless otherwise specified by game design. It does not restore lost life points, but does prevent further loss or disability from all neutralized diseases.

Strength II

Range: Self Area: Self Duration: 5 minutes or 1 Combat
Stacking: LI Misc.: NA Cost: 2

For the duration of this ability the Knight can break non-magical ropes including any that are restraining the Knight. *Strength II* 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 2 levels. A Knight can break free of the effects of an Uvas glyph with the use of *Strength II*. All the benefits and restriction of *Strength I* (Knight 1) apply to *Strength II*. 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 5

(Default Meditation Time = 15 seconds)

+2 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 +2 magical weapon.

Avenging Blow

Range: Melee Strike	Area: 1 Target	Duration: Instantaneous
Stacking: Damage	Misc.: NA	Cost: Var.

This ability allows the Knight to greatly increase the damage caused by a single weapon strike to a target's torso. For each ability point spent, the blow will cause 2 additional points of damage; the Knight can spend up to her level in ability points, but must spend at least 5 ability points. Damage caused by this ability is added to the Knight's base hand-held damage. This ability can only be delivered with a successful torso hit with a hand-held melee weapon, and the Knight must call out "*Avenging Blow*, X points" when she believes that she has successfully struck the target's torso. If the weapon strike is not successful, or is countered by *Dodge Blow* (Fighter 7, Thief 7) or *Evade* (Movement Monk 7), the ability is still used and the points are expended. 5 seconds must pass before the use of another skill, ability, or spell. This ability requires no meditation time.

Dispel Fear

Range: 30 feet	Area: 1 Target	Duration: Instantaneous
Stacking: NA	Misc.: NA	Cost: 5

A Knight can dispel all fear-related effects on one individual. The Knight does not need to know the name of the fear-based effect that was used against the target. This ability requires no meditation time.

Group Immunity to Fear

Range: 30 feet	Area: 10 Targets	Duration: 1 Combat
Stacking: NA	Misc.: NA	Cost: 5

With 1 minute of uninterrupted lecture by the Knight, a group of up to 10 people specified by the Knight will be made immune to all fear-related effects. Each person affected by this ability is considered to have this ability on an individual basis. This immunity will last for one combat or one game day, whichever comes first.

Resist Pain

Range: Self	Area: 1 Limb	Duration: 1 Combat
Stacking: Damage	Misc.: NA	Cost: 5

This ability can be used to increase the Knight's resistance to pain. This ability will allow the Knight to invest one of her limbs with double its normal life points; the Knight will also be immune to the effects of *Pain Strike* (Cleric 4) for the duration of this ability. The additional limb points are not 'extra' life points, and will not increase the Knight's life points to unconsciousness or death; they are considered to be 'borrowed' from the torso. If the limb receives more than its normal capacity for damage, the additional damage will be applied to the torso at the end of the combat. If *Resist Pain* is used in this way, a *Fighter's Blow* (Fighter 8) will only cause ½ of the limb's enhanced life points in damage. When used in this manner, the duration of this ability is one combat or one game day, whichever comes first.

Alternatively, this ability can be used with no meditation time as an immediate counter to a *Pain Strike* (Cleric 4), and allow the Knight to resist the reduced-damage effect entirely. When used in this manner the Knight cannot invest a limb with additional limb points. This ability requires no meditation time.

Knight



Level 8

(Default Meditation Time = 15 seconds)

Improved Immunity to Fear

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

The Knight is immune to all fear-related spells and effects such as *Spook* (Magic User 2). This ability is permanently in effect, and does not need to be activated by the Knight.

Killing Attack vs. Supernatural Creature

Range: Melee Strike	Area: 1 Target	Duration: Instantaneous
Stacking: NA	Misc.: NA	Cost: 8

This ability only works on supernatural creatures (such as undead, lycanthropes, or demons) and causes the target creature to immediately lose ½ of her total life points to death; it is delivered through a successful hand-held melee weapon strike. Damage is based on the number of life points the target has when she is fully healed, and is taken to the torso. This damage can only be healed after the target rests out of combat for 5 full minutes. The target can only be affected by one *Killing Attack* at a time no matter the source. This damage cannot be reduced or avoided except by a *Concentration* (Magic User 6) while casting, an *Evade* (Movement Monk 7), or a *Dodge Blow* (Fighter 7, Thief 7). If the weapon strike is unsuccessful or is evaded, the ability is still used and the points are expended. A Knight may only deliver one *Killing Attack* every 5 seconds, regardless of the source.

Nullify Life Point Drain from Supernatural Creature

Range: 1 inch	Area: 1 Target	Duration: Instantaneous
Stacking: NA	Misc.: NA	Cost: 8

The Knight can nullify a life point drain caused by a supernatural creature (such as an undead, lycanthrope, or demon) to herself or another. The target will regain all life points lost in the drain, but will not regain life points lost from *Life Spark* (Cleric 6, Spirit Monk 7) or *Raise Dead* (Cleric 10).



Level 9

(Default Meditation Time = 15 seconds)

Immunity to Enthrall

Range: Self

Area: Self

Duration: Permanent

Stacking: NA

Misc.: NA

Cost: 0

The Knight is immune to *Enthrall* (Magic User 1, Druid 2) and all related spells and effects. This ability is permanently in effect, and does not need to be activated by the Knight.

Nullify Level Drain

Range: 1 inch

Area: 1 Target

Duration: Instantaneous

Stacking: NA

Misc.: NA

Cost: 9

The Knight can nullify a level drain caused to herself or another. Each use of this ability will restore 1 drained level to the target.

Numbing Blow

Range: Melee Strike

Area: 1 Target

Duration: 1 minute

Stacking: NA

Misc.: LI

Cost: LI

When the Knight uses this ability in conjunction with a melee strike to a target's limb, she will cause the limb to go completely numb for a period of one minute; the affected limb cannot be used for the duration of the ability, but no damage is caused to the affected limb. The blow must be called out as "*Numbing Blow*", followed by a level of effect, immediately following a successful weapon strike; if the Knight fails to call out the level of effect then the *Numbing Blow* will not work. This ability will penetrate *Concentration* (Magic User 6). If the weapon strike is unsuccessful, lands on the target's torso or shield, or is avoided by *Dodge Blow* (Fighter 7, Thief 7) or *Evade* (Movement Monk 7), the ability is still used and the points are expended. 5 seconds must pass before the use of another SAS or magic item. This is an LI ability. This ability requires no meditation time.



Level 10

(Default Meditation Time = 15 seconds)

Attuned Magical Weapon

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

The Knight's +3 relic or order-blessed weapon will not be affected by *Dropsy* (Magic User 3) or *Disarm* (Fighter 6). This ability has no effect on any other items that the Knight may be holding; all other items must still be dropped as normal when the Knight is affected by these SAS.

Death Commitment

Range: Self Area: Self Duration: Special
Stacking: NA Misc.: NA Cost: 10

This ability allows the Knight to hold off death for a period of 5 minutes or the end of the current combat, whichever comes later. To activate this ability, it must be called out loudly; the following effects will immediately occur:

- All previous damage to the Knight is instantly healed, including any from *Killing Attack* (Killing Monk 8, Ranger 10, Magic User 10, Knight 8, Cleric 9)
- The Knight's life points to death are doubled
- The Knight is prevented from falling unconscious for the duration of the ability
- All damage taken by the Knight during this ability is applied to her torso, regardless of where the blow actually lands
- Healing of any form will have no effect on the Knight for the duration of this ability, including healing that comes from autoactivated items
- The Knight is unable to use *Death Commitment* again until the full duration of the first one has elapsed

The *Death Commitment* will end in one of two ways: 1) the Knight takes more than twice her base life points to death in damage, and she immediately dies; 2) the duration of the ability elapses, and the Knight's life points revert to normal. If the loss of the additional life points results in the unconsciousness or death of the Knight, then the Knight will be unconscious or dead. This ability requires no meditation time.

Strength IV

Range: Self Area: Self Duration: 5 minutes or 1 Combat
Stacking: LI Misc.: NA Cost: 4

For the duration of this ability the Knight can bend non-magical metal bars up to 1 inch thick. *Strength IV* 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 4 levels. A Knight can break herself or others free of the effects of an Uvas glyph with the use of *Strength IV*. All the benefits and restriction of *Strength I* (Knight 1), *Strength II* (Knight 4), and *Strength III* (Knight 7) apply to *Strength IV*. 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.



IFGS Fantasy Rules
Version 7

Loremaster



Thief



Ranger



Monk



Magic User



Knight



Fighter



Druid



Cleric



Rules



Knight





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
4	2	NA	NA	2
5	3	NA	NA	3
6	3	NA	NA	3
7	3	NA	NA	3
8	3	NA	NA	3
9	3	NA	NA	3
10	3	NA	NA	3

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
4	4	16	24	48
5	5	18	26	55
6	6	20	28	62
7	7	22	30	69
8	8	24	32	76
9	9	26	34	83
10	10	28	36	90

Magic User Spells

Appendix B provides a list of all Magic User skills and spells in table form.

Key:

Area: __ path = size of path is width x length x height

Area: Special = see text for details

Duration: Special = see text for details

Misc.: KD5 = 5 second Knockdown

Misc.: KD10 = 10 second Knockdown

Misc.: LI = Level Influential

Misc.: Rev. = Reversible

Cost: LI = 1 spell point for 2 levels of effectiveness, up to character's level

Cost: Var. = Variable, see text

Innate Skills

(Default Invocation Time = 0 seconds)

Detect Magic

Range: Self

Area: 3'x10'x10' path

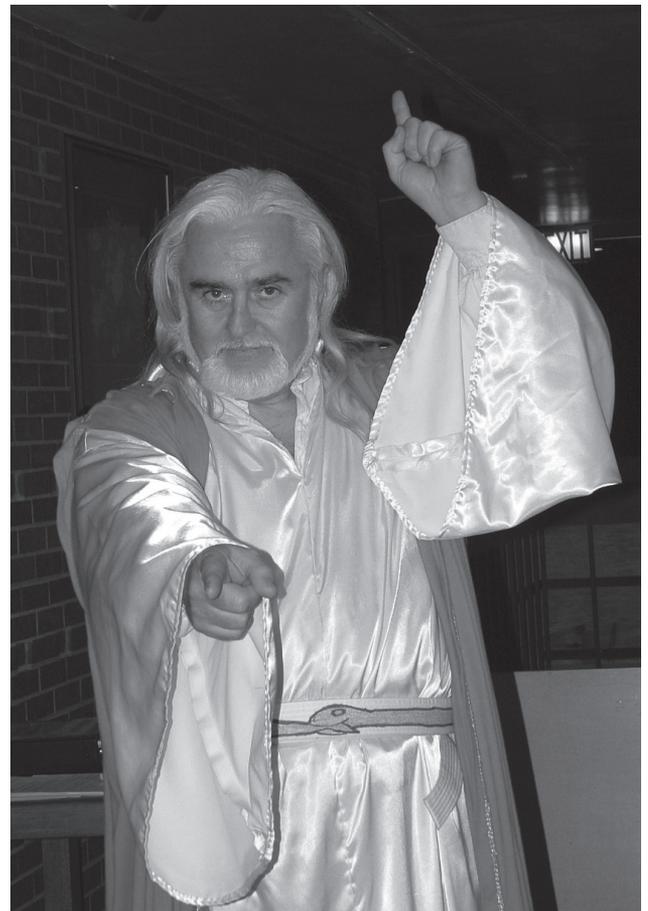
Duration: 30 seconds

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.





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
A	2 points
B	4 points
C	6 points
D	8 points
E	10 points
F	12 points
G	Cannot lock or unlock with Lock spell

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.

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

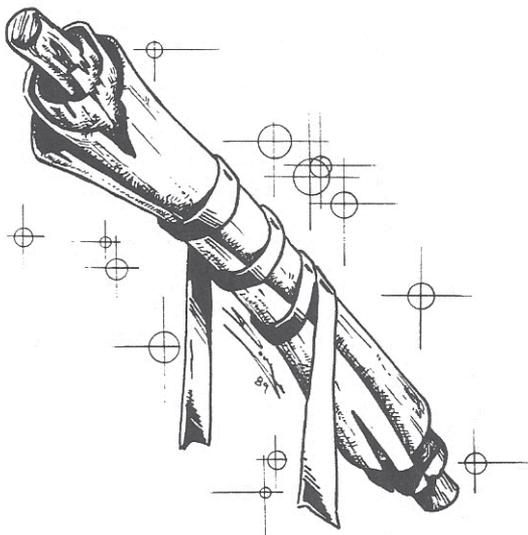
Stacking: NA

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 Enthral* 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 *Enthral* (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
Stacking: NA

Area: 1 Target
Misc.: NA

Duration: Special
Cost: 3

This spell causes the target to immediately drop any and all items that he is 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
Stacking: LI

Area: 1 Spell
Misc.: NA

Duration: Game Day or until used
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
Stacking: NA

Area: 1 Target
Misc.: LI

Duration: 5 minutes/level
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.

Level 4

(Default Casting Time = 10 seconds)

Dispel Magic

Range: 30 feet
Stacking: NA

Area: 1 Spell
Misc.: LI

Duration: Instantaneous
Cost: LI

With this spell the Magic User can negate the spell of any caster, cast up to the level of the Magic User. Only spells with a duration can be dispelled (instantaneous spells cannot be dispelled). The Magic User should call out "*Dispel*" followed by the name and level of spell that he is trying to negate (for example, an 8th level Magic User could call out "*Dispel Physical Protection, 6th level*"). To negate one of his own spells before the end of its duration, the Magic User must also use *Dispel Magic*. When this spell is used in conjunction with *LI Enhancement +1* or *+2* (Magic User 3 or Magic User 6) the Magic User can affect levels higher than his own. This is an LI spell and costs 1 spell point per 2 levels that the caster is attempting to dispel (round up).

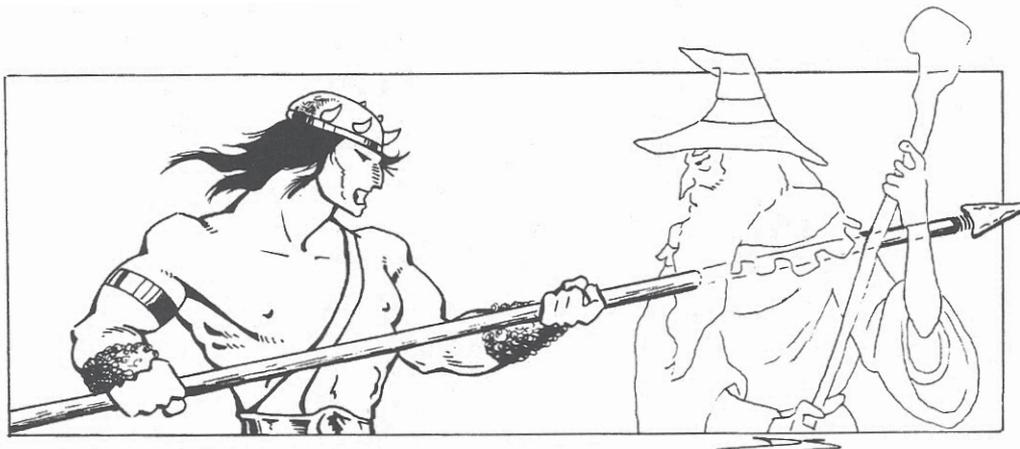
Fire/Ice/Lightning Strike

Range: 50 feet
Stacking: NA

Area: 1 Target
Misc.: KD5

Duration: Instantaneous
Cost: Var.

With this spell the Magic User can release a bolt of Fire, Ice or Lightning that will strike one target. The target will take 3 points of damage per spell point expended, and will also take a 5-second Knockdown. The Magic User can spend up to his level in spell points, but must spend at least 3 spell points.



Phase Out

Range: Self

Area: Self

Duration: 5 minutes

Stacking: NA

Misc.: Material Component

Cost: 4

This spell causes the Magic User, and everything in his possession, to *Phase Out* of the material plane; it can only be used when the life of the Magic User is seriously threatened (if the GM decides that this spell has been used inappropriately, the spell will not work, and the caster will lose the spell points used to cast the spell). If the Magic User is restrained by manacles or other bonds when he phases out, he will escape them. This spell is activated by saying the words "*Phase Out*", and requires no other incantation. If the Magic User is unable to say "*Phase Out*" (for example, if he is gagged or paralyzed), he is unable to invoke this spell.

While in *Phase Out*, the caster cannot physically interact with any other environment; therefore, he cannot open doors, hold doors open, pick up an object, or perform other similar actions. The caster can, however, walk, run, and talk to people who are not in a phased out state. While in *Phase Out*, the caster cannot be the target of an attack or spell other than *Dispel Magic* (Magic User 4, Cleric 5, Druid 5). However, if the caster has an ongoing damaging effect or spell (such as a Pyro glyph or venom poison), he will continue to take damage in the phased out condition.

While phased out, the Magic User can only perform actions that he could normally do without taking damage in a non-phased out condition; for example, he will not gain the ability to walk across water, swim through lava or acid, walk through walls, or float through space. He will be unable to cast spells, including *Dispel Magic* (Magic User 4, Cleric 5, Druid 5), and cannot activate magic items or pre-cast SAS; also, his auto-activated magic items will not be triggered while this spell is in effect. Traps and glyphs may not be circumvented by this spell. This spell does not render the caster invisible, and if struck with a physical object he must declare "passed through".

The *Phase Out* spell can be dispelled by another caster with a *Dispel Magic* (Magic User 4, Cleric 5, Druid 5) of the appropriate level. It is not possible to surround someone who is in *Phase Out* in order to prevent him from leaving an area.

When the caster phases back in, either by waiting the 5 minute duration of the spell or having the spell dispelled by someone else, he will be unable to use SAS, activate magic items, or engage in anything but defensive combat for 5 seconds. Defensive combat means that the caster cannot cause damage in melee.

Unless physically prohibited from having the material component of this spell in his hand (for example, by being tied up or restrained), the flag must be in the caster's hand to invoke this spell. Material component: White flag.



Mental Signal

Range: Self

Area: Special

Duration: Game Day or until used

Stacking: NA

Misc.: NA

Cost: 5

With this spell, the caster designates a simple event or condition and will be informed if and when it occurs. Conditions such as "I want to know when I am within 10 feet of the sword Doomslayer," or "I want to know when I meet someone who is disguised as the king" are within the intent of this spell. This spell will not work for conditions such as "I want to know if my friend is alive" or "I want to know if someone knows I stole something," nor will this spell notify the caster of the intent of another character, such as "I want to be notified if someone is lying to me," or "I want to know when someone is about to backstab me." The limit of this spell is GM knowledge, and the caster still loses the points it took to cast the spell even if the spell is unsuccessful. Only events that occur on the same plane as the caster can be detected with this spell. The duration is until the stated event occurs or one game day, whichever comes first.

Missile Protection

Range: Self

Area: Self

Duration: 1 Combat

Stacking: Damage

Misc.: Material Component

Cost: 5

This spell will provide the Magic User with 10 points of protection against damage caused by projectile missiles, throwing daggers, and rocks. This spell does not provide any protection against SAS that are represented by a beanbag, such as *Seeds of the Elements* (Druid 6) or *Physical Attack* (Monk 3). The duration of this spell is one combat or one game day, whichever comes first. Material component: Blue flag.

Tracer

Range: 1 inch

Area: 1 Target

Duration: Game Day

Stacking: NA

Misc.: NA

Cost: 5

This spell allows the Magic User to place a magical *Tracer* on an item in his possession. By concentrating on the item for a period of 5 seconds, the Magic User will get an immediate sense of the direction the item is in. The *Tracer* will only work while the target item is on the same plane as the caster. The duration of this spell is one game day.

Level 6

(Default Casting Time = 15 seconds)

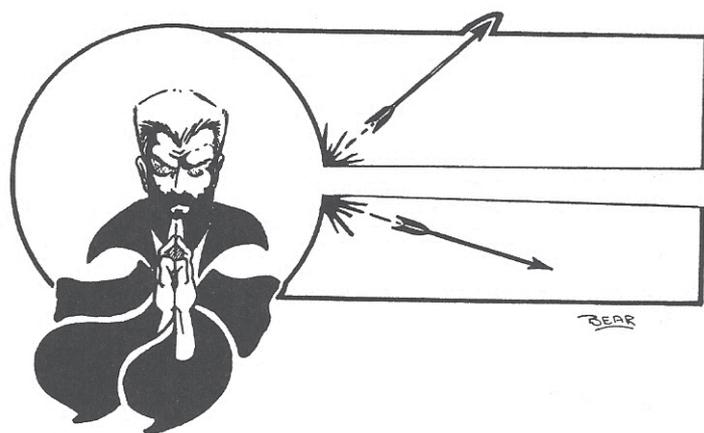
Acuity

Range: 1 inch
Stacking: NA

Area: 1 Target
Misc.: NA

Duration: Instantaneous
Cost: 6

When this spell is cast, the target will clearly remember any one event or conversation of 5 minutes or less that occurred within the current game. The target will permanently remember the occurrences, unless otherwise affected. This spell only allows the target to remember things within his memory; a play-by-play description of all the conversations in a tavern will not be recalled, nor will the target be able to remember the face of someone who attacked him from behind if he did not see the attacker's face. This spell is governed strictly by GM/SK knowledge. This spell can also be used to remove the effects of a *Fog Brain* (Magic User 2), if it occurred during the current game.



Concentration

Range: Self

Area: Self

Duration: 5 minutes/level

Stacking: Damage

Misc.: Material Component

Cost: 6

For the duration of this spell, the Magic User is completely protected from the effects of physical damage and most SAS while he is actively casting other spells. Also, while under the effects of a *Concentration*, the Magic User's spell casting cannot be interrupted by most magical attacks or weapon hits. Reading scrolls and activating magic items are not considered to be spell casting, and thus a caster with *Concentration* in effect would not gain any protection from the spell while reading a scroll or activating an item.

A minimum of 5 seconds must pass between spell castings, and the Magic User is vulnerable to attacks and SAS as normal during this time. The protection provided by *Concentration* only lasts for standard-length incantations (5 seconds for 1st and 2nd level spells, 10 seconds for 3rd and 4th level spells, and 15 seconds for 5th level and above, or as otherwise indicated in the spell description).

Concentration will provide protection against the effects of a *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 the *Concentration* spell, as will all other forms of No Defense damage. *Dispel Magic* (Magic User 4, Cleric 5, Druid 5) on the *Concentration* can be effective against the caster at any time, not just in the periods between incantations. If a *Dust Storm* (Druid 7) is cast around a caster with a *Concentration* in effect, he will not be personally affected by the *Dust Storm* while casting; however, he will not be able to see or affect other targets either inside or outside of the *Dust Storm*. Material component: Blue flag.

Enhanced Savvy

Range: 1 inch
Stacking: NA

Area: 1 Target
Misc.: NA

Duration: Instantaneous
Cost: Var.

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. A Magic User can spend up to his level in spell points per *Enhanced Savvy*; for each spell point expended, this spell will provide 2 properties of the item and will 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 *Enhanced Savvy* spell does not usually give information regarding curses, but can do so by game design.



LI Enhancement +2

Range: Self

Area: 1 Spell

Duration: Game Day or until used

Stacking: LI

Misc.: NA

Cost: 6

When this spell is cast, the Magic User will be able to cast a later LI spell of his choice at +2 level of effectiveness. For example, a 6th level caster could cast an LI spell to affect an 8th 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 +2* 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.

Spell Negation

Range: Self

Area: Self

Duration: Game Day or until used

Stacking: LI

Misc.: Material Component

Cost: 6

With this spell, a Magic User can negate the effects of one LI spell of his choice, or a single use of *Dropsy* (Magic User 3), *Stun* (Magic User 6), or *Pain Strike* (Cleric 4); this spell can also be used against a *Dispel Magic* (Magic User 4, Cleric 5, Druid 5) that is cast at the Magic User. To negate a spell, it must be a single-target spell, aimed at the Magic User, and within his current LI resistance +2. *LI Enhancement* (Magic User 3, Magic User 6) does not increase the level of effectiveness of *Spell Negation*. Area effect spells such as *Crash Time* (Magic User 1) and *Dust Storm* (Druid 7) are not affected by this spell. The duration of this spell is until an eligible spell of the caster's choice is negated, or one game day, whichever comes first. Material component: Blue flag.

Stun

Range: 50 feet

Area: 1 Target

Duration: Instantaneous

Stacking: NA

Misc.: KD10

Cost: 6

The target of this spell is knocked down for a full 10 seconds. The caster should call "*Stun*, 10-second Knockdown".

Telekinesis

Range: 30 feet

Area: Special

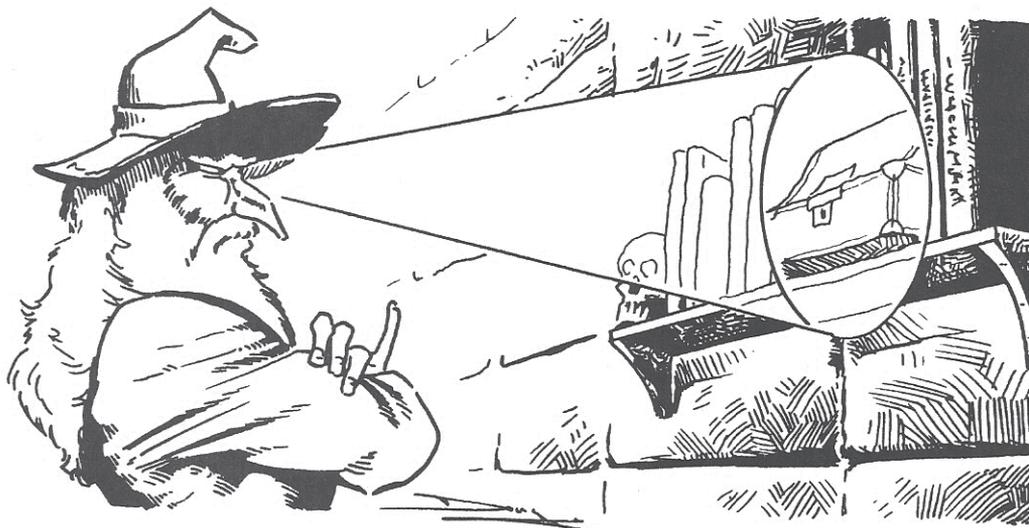
Duration: 5 minutes

Stacking: NA

Misc.: NA

Cost: 6

This spell allows the caster to pick up and slowly move small items without physically touching them. This spell can not be used to throw or thrust an item. Only one item at a time can be moved, and each item cannot weigh more than 5 pounds per level of the caster in actual (or game) weight, nor can it be something someone is holding; for example, a sword that a character is holding can not be affected by this spell, but a sword lying on an altar can be. An item must be in sight of the Magic User for him to move it. This spell requires concentration, and the caster cannot cast, fight, talk, or perform other similar actions while moving an item with *Telekinesis*. If the caster is interrupted in his concentration or chooses to drop the item that he is moving, the item will slowly float to the ground; a rock cannot be dropped on someone's head using this spell.



True Sight

Range: Self

Area: 10'x30'x10' path

Duration: 5 minutes

Stacking: NA

Misc.: NA

Cost: 7

This spell allows the Magic User to see the true form of targets that are shape-changed, illusory, invisible, under the effects of a phantasm, or under the effects of SAS such as *Polymorph* (Magic User 7), *Disguise* (Thief 7), or any type of concealment. A target must be within the area of effect for the caster to see it in its true form, and the spell's path can be moved.

Level 8

(Default Casting Time = 15 seconds)

Petrify

Range: 30 feet

Area: 1 Target

Duration: 5 minutes

Stacking: NA

Misc.: LI, Rev.

Cost: LI

This spell allows the Magic User to turn a target and his non-magical possessions into stone; for the duration of the spell the target will detect as magic. While petrified, the target cannot be affected by any non-damaging spell, including *Rock to Mud* (Druid 6), and cannot be healed. If the target is poisoned or has some form of continuing damage, such as a disease or curse, then the poison or continuing damage will effectively be frozen until the end of the spell's duration or until the target is turned back into flesh. While the target is stone, he will take only one point of damage from any attack other than No Defense, against which he will take full damage.

The effects of this spell may be dispelled with a *Dispel Magic* (Magic User 4, Cleric 5, Druid 5) spell. When the *Petrify* spell ends, either by running the full duration or being dispelled, the target will take 10 points of No Defense damage. A reverse *Petrify* will reverse the effects without causing any damage to the target. This is an LI spell.

Phase 2 Out

Range: 1 inch

Area: Self + 1 Target

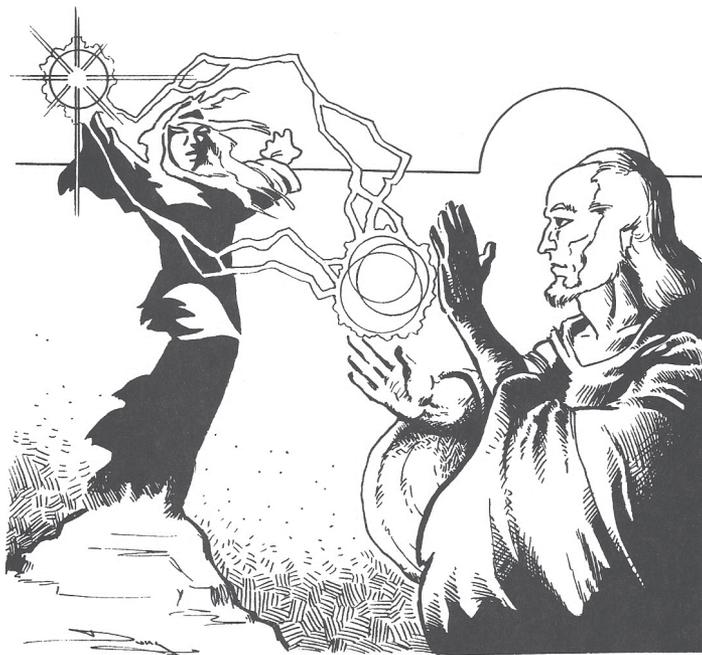
Duration: Special

Stacking: NA

Misc.: Material Component

Cost: 8

With this spell, the caster and one other willing, bound, unconscious, or dead person can *Phase Out* as described in the 4th level Magic User spell. All restrictions of *Phase Out* will apply to both targets. Once in *Phase Out*, the two targets cannot physically interact; they can, however talk to each other. This spell has an instantaneous casting time. Both people affected by the spell are considered to have the spell on an individual basis, and can consequently have the effect dispelled on an individual basis. Material component: 2 White flags.



Spell Absorption

Range: Self Area: 1 Spell
Duration: Game Day or until used
Stacking: Damage Misc.: Material Component
Cost: 8

With this spell, a Magic User can absorb the effects of one damaging spell of his choice. To absorb a spell, it must be a single-target spell that is targeted at the Magic User. This spell has no effect on *Dropsy* (Magic User 3), *Pain Strike* (Cleric 4), *Physical Protection* (Cleric 3), *Earth Slap* (Druid 5), *Stun* (Magic User 6), or *Wrath* (Cleric 5).

This spell will absorb up to 4 points of damage per level of the Magic User; damage beyond this amount will be taken by the Magic User. *Spell Absorption* will restore 1 spell point for every 4 points (round up) of damage that are absorbed; the Magic User cannot gain points beyond his base spell points, and "restored" points beyond his base will be lost. The duration of this spell is until a damaging spell of the caster's choice is absorbed, or one game day, whichever comes first. Material component: Blue flag.

Level 9

(Default Casting Time = 15 seconds)

Bolt

Range: 50 feet Area: 1 Target Duration: Instantaneous
Stacking: NA Misc.: KD5 Cost: 9

This spell creates a magical *Bolt* that will affect a single target. The target will take 4 points of damage per spell point expended by the Magic User, and will also take a 5-second Knockdown. The Magic User can spend up to his level in spell points, but must spend at least 4 spell points.

Wall of Fire/Ice/Lighting

Range: 1 inch Area: 1"x30'x15' of wall Duration: 5 minutes
Stacking: NA Misc.: Material Component Cost: Var.

This spell causes a *Wall of Fire, Ice, or Lighting* to appear in an area specified by the Magic User. All targets who cross the wall, including the Magic User, will take 3 points of damage per spell point expended. The Magic User can spend up to his level in spell points. The wall is 1 inch wide, 15 feet high, and 30 feet long, and is represented by a length of fluorescent tape; the Magic User can arrange the tape in a geometric figure of his choice, such as a line, circle, or square, as long as the tape does not cross or touch itself. The tape must be arranged on the ground, and cannot be moved. The wall's elemental type is defined by the color of the fluorescent tape: red represents fire, blue represents ice, and orange represents lightning.

Incantation time for this spell is a minimum of 15 seconds, and includes the act of arranging the tape on the ground. An *Autocast* (Magic User 7) used in conjunction with this spell reduces the invocation time to the amount of time it takes the caster to lay the tape on the ground. The Magic User may move any distance from the wall without it dissipating. The wall is not opaque and does not prevent attacks on the caster. The wall will last for 5 minutes regardless of the number of targets affected by it. Material component: 30 feet of red, blue, or orange fluorescent tape that is 1-inch wide.



Level 10

(Default Casting Time = 15 seconds)

Blast

Range: 50 feet

Area: 5 foot radius

Duration: Instantaneous

Stacking: NA

Misc.: KD5

Cost: 10

This spell causes a ball of magical energy to appear in an area specified by the Magic User. All targets within the area of effect will take 4 points of damage per spell point expended, and will also take a 5-second Knockdown. The Magic User can spend up to his level in spell points, but must spend at least 4 spell points.

Killing Attack

Range: 50 feet

Area: 1 Target

Duration: Instantaneous

Stacking: NA

Misc.: NA

Cost: 10

This ranged spell causes the target creature to immediately lose $\frac{1}{2}$ of his total life points to death. Damage is based on the number of life points the target has when he is fully healed, and is taken to the torso. This damage can only be healed after the target rests out of combat for 5 full minutes. The target can only be affected by one *Killing Attack* at a time no matter the source. This damage cannot be reduced or avoided except by a *Concentration* (Magic User 6) while casting or an *Evade* (Movement Monk 7). If the spell is evaded, the spell is still used and the points are expended. A Magic User may only deliver one *Killing Attack* every 5 seconds, regardless of the source.

LI Extension

Range: Self

Area: 1 Spell

Duration: Game Day
or until used

Stacking: Dimension

Misc.: NA

Cost: 10

When this spell is cast, the Magic User will be able to increase the area of effect for a single-target LI spell of his choice; instead of affecting just 1 target, the spell will affect a 5' radius circle. The duration of this spell is until an LI spell of the caster's choice is enhanced, or one game day, whichever comes first.

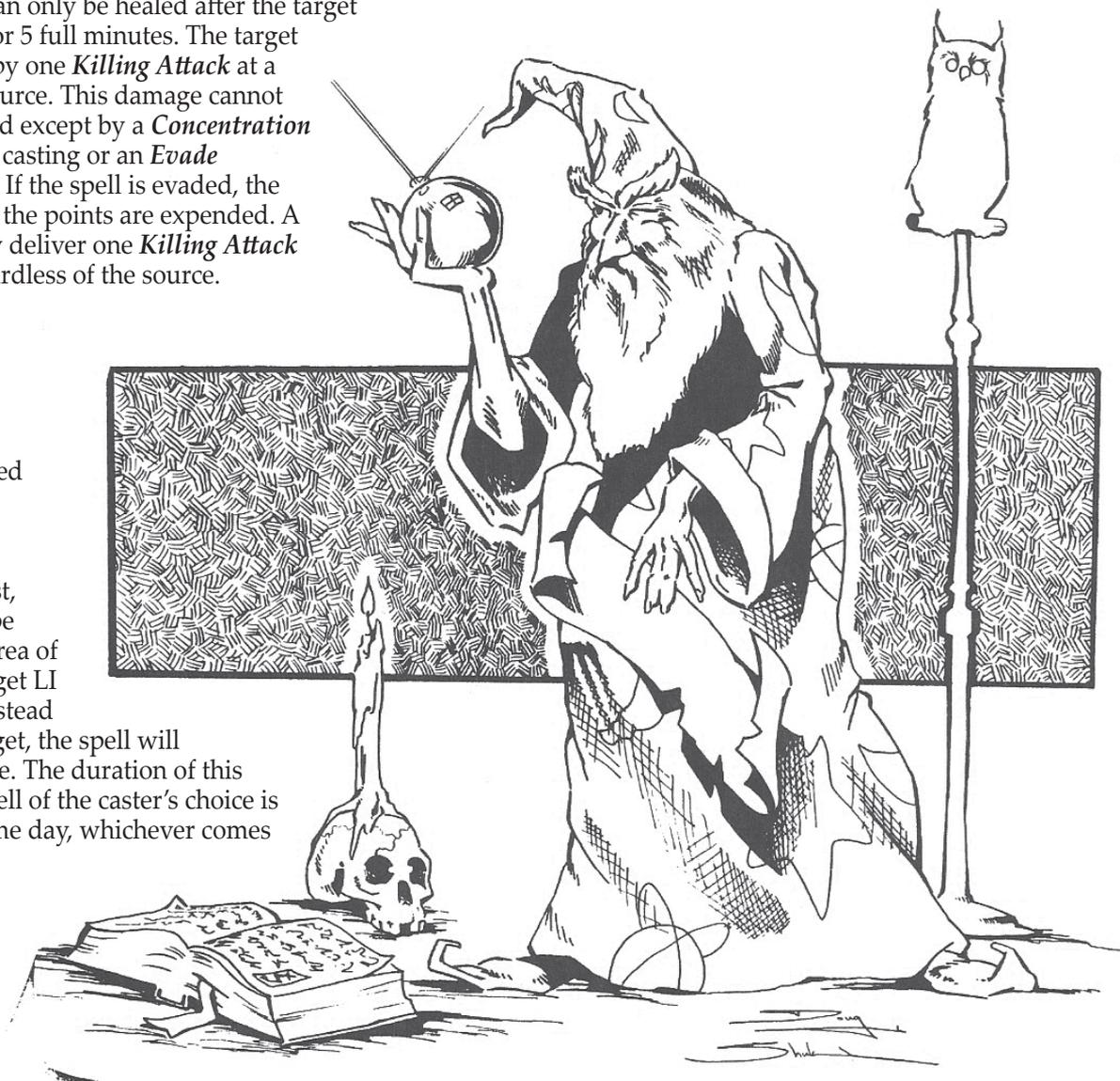




Illustration by Jim Stigal

Jim Stigal

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

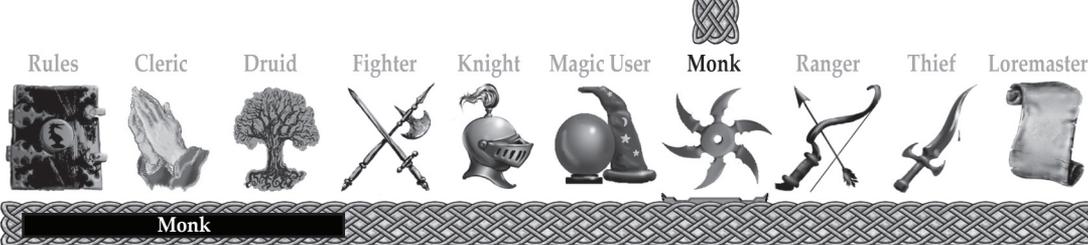
Armor – None

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	
4	4		4		6		4	
5	5		5		7		5	
	Killing	Movement & Spirit	Killing	Movement & Spirit	Killing	Movement & Spirit	Killing	Movement & Spirit
6	6	5	6	5	8	7	6	5
7	7	6	7	6	9	8	7	6
8	7	6	7	6	9	8	7	6
9	8	7	8	7	10	9	8	7
10	8	7	8	7	10	9	8	7

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
4	2 (5)	2 (5)	NA	NA	NA
5	2 (10)	2 (10)	NA	NA	NA
6	3 (10)	3 (10)	NA	NA	NA
7	3 (15)	3 (15)	NA	NA	NA
8	3 (15)	4 (15)	NA	NA	NA
9	3 (15)	4 (20)	NA	NA	NA
10	3 (15)	4 (20)	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
4	4	20	28	40
5	5	23	31	45
6	6	26	34	50
7	7	29	37	55
8	8	32	40	60
9	9	35	43	65
10	10	38	46	70

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.

Appendix B provides a list of all Monk skills and abilities in table form.

Key:

Range: Special = see text for details

Duration: Special = see text for details

Misc.: KD5 = 5 second Knockdown

Misc.: KD10 = 10 second Knockdown

Misc.: LI = Level Influential

Misc.: Uses = this skill has a limited number of uses per day, but no cost

Cost: * = see text for details

Cost: LI = 1 ability point for 2 levels of effectiveness, up to character's level

Cost: Var. = Variable, see text



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

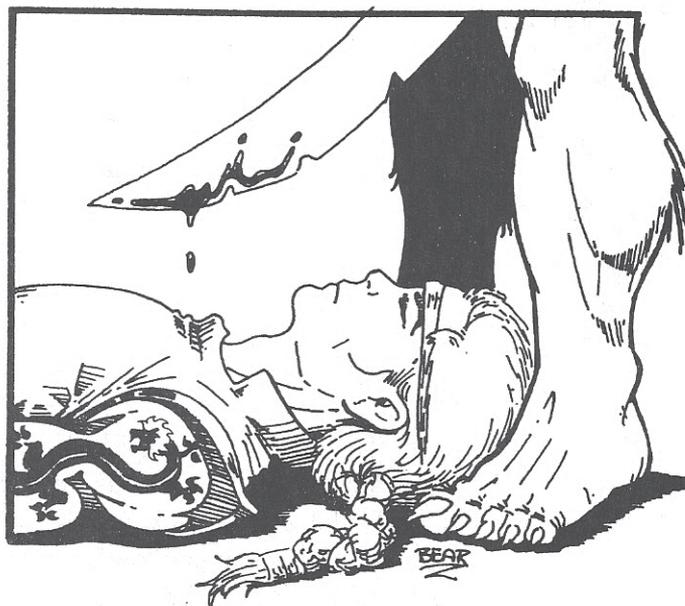
Duration: 5 minutes

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.

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.

Level 4

(Default Meditation Time = 10 seconds)

Ki'ai

Range: 50 feet
Stacking: NA

Area: 1 Target
Misc.: KD5

Duration: Instantaneous
Cost: 4

A Monk can focus energy through sound to perform a *Ki'ai* (pronounced kee-eye) attack, which will cause 2 points of damage per level of the Monk and a 5-second Knockdown. The Monk must be able to speak in order to use the ability, and must call out "*Ki'ai*, x points, 5 second Knockdown" after identifying the target. This attack is not considered to be magical, and cannot be countered by an SAS such as *Spell Defense* (Magic User 4).

Kip

Range: Self
Stacking: NA

Area: Self
Misc.: NA

Duration: Instantaneous
Cost: 4

This ability can be used as an immediate response to a Knockdown, and allows the Monk to reduce a Knockdown of any duration to 0 seconds. The Monk must drop to at least one knee, loudly call out "*Kip*", and may then immediately get back up. This ability cannot be used to counter a Monk's own *Sacrifice Throw* (Monk 3). This ability is an immediate counter, and requires no meditation time.

Neutralize Non-Magical Disease

Range: Self
Stacking: NA

Area: Self
Misc.: NA

Duration: Instantaneous
Cost: 4

This ability cures the Monk of all non-magical diseases, unless otherwise specified by game design. It does not restore lost life points, but does prevent further loss or disability from all neutralized diseases.

Neutralize Poison

Range: Self
Stacking: NA

Area: Self
Misc.: NA

Duration: Instantaneous
Cost: 4

This ability neutralizes all magical and non-magical poisons within the Monk except Red Death, unless otherwise specified by game design. It does not restore lost life points but it does prevent further loss or disability from all neutralized poisons... A Monk can use this ability to neutralize the effects of a *Kill Dagger* (Thief 2).

Sense I

Range: Self
Stacking: Damage

Area: Self
Misc.: NA

Duration: Game Day or until used
Cost: 4

By use of this ability the Monk can increase her awareness to sense an impending *Backstab* (Thief 1), thus avoiding some of the damage. The Monk must meditate and state the use to a GM or SK before the attack occurs, and the ability will then negate $\frac{1}{2}$ of the damage (round down) from the next *Backstab*. The duration of this ability is until used or one game day, whichever comes first.



Throw

Range: 10 feet

Area: 1 Target

Duration: Instantaneous

Stacking: NA

Misc.: KD5

Cost: 5

When the Monk uses this ability, the target creature is 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 use of *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 *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. 5 seconds must pass before the Monk can use another SAS or magic item. This ability requires no meditation time.

Level 6

(Default Meditation Time = 15 seconds)

Acuity

Range: Self

Area: Self

Duration: Instantaneous

Stacking: NA

Misc.: NA

Cost: 6

When this ability is used, the Monk will clearly remember any one event or conversation of 5 minutes or less that occurred within the current game. The Monk will permanently remember the occurrences, unless otherwise affected. This ability only allows the Monk to remember things within her memory; a play-by-play description of all the conversations in a tavern will not be recalled, nor will she be able to remember the face of someone who attacked her from behind if she did not see the attacker's face. This ability is governed strictly by GM/SK knowledge. This ability can also be used to remove the effects of a *Fog Brain* (Magic User 2), if it occurred during the current game.

Sense II

Range: Self

Area: Self

Duration: Game Day or until used

Stacking: NA

Misc.: NA

Cost: 6

By using this ability the Monk can alter her metabolism to neutralize the paralyzing effects of a *Kill Dagger* (Thief 2). The Monk must meditate and state the use to a GM or SK before the attack occurs, and the ability will then neutralize the poison from the next *Kill Dagger* used against her; the Thief's use of *Kill Dagger* will be expended. The duration of this ability is until used or one game day, whichever comes first.

Specialization

Range: Self

Area: Self

Duration: Permanent

Stacking: NA

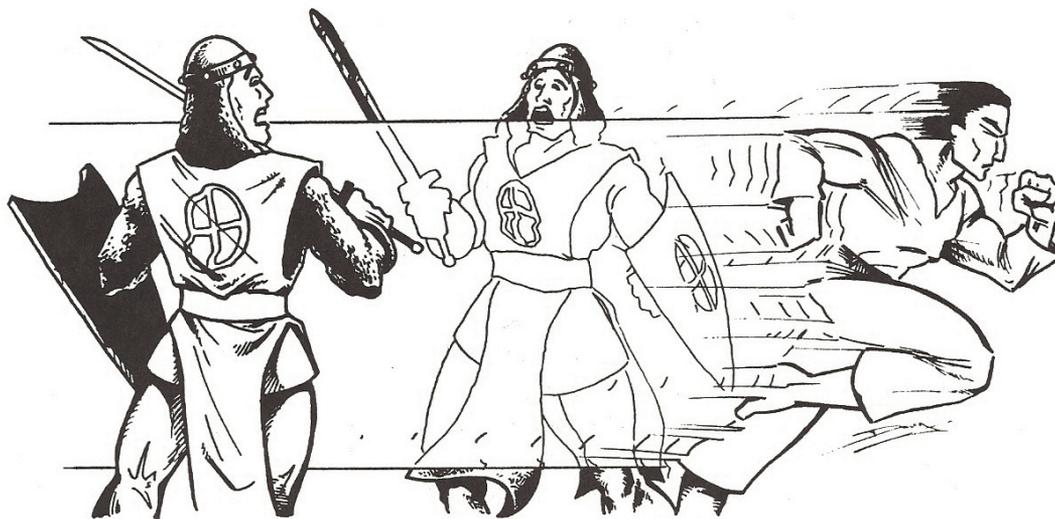
Misc.: NA

Cost: 0

At 6th level, each Monk chooses to specialize in one of the following fields: Killing, Movement, or Spirit. Once chosen, this specialty must be recorded with the IFGS Registry and can never be changed. In addition to the abilities gained by every Monk at levels 6 through 10, each of the specialties provides its adherents with abilities that are appropriate to the specific field. These abilities are described later in this chapter, and are grouped by specialty and level.



Monk

**Level 7**

(Default Meditation Time = 15 seconds)

Speed

Range: Self

Area: Self

Duration: 15 seconds

Stacking: NA

Misc.: Material Component

Cost: 7

This ability enables the Monk to move at a rapid speed; for the duration of the ability the Monk cannot be harmed by physical or magical attacks. The Monk must loudly announce "*Speed*" and run away with a visible purple flag in her hand; other characters will be unable to pursue the Monk for the duration of the ability unless they are also using *Speed*, and will not be able to interact with or affect the Monk until the ability ends. Use of this ability does not stop time – the Monk only moves faster than everyone else. When a Monk uses *Speed*, all other individuals should ignore her for the duration of the ability; combat or other interactions continue as normal for all other participants. The Monk may use this ability to initiate or continue combat; however, she must drop the flag and end the *Speed* prior to making an attack. *Speed* will last for 15 seconds or until the Monk stops running, whichever comes first. This ability requires no meditation time. Material component: Purple flag.

Walk on Liquids

Range: Self

Area: Self

Duration: 5 minutes

Stacking: NA

Misc.: NA

Cost: 7

With this ability the Monk can move at a normal walking pace on any horizontal liquid surface; the ability does not require great concentration, but cannot be used while carrying another individual. The Monk may defend herself from attack, but may not use other SAS while using this ability. If the Monk is knocked down while walking on liquids, she will take the Knockdown, but will not sink. This ability does not protect the Monk from damage caused by hazardous liquids such as acid or lava.



Level 8

(Default Meditation Time = 15 seconds)

Perceive Illusion

Range: Self

Area: 10'x30'x10' path

Duration: 5 minutes/level

Stacking: NA

Misc.: NA

Cost: 8

This ability allows the Monk to see through illusions. This ability will not dispel the illusions; it will only allow the Monk 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.

Truth Force

Range: 5 feet

Area: 1 Target

Duration: 5 minutes

Stacking: NA

Misc.: LI

Cost: LI

When the Monk uses this ability, an affected target is compelled to tell the truth. The target must answer all questions as truthfully and completely as she can. This is an LI ability.

Level 9

(Default Meditation Time = 15 seconds)

Free Strike

Range: Special

Area: 1 Target

Duration: 2 seconds

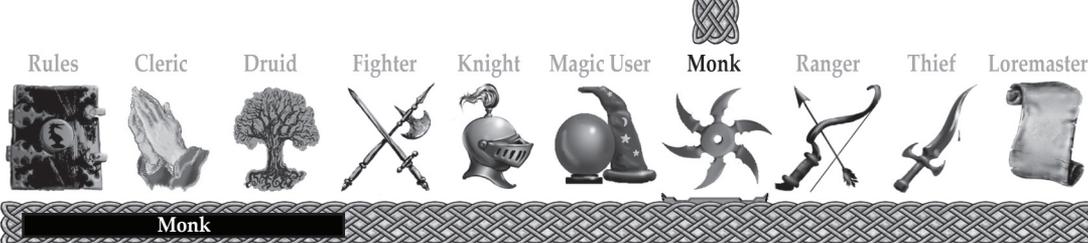
Stacking: NA

Misc.: LI

Cost: LI

With this ability, the Monk can temporarily halt her opponent, providing an opportunity for the Monk to take an unopposed melee strike. The Monk must strike the target's weapon and call "*Free Strike, Freeze, 2 seconds*", followed by the level of effect. If the opponent is affected, she must remain immobile for 2 seconds or until hit by the Monk, whichever comes first. The immobility caused by a *Free Strike* does not make the target vulnerable to special attacks like *Throat Slit*. Prepared abilities such as *Killing Attack* (Killing Monk 8) or poison on a weapon may be used in conjunction with the Monk's follow-up strike; the 5-second wait time between SAS does not apply to this strike, as the follow-up blow is considered to be part of the *Free Strike* ability. This ability cannot be used if there are other people engaging the target in melee. *Dodge Blow* (Fighter 7, Thief 7) and *Evade* (Movement Monk 7) are not effective against this ability or the subsequent strike. This ability requires no meditation time. This is an LI ability.





Level 10

(Default Meditation Time = 15 seconds)

Death Commitment

Range: Self Area: Self Duration: Special
Stacking: NA Misc.: NA Cost: 10

This ability allows the Monk to hold off death for a period of 5 minutes or the end of the current combat, whichever comes later. To activate this ability, it must be called out loudly; the following effects will immediately occur:

- All previous damage to the Monk is instantly healed, including any from *Killing Attack* (Killing Monk 8, Ranger 10, Magic User 10, Knight 8, Cleric 9)
- The Monk's life points to death are doubled
- The Monk is prevented from falling unconscious for the duration of the ability
- All damage taken by the Monk during this ability is applied to her torso, regardless of where the blow actually lands
- Healing of any form will have no effect on the Monk for the duration of this ability, including healing that comes from autoactivated items
- The Monk is unable to use *Death Commitment* again until the full duration of the first one has elapsed

The *Death Commitment* will end in one of two ways: 1) the Monk takes more than twice her base life points to death in damage, and she immediately dies; 2) the duration of the ability elapses, and the Monk's life points revert to normal. If the loss of the additional life points results in the unconsciousness or death of the Monk, then the Monk will be unconscious or dead. This ability requires no meditation time.

Killing Specialty Abilities

The following abilities are gained by Monks who specialize in Killing (Killing Monks) and are in addition to the standard Monk abilities described above.

Level 6

(Default Meditation Time = 15 seconds)

Base Proficiency with Two Weapons

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

Killing Monks are able to apply their base hand-held proficiency to 2 weapons simultaneously. This skill is a base of the character class and may not be placed in a magic item.

Improved Physical Attack

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

Any use of *Physical Attack* (Monk 3) by a Killing Monk will cause an additional 2 points of damage. For example, if the Killing Monk expends 3 ability points the resulting *Physical Attack* will cause 8 points of damage instead of the normal 6 points of damage. All limitations of *Physical Attack*, as well as the ability point cost, still apply. This skill is a base of the character class and may not be placed in a magic item.



Level 7

(Default Meditation Time = 15 seconds)

Brew Venom Poison

Range: Touch

Area: 1 Weapon

Duration: Next successful weapon strike

Stacking: Damage

Misc.: NA

Cost: 7

With this ability a Killing Monk can brew a venom poison and use it to coat one of her hand-held melee weapons. The Killing Monk's next successful strike with the target weapon will inflict venom poison on the target, in addition to causing the weapon's melee damage; the Killing Monk must call out "Venom Poison" and the amount of melee damage after the first successful strike. Only the Killing Monk who brewed the poison may use it, and she can only have one venom poison available at a time. If the strike misses or is blocked, the poison is not used; if the weapon strike is countered by the use of *Dodge Blow* (Fighter 7, Thief 7) or *Evade* (Movement Monk 7), the poison is expended but will have no effect. The duration of the poison is until the next successful weapon strike or the end of the game day, whichever comes first.

Delay

Range: Self

Area: Self

Duration: Special

Stacking: NA

Misc.: NA

Cost: 7

By using this ability the Killing Monk can delay the use of another ability. Delay will have one of the following effects, depending on the duration of the ability it affects:

- When *Delay* is used on an ability that is only effective on the next successful weapon strike, such as *Venom Poison*, the Killing Monk will be able to apply the ability to a weapon strike of her choice. When used in this manner, the duration of the *Delay* is one combat or one game day, whichever comes first.
- When *Delay* is used on an ability that has a duration of one combat, the Killing Monk may choose to either use the ability in the next combat or to *Delay* it until the combat immediately after the next one.
- When *Delay* is used on an ability that has a fixed duration, such as 5 minutes, the Killing Monk may choose to either use the ability for the next 5 minutes or to *Delay* it until the 5 minutes after that.

To use *Delay*, the Killing Monk must meditate for 15 seconds, expend 7 ability points, and then identify which ability she wishes to *Delay*. After waiting 5 seconds, she must then invoke the ability to be delayed and expend the appropriate cost in ability points. Only one *Delay* may be in effect at a time.

Level 8

(Default Meditation Time = 15 seconds)

Killing Attack

Range: Melee Strike

Area: 1 Target

Duration: Instantaneous

Stacking: NA

Misc.: NA

Cost: 8

This ability causes the target creature to immediately lose ½ of her total life points to death; it is delivered through a successful hand-held melee weapon strike. Damage is based on the number of life points the target has when she is fully healed, and is taken to the torso. This damage can only be healed after the target rests out of combat for 5 full minutes. The target can only be affected by one *Killing Attack* at a time no matter the source. This damage cannot be reduced or avoided except by a *Concentration* (Magic User 6) while casting, an *Evade* (Movement Monk 7), or a *Dodge Blow* (Fighter 7, Thief 7). If the weapon strike is unsuccessful or is evaded, the ability is still used and the points are expended. A Killing Monk may only deliver one *Killing Attack* every 5 seconds, regardless of the source. This ability requires no meditation time.

Level 9

(Default Meditation Time = 15 seconds)

Nerve Strike

Range: Melee Strike

Area: 1 Target

Duration: Instantaneous

Stacking: Damage

Misc.: KD10

Cost: 9

The Killing Monk can strike a target's vulnerable nerve clusters to cause a *Nerve Strike*; the target will take a 10-second Knockdown, plus 12 points of damage in addition to the Killing Monk's base damage. The Killing Monk must call out "*Nerve Strike*, X points, 10-second Knockdown" after a successful weapon strike to the target for the ability to work. If the weapon strike 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 Killing Monk can use another SAS or magic item. This ability requires no meditation time.

Level 10

(Default Meditation Time = 15 seconds)

Brew Red Death Poison

Range: Touch

Area: 1 Weapon

Duration: Next successful weapon strike

Stacking: Damage

Misc.: NA

Cost: 10

With this skill the Killing Monk can brew a Red Death poison and use it to coat one of her hand-held melee weapons. The Killing Monk's next successful strike with the target weapon will inflict Red Death poison on the target, in addition to causing the weapon's melee damage; the Killing Monk must call out "Red Death" and the amount of melee damage after the first successful strike. Only the Killing Monk who brewed the poison may use it, and she can only have one Red Death or venom poison available at a time. If the strike misses or is blocked, the poison is not used; if the weapon strike is countered by the use of *Dodge Blow* (Fighter 7, Thief 7) or *Evade* (Movement Monk 7), the poison is expended but will have no effect. The duration of the poison is until the next successful weapon strike or the end of the game day, whichever comes first.



Level 7

(Default Meditation Time = 15 seconds)

Evade

Range: Self	Area: 1 Attack	Duration: Instantaneous
Stacking: NA	Misc.: NA	Cost: 7

With this skill a Movement Monk can completely *Evade* a single melee blow, missile attack, or single-target damaging spell or ability. This ability can be used to avoid a *Killing Attack* (Killing Monk 8, Ranger 10, Magic User 10, Knight 8, Cleric 9), but cannot be used against a *Backstab* (Thief 1), *Free Strike* (Monk 9), or to counter damage from *Wrath* (Cleric 5), *Physical Protection* (Cleric 3), or *Earth Slap* (Druid 5). This ability is an immediate counter, and requires no meditation time.

Improved Speed

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

Any use of *Speed* (Monk 7) by a Movement Monk will cost 5 ability points instead of 7. All other limitations of *Speed* still apply. This skill is a base of the character class and may not be placed in a magic item.

Level 8

(Default Meditation Time = 15 seconds)

Additional Point of Armor (Base)

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

At 8th level, the Movement Monk gains an additional point of innate armor. This skill is a base of the character class and may not be placed in a magic item. This additional armor is reflected in the armor table at the beginning of this chapter.

Level 9

(Default Meditation Time = 15 seconds)

Improved Additional Armor vs. Area Effect Attacks

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

At 8th level, the amount of protection provided to a Movement Monk through *Additional Armor vs. Area Effect Attacks* (Monk 3) is increased as reflected in the armor table. This skill is a base of the character class and may not be placed in a magic item.

Level 10

(Default Meditation Time = 15 seconds)

Immunity to Knockdowns

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

This ability will make the Movement Monk immune to Knockdowns for 1 combat; however, the Movement Monk will still take normal damage from any damaging attack. The duration of this ability is one combat or one game day, whichever comes first. This ability can be used as an immediate counter, and requires no meditation time.



Death Memory

Range: 1 inch
Stacking: NA

Area: 1 Target
Misc.: NA

Duration: Instantaneous
Cost: 7

This ability allows the Spirit Monk to witness the events that preceded a target's death; events will be viewed from the target's viewpoint. Up to one minute per level of the Spirit Monk can be witnessed with this ability. The memories can be specific or general, based on GM discretion; however, they will only include events and images that the target was actually aware of – if someone attacked the target from behind and killed him, the Spirit Monk will not be able to identify the killer. This ability requires that the target's body be present, and will not work if *Ashes to Ashes* (Cleric 4) has been cast on the body.

Life Spark

Range: 1 inch
Stacking: NA

Area: 1 Target
Misc.: NA

Duration: Instantaneous
Cost: 7

If used within 5 minutes of a target's death, this ability will allow the Spirit Monk to capture the last "spark" of life within the target and return her to 1 life point above death. The target will lose ½ of her level (rounded up) in permanent life points, which will be deducted from her totals to unconsciousness and death, and will be at -2 versus all LI effects for the remainder of the game day. The character will remain at the same level and number of spell or ability points as before she died. If a character receives more than one *Life Spark* in a game day, the life point loss is cumulative but the -2 versus LI is not. This ability has no effect on an undead or animated body.

Poison and disease remain in the body after death and will still be present when a target receives a *Life Spark*. For purposes of time progression, poisons and diseases are considered to be newly applied or contracted when the body is returned to life. Durational spells and abilities (good, bad and indifferent) will run their duration as normal whether the target is alive or dead, and may still be in effect when the body receives a *Life Spark*. A character that has received a *Life Spark* is considered to have undergone death.

Truth Sense

Range: 30 feet
Stacking: NA

Area: 1 Target
Misc.: LI

Duration: 10 minutes
Cost: LI

With this ability, the Spirit Monk can determine when a target of her level or below is telling lies, but will not know which exact words are lies. Omission of truth will not be revealed by use of this ability. This is an LI ability.

Level 8

(Default Meditation Time = 15 seconds)

Life Support

Range: Self
Stacking: NA

Area: Self
Misc.: NA

Duration: Instantaneous
Cost: 8

This ability is automatically used whenever the Spirit Monk falls unconscious or would have died due to damage, and will heal the Spirit Monk for 9 points, restoring consciousness. Once activated, this ability will take 15 seconds to heal the Spirit Monk, who may choose where in her body the healing will occur. *Life Support* will not heal a throat slit because throat slits cause an undefined amount of damage. *Life Support* may not be used to restore a Monk who died from the effects of *Death Commitment* (Monk 10, Knight 10), and can only be used if the Spirit Monk has at least 8 ability points available.



Personal Augury

Range: Self

Area: 1 Question

Duration: Instantaneous

Stacking: NA

Misc.: NA

Cost: 8

This ability allows the Spirit Monk to communicate with the energies of the universe to divine information regarding actions that she and her team might take. One question, consisting of up to 15 words, can be asked per use. The Spirit Monk will receive an answer of up to 15 words; the results of this ability are based on GM discretion.

Level 9

(Default Meditation Time = 15 seconds)

+2 vs. LI Effects

Range: Self

Area: Self

Duration: Permanent

Stacking: BASE

Misc.: NA

Cost: 0

At 9th level, the Spirit Monk gains +2 to her resistance versus LI effects; this increase is not cumulative with the +1 gained at 7th level. This skill is a base of the character class and may not be placed in a magic item.

Shiatsu II

Range: 1 inch

Area: 1 Target

Duration: 30 minutes

Stacking: NA

Misc.: Uses

Cost: 0

When this ability is used, the continuing effects of all poisons, diseases, and curses that are affecting the target will be halted for 30 minutes. This ability will not reverse any damage or effects that were taken by the target before the ability was used and does not stop damage from occurring due to other reasons. This ability does not provide the target with immunity from any poisons, diseases, or curses that are contracted after the ability is used. If used on a dead body before the 5-minute time limit on *Life Spark* (Cleric 6, Spirit Monk 7) expires, this ability will extend the time during which *Life Spark* may be used by 30 minutes. A target may only receive the benefit from this ability once per game day. This ability can only be used once per level of the Monk per game day. This ability requires no meditation time.



Level 10

(Default Meditation Time = 15 seconds)

Immunity to Poison

Range: Self

Area: Self

Duration: 5 minutes or 1 Combat

Stacking: NA

Misc.: NA

Cost: 10

By using this ability, the Spirit Monk will be immune to any poison including Red Death and *Kill Dagger* (Thief 2) poison for 5 minutes or until the end of the current combat, whichever is longer. If the Monk is the target of a Toxin Poison while under the effects of this ability, she will take no damage from the attack (either the poison or the weapon strike that delivers it). Additionally, any existing poisons in the Spirit Monk's system are neutralized. This ability can be used as an immediate counter, and requires no meditation time.

Precognition

Range: Self

Area: Self

Duration: Instantaneous

Stacking: NA

Misc.: NA

Cost: 10

This ability will provide the Spirit Monk with information regarding the general nature of the immediate future. She will receive a picture in her mind (by GM description) of the next encounter in the game. The Spirit Monk will be informed of how many people or creatures are in the encounter, how they are dressed, what weapons they carry, and other visual details. She will not be informed of the intent of the people that she sees, and will not know whether they mean to attack or be friendly. This spell is governed by GM discretion. This ability may yield unreliable information in a world game where non-player and player characters are free to roam and encounter whatever they choose.





Loremaster



Thief



Ranger



Monk



Magic User



Knight



Fighter



Druid



Cleric



Rules



Monk





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

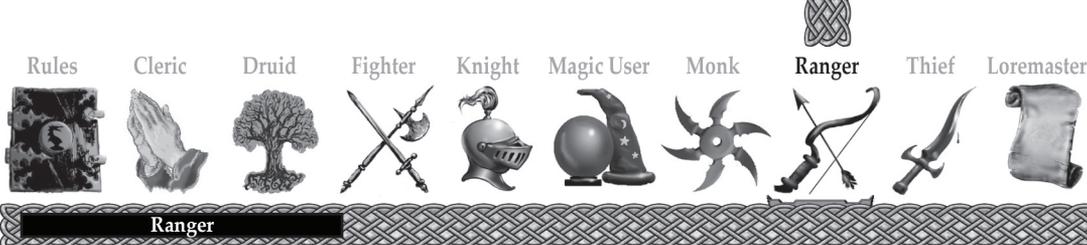
Damage				
Level	Melee Damage	Marginal Archery Damage	Critical Archery Damage	Thrown Damage
1	2	3	5	2
2	3	4	6	3
3	4	5	7	4
4	5	6	8	5
5	6	7	9	6
6	6	7	9	6
7	7	8	10	7
8	7	8	10	7
9	8	9	11	8
10	8	10	12	8

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
4	4	20	28	36
5	5	23	31	40
6	6	26	34	44
7	7	29	37	48
8	8	32	40	52
9	9	35	43	56
10	10	38	46	60



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.

Appendix B provides a list of all Ranger skills and abilities in table form.

Key:

Range: Special = see text for details

Area: __ path = size of path is width x length x height

Area: Special = see text for details

Duration: Special = see text for details

Stacking: NONE = ability cannot be stacked with any other effects

Stacking: Var. = Variable, see text

Misc.: KD5 = 5 second Knockdown

Misc.: KD10 = 10 second Knockdown

Misc.: LI = Level Influential

Cost: * = see text for details

Cost: LI = 1 ability point for 2 levels of effectiveness, up to character's level

Cost: Var. = Variable, see text



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.





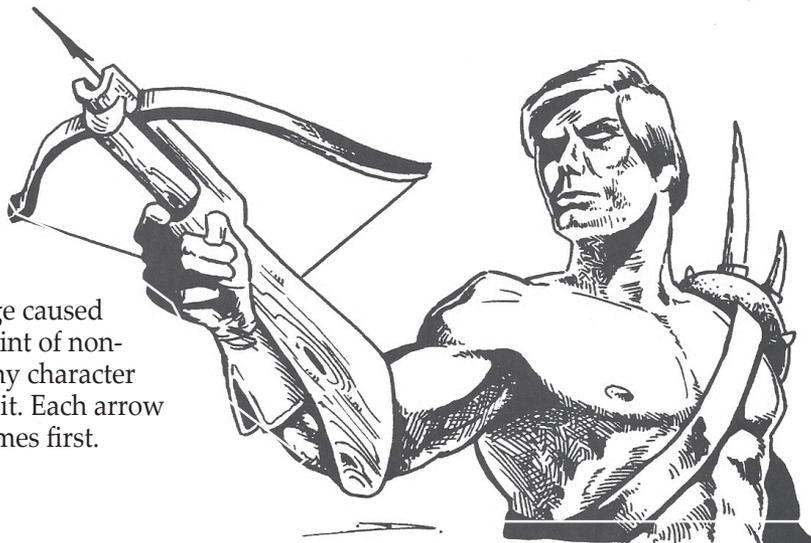
Level 2

(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 a 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".

Level 4

(Default Preparation Time = 10 seconds)

Animal Pact

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

The Ranger 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 Ranger, and will remain peaceful unless provoked. Any aggressive behavior by the Ranger towards an affected animal will break the pact (GM discretion). When invoking *Aspect of the Beasts*, the Ranger will spend one less ability point for his chosen *Animal Pact* type.

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

Gauge Magical Missile Weapon

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

With this skill the Ranger can gauge the 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. The Ranger must handle an item for 5 seconds to use this skill.

Hone Arrows +2

Range: Touch Area: 5 Arrows Duration: Game Day or until used
Stacking: Damage Misc.: NA Cost: 4

A Ranger using this ability can improve the damage caused by 5 arrows. Each arrow will cause 2 additional points 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.

Investigate Habitation

Range: 30 feet Area: Special Duration: Instantaneous
Stacking: NA Misc.: NA Cost: 0

Using this ability, the Ranger can inspect the natural or artificial habitation of a group of 5 or more creatures (characters or animals) and draw conclusions about the creatures themselves. This ability will provide information including the following, as appropriate: the approximate size of the creatures, weapon usage (including natural weapons such as claws), tool usage (and the types of tools), dietary habits, skin type (furred, scaled, flesh, etc.), and the approximate number of creatures. This ability is limited by GM knowledge and discretion. The range of this ability is 30 feet.

Knockdown Arrow

Range: Self Area: 1 Arrow Duration: Instantaneous
Stacking: Damage Misc.: KD5 Cost: 4

With 10 seconds of aiming, this ability allows the Ranger to fire an arrow that will cause a 5-second Knockdown to the target. The Ranger should call out "*Knockdown Arrow*" followed by the opponent's color, the arrow's damage, and the duration of the Knockdown; for example, "*Knockdown Arrow, Blue, 6 points, 5-second Knockdown*".



Neutralize Non-Magical Disease Potion

Range: Touch Area: 1 Potion Duration: Game Day or until used
 Stacking: NA Misc.: NA Cost: 4

The Ranger can brew a potion that will cure the target of all non-magical diseases, unless otherwise specified by game design. This potion does not restore lost life points, but does prevent further loss or disability from all neutralized diseases.

Neutralize Poison Potion

Range: Touch Area: 1 Potion Duration: Game Day or until used
 Stacking: NA Misc.: NA Cost: 4

The Ranger can brew a potion that will neutralize all magical and non-magical poisons within the target except Red Death, unless otherwise specified by game design. This potion does not restore lost life points but it does prevent further loss or disability from all neutralized poisons.

Wathit

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

By observing a creature for 10 seconds, the Ranger can gather information about its natural properties. 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, whether the creature is natural or special, what the creature's major weakness or major strength is, and other properties defined by the game design or GM. The Ranger cannot use this ability to determine a creature's level or class. The Ranger will learn 1 property of his choice for every 2 ability points expended, and can spend up to his level in ability points for each use of Wathit.

Level 5

(Default Preparation Time = 15 seconds)

Arrow of Slaying

Range: Self Area: 1 Arrow Duration: Instantaneous
 Stacking: Damage Misc.: NA Cost: Var.

With 10 seconds of aiming, this ability allows the Ranger to fire an arrow that will cause a significant amount of additional damage to the target. In addition to the arrow's base damage, the target will take 2 points of non-magical damage per ability point expended. The Ranger can spend up to his level in ability points, but must spend at least 3 ability points.

Enhanced Senses

Range: Self Area: 30 foot radius Duration: 10 minutes
 Stacking: NA Misc.: NA Cost: 5

With this ability the Ranger can sense the exact position, both distance and direction, of invisible and concealed creatures up to his level +2. Use of this ability will allow the ranger to target these creatures with missile fire.

Long Arrow

Range: Self Area: 1 Arrow Duration: Instantaneous
 Stacking: Dimension Misc.: NA Cost: 5

With 10 seconds of aiming, this ability allows the Ranger to fire an arrow a distance of up to 120 feet (normal range is 60 feet). This ability does not make the damage from the arrow magical. The Ranger should call out "*Long Arrow*" followed by the opponent's color and the arrow's damage; for example, "*Long Arrow, Blue, 6 points*".

Ranger's Guardian

Range: Special

Area: 130 foot radius

Duration: 2 hours

Stacking: NA

Misc.: NA

Cost: 5

This ability creates a creature that will act as a sentry or alarm for the Ranger; only the Ranger who creates the guardian will be able to see or control it. The guardian can monitor an area of effect with a 130' radius that is centered on a point designated by the Ranger. The guardian will "know" any character or creature that is pointed at and named by the Ranger. While the Ranger is within the area of effect, the guardian will warn him when any unknown creature enters the guarded area. If the Ranger is asleep, he will be awakened by the guardian's warning; if the Ranger is magically slept, the guardian will be unable to wake the Ranger.

The guardian's senses will detect all creatures that can be seen, smelled, or heard, even those that are concealed; creatures that cannot be detected by the guardian may be created by game design. The guardian cannot be used as an advance scout or an attack animal, and cannot be used to trigger glyphs or other traps. The guardian's senses are only as good as those of the GM or SK.

Level 6

(Default Preparation Time = 15 seconds)

Conceal Self

Range: Self

Area: Self

Duration: 5 minutes/level

Stacking: LI

Misc.: LI, Material Component

Cost: LI

This ability allows the Ranger to conceal himself. While he is 30 feet or more from another PC or NPC, his concealment is effective at the level of the conceal +3; if a target is within 30 feet of the Ranger, the concealment is effective at the level at which the ability was invoked. As long as the Ranger moves slowly and stays near some sort of shadow or obscuring object (for example, a wall, in the trees, crawling through grass), then he will not be noticed by other creatures. Affected players and NPCs should do their best to ignore the hidden person and continue their actions as they normally would.

A character cannot conceal himself if he is within 10 feet of any other creature. If the character is already concealed and approaches or is approached by someone within 10 feet who is affected by the concealment, then the concealed person must remain motionless or he will be immediately detected. This is an LI skill, and the character must inform anyone who approaches him, "Conceal," followed by the level of effect.

The Ranger may not take any offensive actions while in concealment, and may not take any offensive actions for 5 seconds after he becomes unconcealed. This ability cannot be dispelled, but the Ranger can be detected with *True Sight* (Magic User 7) or *Enhanced Senses* (Ranger 5).

A concealed person cannot make any fast movements, including invoking abilities, or the concealment will terminate (active struggling while bound is considered movement). A concealed person cannot activate magic items or pre-cast spells, skills, or abilities. This is an LI ability. Material component: Yellow flag.

Ranger Herbs

Range: Touch

Area: 1 Herb or Root

Duration: Game Day or until used

Stacking: Var.

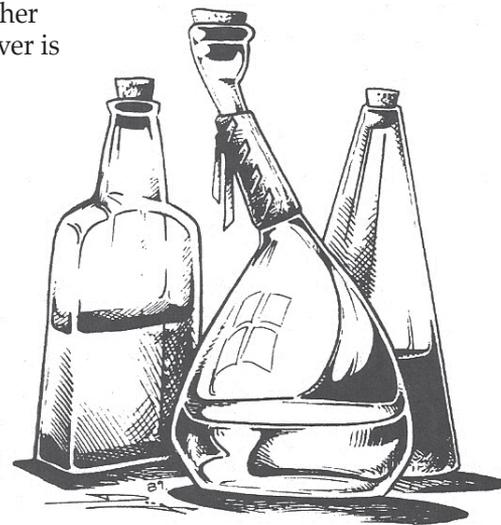
Misc.: NA

Cost: 6

This ability allows the Ranger to prepare one of the rare herbs and roots listed below, or to prepare additional herbs or roots by game design. The Ranger must specify which type of herb or root he is preparing, and will only prepare enough to affect one creature one time. The Ranger is assumed to have gathered all of the raw materials for this ability at the beginning of the game day. The Ranger must spend 15 seconds preparing the root or herb for use; once prepared, the herb or root will maintain its potency for the rest of the game day or until used, whichever comes first. Any character can brew a potion from a prepared herb or root by simply adding it to ½ cup of water; once brewed, this potion will last for the game day or until used.

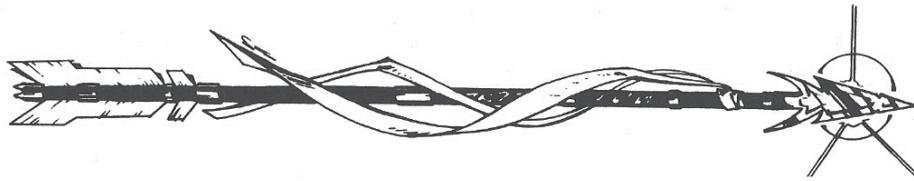
The ability point expenditure for this ability is incurred when the Ranger prepares the herb or root; if the Ranger purchases already-prepared herbs or roots, or finds them through other means, he will not have to expend any ability points to create potions from them.

- **Athelas** – When a potion brewed from this herb is consumed, it will neutralize the effects of all known poisons including Red Death. This herb does not restore lost life points, but does prevent further loss or disability from all neutralized poisons.
- **Damiana** – When a potion brewed from this herb is consumed, the target will fall madly in love with the character that gave it to him, and will behave accordingly; if the target obtains and drinks a Damiana potion without receiving it from another character, he will fall in love with the next suitable target that he encounters, based on GM discretion. This herb will affect any creature that is equal or lesser in level to the Ranger who prepared it. The effect of this herb is considered to be similar to the effects of *Enthrall* (Magic User 1), and can thus be countered with an SAS such as *Distrust* (Thief 4). Duration: 15 minutes.
- **Nightshade** – When a potion brewed from this herb is consumed, it will poison the target. 15 seconds after the potion is consumed, the target will fall into a coma; the target will die 2 hours after falling into the coma. This poison can be neutralized with a *Neutralize Poison* (Cleric 4, Druid 4, Monk 4, Ranger 4, Thief 7, Thief 10) or related SAS.
- **Devil's Weed** – A potion brewed from this root will give the target the ability to cast 1st level Magic User spells for a short time. The potion will not provide the target with any spell points, so he must have access to spell or ability points for casting; these can be either innate to his class or provided by magic items. Although the target is limited to 1st level Magic User spells, he can cast those spells at his own level of effect for the appropriate point cost; for example, a 6th level Ranger could cast a 6th level *Enthrall* (Magic User 1) for 3 ability points. This potion does not negate any of the target's other abilities. Duration: 5 minutes or the end of the current combat, whichever is greater.
- **Hellebore** – When a potion brewed from this root is consumed, the target's melee, thrown, and missile damage will be at +3. Duration: 5 minutes or the end of the current combat, whichever is greater. Stacking Group: Damage.
- **Melange** – When a creature drinks a potion made from this root, he will enter into a prophetic dream state for 5 minutes. During this time, the target will be entranced and stationary; he will receive information from the GM about the current adventure or his future, at the GM's discretion. The trance cannot be broken before the duration has passed, except by use of a *Freeze Poison* (Cleric 2), *Neutralize Poison* (Cleric 4, Druid 4, Monk 4, Ranger 4, Thief 7, Thief 10), or related SAS. Duration: 5 minutes.



Level 7

(Default Preparation Time = 15 seconds)



Githar's Arrow

Range: Self Area: 1 Arrow Duration: Instantaneous
 Stacking: NA Misc.: LI Cost: LI

With 10 seconds of aiming, this ability allows the Ranger to fire an arrow that will have one of the special abilities listed below. *Githar's Arrow* does not cause any physical damage, although if used in conjunction with a critical arrow it will bypass a shield. The Ranger should call out "*Githar's Arrow*" followed by the opponent's color, the special ability of the arrow, and the level of effect; for example, "*Githar's Arrow*, Blue, *Crash Time*, 6th level". This is an LI ability.

- *Disarm* (Fighter 6): This arrow will disarm an opponent who is holding a weapon, but has no effect against natural weapons such as claws, talons, or tentacles. If the target is less than or equal to the level of effect called by the Ranger, the target must drop his weapon and let it hit the ground, after which it can be retrieved.
- *Crash Time* (Magic User 1): This arrow will cause the target to fall asleep. If affected, the target 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* lasts for a duration of 5 minutes per level of effect or until a target is awakened. Noise or damage will not cause the target to awaken. Arcane methods that can awaken the 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 target is to lightly shake him for 15 seconds. For the first 15 seconds after waking up, the target can do nothing but defend himself.

Group Concealment

Range: Special Area: 5 foot radius Duration: 5 minutes/level
 Stacking: LI Misc.: LI, Material Component Cost: 7

By use of this ability the Ranger can conceal himself and up to 10 people who are with him as per the *Conceal Self* (Ranger 6, Thief 5) ability. If the observer is more than 30 feet away from the concealed group, the concealment is effective at the Ranger's level +3. If the observer is within 30 feet of the concealed group, then the concealment is effective at the Ranger's level. The area of effect is a 5 foot radius circle around the Ranger, and does not move with the Ranger. Anyone who approaches the concealed group should be told "Group Conceal", followed by the level of effect.

If any member of the concealed group moves outside of the area of effect, the concealment effect will drop for him on an individual basis; all restrictions on coming out of *Conceal Self* (Ranger 6, Thief 5) apply. No member of the concealed group may take any offensive action while in concealment, or for 5 seconds after he becomes unconcealed. This skill can't be dispelled, but can be detected with SAS such as *True Sight* (Magic User 7) or *Enhanced Senses* (Ranger 5). Material component: Yellow flag.



Group Move Without Tracks

Range: Special Area: 10 foot radius Duration: 5 minutes/level
 Stacking: NA Misc.: NA Cost: 7

By use of this ability, the Ranger can obscure the tracks of a group of up to 10 people, which will conceal the group's passage from a character using *Tracking* (Ranger 1, Thief 3). The group must remain within a 10 foot radius circle, and can move no faster than a normal walking pace. The Ranger must move at the back of the group to effectively obscure the trail.

Hone Arrows +3

Range: Touch Area: 5 Arrows Duration: Game Day or until used
 Stacking: Damage Misc.: NA Cost: 7

A Ranger using this ability can improve the damage caused by 5 arrows. Each arrow will cause 3 additional points 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.

Stun Arrow

Range: Self Area: 1 Arrow Duration: Instantaneous
 Stacking: NA Misc.: KD10 Cost: 7

With 10 seconds of aiming, this ability allows the Ranger to fire an arrow that will cause a 10-second Knockdown to the target. *Stun Arrow* does not cause any physical damage, although if used in conjunction with a critical arrow it will bypass a shield. The Ranger should call out "*Stun Arrow*" followed by the opponent's color and the duration of the Knockdown; for example, "*Stun Arrow*, Blue, 10-second Knockdown".

Track Lore

Range: 30 feet Area: 1 Set of Tracks Duration: Instantaneous
 Stacking: NA Misc.: NA Cost: Var.

By observing a set of tracks for 15 seconds, the Ranger can gather information about the natural properties of the creature that left them. 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, whether the creature is natural or special, what the creature's major weakness or major strength is, and other properties defined by the game design or GM. The Ranger cannot use this ability to determine a creature's level or class. The Ranger will learn 1 property for every 4 ability points expended, and can spend up to his level in ability points per use.

Tripline

Range: Special Area: 3'x12', 1 Target Duration: Game Day or until triggered
 Stacking: NA Misc.: KD5, Material Component Cost: Var.

This ability allows the Ranger to set a mechanical trap known as a *Tripline*, which will be triggered by the first creature other than the Ranger who enters the area of effect. The *Tripline* will cause 2 points of damage per ability point expended, plus a 5-second Knockdown; all damage is applied to the target's torso. The Ranger may expend up to his level in ability points per *Tripline*, but must expend at least 3 ability points.

The Ranger must specify the exact boundaries of the *Tripline* 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 Ranger remains within 30' of the trap, he is responsible for calling out the effect of the trap when it is triggered; if he marks it with a yellow flag, a GM or NPC should call the effect when it is triggered. A Ranger can only have one *Tripline* in existence at a time. A *Tripline* cannot be seen by other characters, but will be identified by SAS such as *Sense Traps* (Thief 2, Ranger 3). The duration of *Tripline* is until triggered or one game day, whichever comes first. Material component: Yellow flag.

Level 8

(Default Preparation Time = 15 seconds)

Aspect of the Beasts

Range: Self

Area: Self

Duration: 5 minutes or 1 Combat

Stacking: Var.

Misc.: NA

Cost: 8

This ability allows the Ranger to assume the aspect of one of the animals listed below. The Ranger will not shape change into the animal, but will obtain some of its abilities as well as the ability to communicate with other animals of the same type. If the Ranger chooses to assume an aspect that corresponds to his *Animal Pact* (Druid 0, Ranger 4), this ability will only cost 7 ability points to cast. While under the effects of this ability, the Ranger may use magic items and SAS as normal, and will still be able to understand and speak his normal languages.

While in *Aspect of the Beasts*, the Ranger should role-play the characteristics of the aspect he has chosen (for example, a mongoose or panther might move quickly or a bear might move in a lumbering fashion). Each aspect will provide uses of SAS that can only be used by the Ranger during the duration of the aspect. Unless otherwise stated, all damage enhancements apply to hand-held melee damage only. *Aspect of the Beasts* lasts 5 minutes or until the end of the current combat, whichever is longer.

- Bear: Life Points +10, Damage +4, Armor +3. The Ranger has the ability to invoke an *Avenging Blow* (Knight 5) for 20 points once during the duration of the aspect. When the aspect ends, if the loss of the additional life points results in the unconsciousness or death of the Ranger then he will be unconscious or dead. Stacking Group: Damage.
- Falcon: Life Points normal, Damage +3 for ranged attacks, Armor +3. The Ranger may autocast *Gale* (Druid 4) once during the duration of the aspect. The Ranger will be under the effects of *True Sight* (Magic User 7) for the duration of the aspect. The Ranger may *Leap* (Monk 2) a distance of up to 40 feet once during the duration of the aspect. Stacking Group: Damage.
- Mongoose: Life Points normal, Damage +5, Armor +4. The Ranger will be protected by *Sense I* (Monk 4) for the entire duration of the aspect. The *Sense I* will end at the same time as the aspect. Stacking Group: Damage.
- Panther: Life Points normal, Damage +3, Armor normal. The Ranger may use each of the following SAS once during the duration of the Aspect: *Balance* (Monk 5), *Climbing* (Thief 5), *Dodge Blow* (Fighter 7, Thief 7), *Evade* (Movement Monk 7), *Kip* (Monk 4), *Leap* (Monk 2), and *Safe Fall* (Monk 3). Stacking Group: Damage.
- Snake: Life Points normal, Damage normal, Armor normal. The Ranger may autocast *Stun* (Magic User 7) and *Freeze Poison* (Cleric 2) once each during the duration of the aspect, and may add a 3 point *Pain Strike* (Cleric 4) to one successful melee or missile strike. The Ranger may use the *Conceal Self* (Thief 5, Ranger 6) ability at his level +2. Note: the *Conceal Self* can outlast the duration of the aspect. Once the Ranger becomes unconcealed he may not become concealed again for the duration of the aspect. Stacking Groups: Damage & LI.
- Wolf: Life Points normal, Damage +3, Armor normal. For the duration of the aspect, the Ranger is immune to all poisons and is under the effects of *Resist Death* (Knight 7) effective at his level. The Ranger may use *Fighter's Blow* (Fighter 8) and *Resist Pain* (Knight 5) once each during the aspect. Stacking Group: Damage.





Snare

Range: Special Area: 3'x12', 1 Target Duration: Game Day or until triggered
Stacking: NA Misc.: LI, KD5, Material Component Cost: LI

This ability allows the Ranger to set a mechanical trap known as a *Snare*, which will be triggered by the first creature other than the Ranger who enters the area of effect. When the target sets off the *Snare* he will take a 5-second Knockdown; if the target's LI resistance is equal to or less than the Ranger's level, the target will be unable to move for 5 minutes or until he is freed by another character. Freeing the target of a *Snare* requires at least 10 seconds of role-playing the act of dismantling the trap.

The Ranger must specify the exact boundaries of the *Snare* 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 Ranger remains within 30' of the trap, he is responsible for calling out the effect of the trap when it is triggered; if he marks it with a yellow flag, a GM or NPC should call the effect when it is triggered. When called, the Ranger should first call the Knockdown, then the trap, the target's color, and the trap's level of effect; for example, "5-second Knockdown, *Snare*, blue, 8th level". A Ranger can only have one *Snare* in existence at a time. A *Snare* cannot be seen by other characters, but will be identified by SAS such as *Sense Traps* (Thief 2, Ranger 3). The duration of *Snare* is until triggered or one game day, whichever comes first. This is an LI ability. Material component: Yellow flag.

Level 9

(Default Preparation Time = 15 seconds)

Deadfall

Range: Special Area: 3'x12', 1 Target Duration: Game Day or until triggered
Stacking: NA Misc.: LI, KD5, Material Component Cost: Var.

This ability allows the Ranger to set a mechanical trap known as a *Deadfall*, which will be triggered by the first creature other than the Ranger who enters the area of effect. The *Deadfall* will cause 3 points of damage per ability point expended, plus a 5-second Knockdown; all damage is applied to the target's torso. In addition, if the target's LI resistance is equal to or less than the Ranger's level, the target will be unable to move for 5 minutes or until he is freed by another character. Freeing the target of a *Deadfall* requires at least 10 seconds of role-playing the act of dismantling the trap. The Ranger must expend his level in ability points when creating a *Deadfall*.

The Ranger must specify the exact boundaries of the *Deadfall* 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 Ranger remains within 30' of the trap, he is responsible for calling out the effect of the trap when it is triggered; if he marks it with a yellow flag, a GM or NPC should call the effect when it is triggered. When called, the Ranger should first call the Knockdown, then the trap, the damage the target's color, and the trap's level of effect; for example, "5-second Knockdown, *Deadfall*, 27 points, blue, 9th level". A Ranger can only have one *Deadfall* in existence at a time. A *Deadfall* cannot be seen by other characters, but will be identified by SAS such as *Sense Traps* (Thief 2, Ranger 3). The duration of *Deadfall* is until triggered or one game day, whichever comes first. This is an LI ability. Material component: Yellow flag.

Hunting Pursuit

Range: Self Area: 1 Target Duration: Game Day or until terminated
Stacking: NA Misc.: NA Cost: 9

This ability will allow the Ranger to follow and locate a familiar creature, and can be used on any target of his level or below that has come within 30 feet of the Ranger. The Ranger will be able to track the target regardless of its mode of travel, as long as the Ranger actively pursues the target; if the target moves to a different plane, the Ranger will lose the trail and the ability will end.

For the duration of the *Hunting Pursuit*, the Ranger will be under the effects of *Enhanced Senses* (Ranger 5). If the target is concealed at a level high enough to go undetected by the Ranger, he cannot be tracked with this ability. This ability can be used to follow a target using *Move Without Tracks* (Ranger 3, Monk 5, Ranger 7). This ability will last until the Ranger finds the creature, the trail is lost or abandoned, or for one game day, whichever comes first.



Level 10

(Default Preparation Time = 15 seconds)

Killing Arrow

Range: Self
Area: 1 Arrow
Duration: Instantaneous
Stacking: NA
Misc.: NA
Cost: 10

With 10 seconds of aiming, this ability allows the Ranger to fire an arrow that will cause the target creature to immediately lose ½ of his total life points to death; when fired, the Ranger should call out “Killing Attack Arrow” and identify the target. Damage is based on the number of life points the target has when he is fully healed, and is taken to the torso. This damage can only be healed after the target rests out of combat for 5 full minutes. The target can only be affected by one *Killing Arrow* or *Killing Attack* (Killing Monk 8, Magic User 10, Knight 8, Cleric 9) at a time no matter the source. This damage cannot be reduced or avoided except by a *Concentration* (Magic User 6) while casting or an *Evade* (Movement Monk 7). If the arrow is evaded, the ability is still used and the points are expended. A Ranger may

only deliver one *Killing Arrow* or *Killing Attack* every 5 seconds, regardless of the source. The arrow may be either a marginal or critical arrow but may not be modified by any other Ranger ability, including damage enhancements such as *Knockdown Arrow* (Ranger 4). The Ranger’s base missile damage is not added to the damage from the *Killing Attack*.

No Defense Arrow

Range: Self
Stacking: NONE
Area: 1 Arrow
Misc.: NA
Duration: Instantaneous
Cost: 10

With 10 seconds of aiming, this ability allows the Ranger to fire an arrow that will cause damage independent of any defense. The amount of damage caused by the arrow is equal to the Ranger’s level, with no other modifications allowed. The arrow will bypass mundane or magical armor, armor-related spells, and any other item or object that reduces damage; the target will take full damage from the arrow. This ability will penetrate *Concentration* (Magic User 6). If the arrow is countered by *Evade* (Movement Monk 7), the ability is still used and the points are expended. This ability cannot be stacked with any other effect. A critical arrow may be used with in conjunction with a *No Defense Arrow* to bypass a shield, although no extra damage will be caused by the critical arrow.



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
4	4	4	6	6	16
5	5	5	7	7	20
6	5	5	7	7	23
7	6	6	8	8	27
8	6	6	8	8	30
9	7	7	9	9	34
10	7	7	9	9	37

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
4	4	20	28
5	5	23	31
6	6	26	34
7	7	29	37
8	8	32	40
9	9	35	43
10	10	38	46



Thief Skills

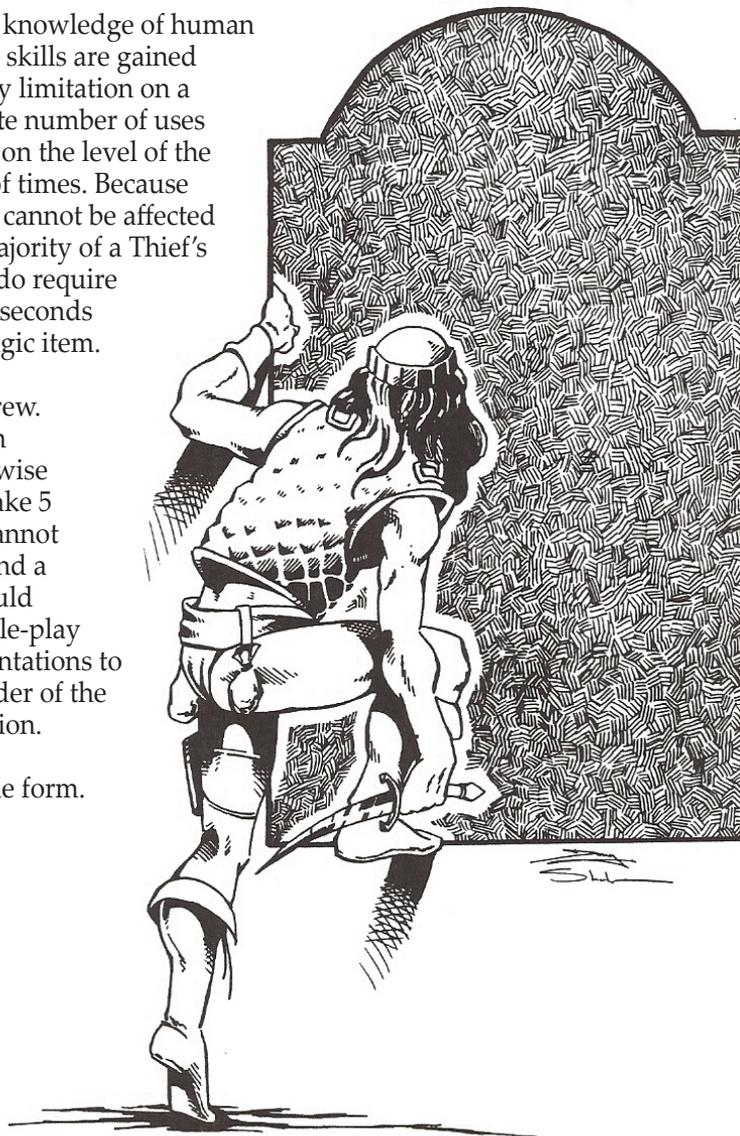
Thieves have skills that come from their agility and basic knowledge of human nature. All of a Thief's skills are considered to be innate – skills are gained at different levels at no spell or ability point cost. The only limitation on a Thief's use of her skills is that most are restricted to a finite 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.

Appendix B provides a summary of all Thief skills in table form.

Key:

- Range: Special = see text for details
- Area: Special = see text for details
- Duration: Special = see text for details
- Misc.: KD5 = 5 second Knockdown
- Misc.: LI = Level Influential
- Uses: * = Total uses are shared between "like" skills
- Uses: Level = equal to the level of the Thief
- Uses: ½ Level = equal to half the level of the Thief, rounded up



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

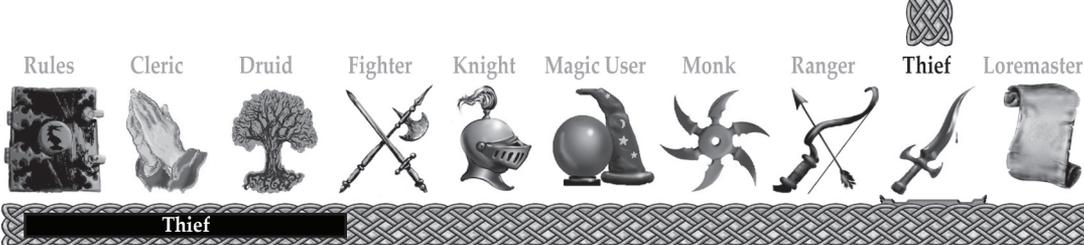
Duration: 5 minutes

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

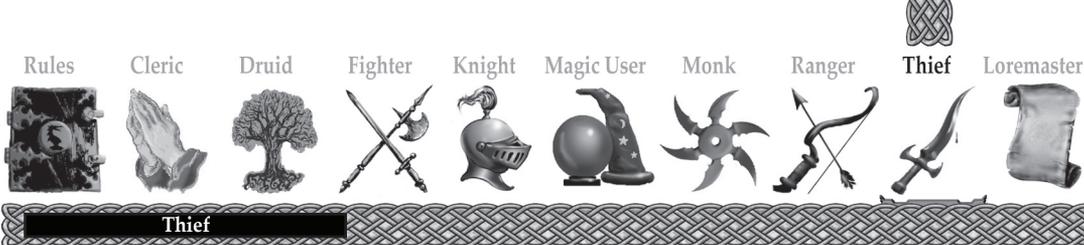
Range: Self
Area: 3'x10'x10' path
Duration: 10 minutes
Stacking: NA
Misc.: NA
Uses: Level

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

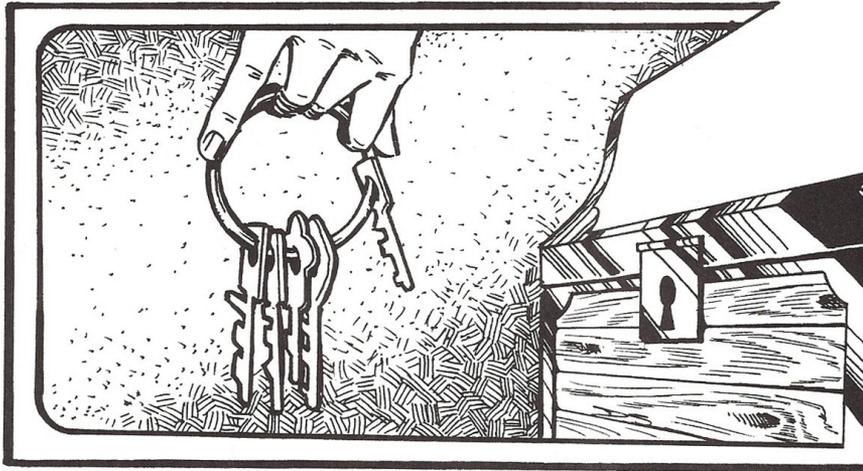
Misc.: NA

Uses: No Limit

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

Level 4

(Default Invocation Time = 0 seconds)



Bypass Trap – Mechanical

Range: Self

Area: 1 Target

Duration: Instantaneous

Stacking: NA

Misc.: NA

Uses: Level*

With this skill the Thief can safely bypass a known mechanical trap. This skill has no effect on glyphs or magical traps. Only the Thief may bypass the trap using this skill. *Uses of this skill are cumulative with *Bypass Trap – Magical* (Thief 8).

Distrust

Range: Self

Area: 1 Spell

Duration: Instantaneous

Stacking: LI

Misc.: NA

Uses: No Limit

When an *Entrhall* (Magic User 1, Druid 2) or *Entrhall*-like effect is cast at the Thief, she can use this skill to increase her LI resistance by 2. For example, if a 4th level Thief is targeted by a 4th level *Entrhall*, she could choose to increase her LI resistance to 6th level and would not be affected. *Distrust* has no effect against any other skills, abilities or spells. This skill is an immediate counter.

Improved Thief's Hearing

Range: 30 feet

Area: Special

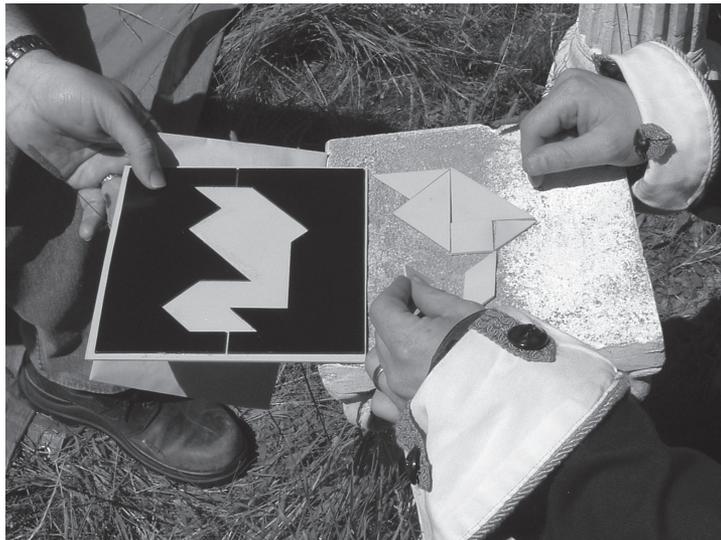
Duration: 5 minutes

Stacking: NA

Misc.: NA

Uses: Level*

This is an improvement of *Thief's Hearing* (Thief 1). All restrictions of the basic skill apply but the Thief will be able to determine how many creatures are on the other side of a normal door or wooden wall, if the creatures are moving and making noise. The Thief will be able to hear conversations from 30' away, even if there is loud noise or sound masking the conversation. *Uses of this skill are cumulative with *Thief's Hearing* (Thief 1).



Intuit Code

Range: Self
Stacking: NA

Area: 1 Target
Misc.: NA

Duration: Instantaneous
Uses: ½ Level*

A Thief can use this skill to reduce the difficulty of a code, find clues to the solution of a riddle, or even solve a puzzle. The amount of aid given is determined by game design and GM discretion.

Intuit Trap

Range: Self
Stacking: NA

Area: 1 Target
Misc.: NA

Duration: Instantaneous
Uses: Level

With this skill the Thief can determine exactly what action, such as stepping on a square, crossing a wire, casting a spell, or approaching within five feet, will trigger a known and specified trap.

Know Class

Range: 30 feet
Stacking: NA

Area: 1 Target
Misc.: NA

Duration: Special
Uses: ½ Level

This skill allows the Thief to determine a target's class (for example, Magic User) by observing her for 10 seconds. This skill will not allow the Thief to determine the target's level. *Disguise* (Thief 7) has no effect on the results of this skill; however, this skill cannot penetrate a magical illusion or the *Obscure Class* (Thief 5) ability and will identify the class the illusion or ability projects when appropriate.

Set Projectile Trap

Range: Special
Stacking: NA

Area: 3'x10'x10', 1 Target
Misc.: KD5, Material Component

Duration: Game Day or until triggered
Uses: ½ Level

This skill allows the Thief to set a mechanical projectile trap, which will be triggered by the first creature other than the Thief who enters the area of effect. The projectile trap will cause 2 points of damage per level of the Thief, plus a 5-second Knockdown; all damage is applied to the target's torso.

It will take the Thief 10 seconds to set the projectile trap. The Thief must specify the exact boundaries of the 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 projectile 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. Material component: Yellow flag.

Conceal Self

Range: Self Area: Self Duration: 5 minutes/level
Stacking: LI Misc.: LI, Material Comp. Uses: Level*

This skill allows the Thief to conceal herself. While she is 30 feet or more from another PC or NPC, her concealment is effective at the level of the Thief +3; if a target is within 30 feet of the Thief, the concealment is effective at the level of the Thief. As long as the Thief moves slowly and stays near some sort of shadow or obscuring object (for example, a wall, in the trees, crawling through grass), then she will not be noticed by other creatures. Affected players and NPCs should do their best to ignore the hidden person and continue their actions as they normally would.

A character cannot conceal herself if she is within 10 feet of any other creature. If the character is already concealed and approaches or is approached by someone within 10 feet who is affected by the concealment, then the concealed person must remain motionless or she will be immediately detected. This is an LI skill, and the character must inform anyone who approaches her, "Conceal," followed by the level of effect.

The Thief may not take any offensive actions while in concealment, and may not take any offensive actions for 5 seconds after she becomes unconcealed. This ability cannot be dispelled, but the Thief can be detected with *True Sight* (Magic User 7) or *Enhanced Senses* (Ranger 5).

A concealed person cannot make any fast movements, including invoking abilities, or the concealment will terminate (active struggling while bound is considered movement). A concealed person cannot activate magic items or pre-cast spells, skills, or abilities. *Uses of this skill are cumulative with *Improved Conceal Self* (Thief 8). This is an LI skill. Material component: Yellow flag.

Disarm Trap – Mechanical

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

With this skill the Thief can disarm a mechanical trap. The thief must be aware of the trap either by direct observation or use of *Sense Traps* (Thief 2, Ranger 3). *Uses of this skill are cumulative with *Disarm Trap – Magical* (Thief 9).

Obscure Class

Range: Self Area: Self Duration: 5 minutes/level
Stacking: NA Misc.: NA Uses: ½ Level

With this skill the Thief can obscure her class from someone using the *Know Class* (Thief 4) skill. The Thief must select an alternative class to be projected by this skill; this choice will remain in effect for the duration of the skill.

Sharpen Daggers +2

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

A Thief using this skill can improve the damage caused by 5 thrown weapons. Each thrown weapon will cause 2 additional points 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 +1* (Thief 2) and *Sharpen Daggers +3* (Thief 8).

Thief's Edge

Range: Touch Area: 1 Weapon Duration: Next successful weapon strike
Stacking: Damage Misc.: NA Uses: Level

The Thief can apply an extreme edge to one melee weapon used by the Thief, which will cause 1 additional point of damage per level of the Thief on her next successful strike with the weapon. The damage must be called out immediately following the next successful weapon strike. If the strike misses or is blocked, the edge is not used; if the weapon strike is countered by the use of *Dodge Blow* (Fighter 7, Thief 7) or *Evade* (Movement Monk 7), the edge is expended. *Thief's Edge* will last until the next successful weapon strike or one game day, whichever comes first.

Level 6

(Default Invocation Time = 0 seconds)

+2 LI vs. Concealment

Range: 30 feet

Area: Self

Duration: Permanent

Stacking: LI

Misc.: NA

Uses: No Limit

The Thief can detect concealed objects or persons at her level +2. This skill is always in effect.



Bargain

Range: Self

Area: Self

Duration: Instantaneous

Stacking: NA

Misc.: NA

Uses: ½ Level

By using this skill the thief can reduce the price of any one purchase (not necessarily one item) by 10% (round up). When the Thief pays for the item(s), she must inform the other party in the transaction that she is using the *Bargain* skill, and the price will be appropriately lowered. This skill cannot be used more than once on a purchase. A *Bargain* may not be countered by use of another *Bargain*.

Bypass Glyph

Range: Self

Area: Self

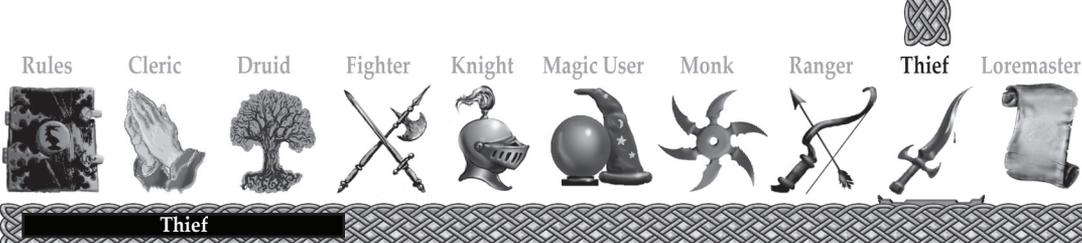
Duration: Special

Stacking: NA

Misc.: LI

Uses: Level

This skill allows the Thief to bypass glyphs of her level or less, but only if she knows the name of the glyph to be bypassed. No invocation is required; however, the Thief must state the name of the glyph prior to touching the item or entering the area protected by the glyph and then touch the glyph within one minute. This must be done each time the protected item or area is touched, passed, or entered. If the name stated by the Thief is incorrect, the glyph will discharge immediately. If the Thief fails to touch the glyph within one minute, then the glyph will go off normally if the Thief is still interacting with the protected area or item. The glyph can still be triggered normally by any other creature, even during the Thief's 1-minute grace period. This is an LI skill.



Disguise

Range: Self Area: Self Duration: 5 minutes/level
 Stacking: NA Misc.: LI, Material Component Uses: Level

The skill allows the Thief to alter her appearance effectively enough to fool all targets of her level or below. If the Thief only wishes to change her general appearance, no costume changes are required. However, if she wants to look like a beggar, castle guard, or other specific type of individual, then at least a 50% appropriate costume change is required (subject to GM discretion). If the Thief wants to look like a member of a group of people that either dress in distinctive tabards or have unique marks, the Thief must have a similar tabard or mark. For example, if the Thief wanted to look like a member of the Black Dragon Guards, a Black Dragon tabard would be required. The Thief cannot use this skill to disguise herself as another specific individual, such as the King of a particular realm.

If someone questions whether she recognizes the Thief, the Thief must state "*Disguise*" followed by her level. If the level of the person questioning the Thief is equal or lower than the Thief's, the individual will be unable to see through the *Disguise*. Anyone of higher level than the Thief will note only that the Thief is disguised, but will not readily perceive the thief's identity. The Thief must state that the *Disguise* is removed for her exact identity to be revealed. *True Sight* (Magic User 7) penetrates this skill and will not only reveal that the thief is in *Disguise*, but will reveal the identity of the Thief if she is known by the caster. This skill cannot be dispelled by use of *Dispell Magic* (Magic User 4, Cleric 5, Druid 5). This is an LI skill. Material component: Green flag.

Dodge Blow

Range: Self Area: 1 Blow Duration: Instantaneous
 Stacking: NA Misc.: NA Uses: ½ Level

With this skill a Thief can completely dodge any 1 blow from a hand-held weapon attack, with the exceptions of *Backstab* (Thief 1), *Free Strike* (Monk 9), and *Kill Dagger* (Thief 2). Non-damaging blows such as *Numbing Blow* (Knight 9) can also be dodged. If hand-held attacks such as *Electrify* (Magic User 1), *Killing Attack* (Killing Monk 8, Knight 8), or *No Defense Blow* (Knight 6) are dodged, then that spell, ability or skill is still discharged. In addition to attacks from hand-held melee weapons, the abilities *Physical Attack* (Monk 3), *Throw* (Monk 5), and *Sacrifice Throw* (Monk 3) can also be dodged. In order to use this skill the Thief must not be unconscious, held, or otherwise immobilized. The Thief must loudly call out "*Dodge*" when she uses this skill. This skill is an immediate counter.

Forgery

Range: Touch Area: 1 Document Duration: Permanent
 Stacking: NA Misc.: LI Uses: Level

The Thief can create a forgery of an official document such as a letter, seal, or map that she either possesses or has memorized via the *Memory* (Thief 3) skill. The forgery will take 5 minutes to complete and will be effective at the Thief's level; only characters of a higher level than the Thief will recognize the item as a forgery. This skill does not allow the Thief to create counterfeit money. Any counterfeit item must be labeled 'Counterfeit' along with the level of the Thief, preferably on the back of the item. If a Thief counterfeits a document or map, the copy does not have to be erroneous, and all of the information it contains may be correct. This is an LI skill.

Neutralize Poison Potion

Range: Touch Area: 1 Potion Duration: Game Day or until used
 Stacking: NA Misc.: NA Uses: ½ Level*

The Thief can brew a potion that will neutralize all magical and non-magical poisons within the target except Red Death, unless otherwise specified by game design. The potion will take 15 seconds to brew. This potion does not restore lost life points but it does prevent further loss or disability from all neutralized poisons. *Uses of this skill are cumulative with *Improved Neutralize Poison Potion* (Thief 10).

Reduce Lock Type, -2

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 2 levels, 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 E 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 2 levels:

- 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, -1* (Thief 3).

Level 8

(Default Invocation Time = 0 seconds)

+2 LI vs. Disguise

Range: Self Area: Self Duration: Permanent
Stacking: LI Misc.: NA Uses: No Limit

The Thief can detect *Disguise* (Thief 7) at her level +2. This skill is always in effect.

+2 LI vs. Forgery

Range: Self Area: Self Duration: Permanent
Stacking: LI Misc.: NA Uses: No Limit

The Thief can detect a *Forgery* (Thief 7) at her level +2. This skill is always in effect.

Bypass Trap – Magical

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

With this skill the Thief can safely bypass a known magical trap. This skill has no effect on glyphs. Only the Thief may bypass the trap using this skill. *Uses of this skill are cumulative with *Bypass Trap – Mechanical* (Thief 4).

Deception

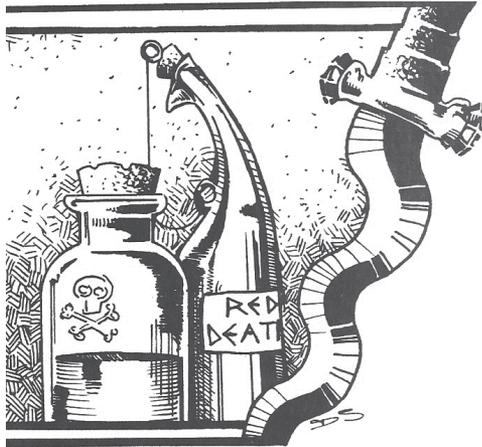
Range: Self Area: Self Duration: 5 minutes/level
Stacking: LI Misc.: NA Uses: ½ Level

When the Thief uses this skill, her LI resistance versus *Truth Force* (Cleric 8, Monk 8) and *Truth Sense* (Thief 4, Spirit Monk 7) is increased by 2 levels.

Disguise Others

Range: 1 inch Area: 1 Target Duration: 5 minutes/level
Stacking: NA Misc.: LI, Material Component Uses: ½ Level

This skill allows the Thief to disguise someone else as per the *Disguise* (Thief 7) skill, effective at the level of the Thief. All of the other restrictions of *Disguise* apply. Material component: Green flag.



Brew Red Death Poison

Range: Touch Area: 1 Weapon Duration: Next successful weapon strike

Stacking: Damage Misc.: NA Uses: 1

With this skill the Thief can brew a Red Death poison and use it to coat one of her hand-held melee weapons. The Thief's next successful strike with the target weapon will inflict Red Death poison on the target, in addition to causing the weapon's melee damage; the Thief must call out "Red Death" and the amount of melee damage after the first successful strike. Only the Thief who brewed the poison may use it, and the Thief can only have one Red Death or venom poison available at a time. If the strike misses or is blocked, the poison is not used; if the weapon strike is countered by the use of *Dodge Blow* (Fighter 7, Thief 7) or *Evade* (Movement Monk 7), the poison is expended but will have no effect. The duration of the poison is until the next successful weapon strike or the end of the game day, whichever comes first.

Improved Neutralize Poison Potion

Range: Touch Area: 1 Potion Duration: Game Day or until used
Stacking: NA Misc.: NA Uses: ½ Level*

The Thief can brew a potion that will neutralize all magical and non-magical poisons within the target, including Red Death, unless otherwise specified by game design. The potion will take 15 seconds to brew. This potion does not restore lost life points but it does prevent further loss or disability from all neutralized poisons. *Uses of this skill are cumulative with *Neutralize Poison Potion* (Thief 7).







Chapter 20: Loremaster

A Loremaster, also known as a team leader or team captain, is an individual who receives a challenge from a Game Designer to assemble a team to play in his game. In addition to the SAS that he receives based on his class and level, each Loremaster has a special ability that may be used once per game day. In the unfortunate situation where the Loremaster dies, the player who assumes leadership of the team is not given this ability. An NPC can use this ability only by game design.

Loremaster Skills

Appendix B provides the details of the Loremaster skill in table form.

Key:

Range: Special = see text for details

Area: Special = see text for details

Innate Skills

(Default Preparation Time = 0 seconds)

Inspire

Range: Special

Area: Special

Duration: 5 minutes or 1 Combat

Stacking: Special

Misc.: NA

Uses: 1 per game day

This ability requires no time to invoke, and can be used as an immediate counter; the Loremaster can invoke this ability regardless of his ability to move or speak. When this ability is used, all members of the Loremaster's team who are within the area of effect will gain a +2 resistance versus LI effects; the area of effect for this ability includes any team member who is within 60 feet of the Loremaster or who can see or hear him from any range. *Inspire* will counter previously cast LI spells or abilities if the affected player's new effective LI resistance is high enough. For example, a 6th level character would only be affected by LI effects of 8th level or greater. Because this ability belongs to the Special stacking group, it can be used in conjunction with similar SAS such as *Battle Fever* (Fighter 3) and *Confidence* (Knight 7). See Chapter 11 for more details regarding stacking.

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). [insert figure like the one in version 6.8, but improved]. 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
Gray	Throwing Dagger or Star
Brown	Rock
Red	Acid
Black	Oil
Black w/Red Tie	Flaming Oil
White	Holy/Unholy Water
Green	<i>Seed of the Elements</i> (Druid 6)
Purple	<i>Physical Attack</i> (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.

Appendix B: Spell, Ability, & Skill Summary Tables

This appendix provides tables of all spells, abilities, & skills (SAS) by class & level. For a detailed description of each SAS, see the following chapters:

- Cleric – Chapter 12
- Druid – Chapter 13
- Fighter – Chapter 14
- Knight – Chapter 15
- Magic User – Chapter 16
- Monk – Chapter 17
- Ranger – Chapter 18
- Thief – Chapter 19
- Loremaster – Chapter 20

Key:

Range: Special = see text for details

Area: __ path = size of path is width x length x height

Area: Special = see text for details

Area: Var. = Variable, see text

Duration: Special = see text for details

Duration: Var. = Variable, see text

Stacking: NONE = ability cannot be stacked with any other effects

Stacking: Var. = Variable, see text

Misc.: KD10 = 10 second Knockdown

Misc.: KD5 = 5 second Knockdown

Misc.: LI = Level Influential

Misc.: Rev. = Reversible

Misc.: Uses = this skill has a limited number of uses per day, but no cost

Cost: * = see text for details

Cost: LI = 1 spell or ability point for 2 levels of effectiveness, up to character's level

Cost: Var. = Variable, see text

Uses: * = Total uses are shared between "like" skills

Uses: * = Total uses are shared between "like" skills

Uses: ½ Level = equal to half the level of the character, rounded up

Uses: Level = equal to the level of the character

Uses: Special = see details in text

Cleric Spells

Name	Range	Area	Duration	Stacking Category	Misc.	Cost
<i>Innate Skills</i>						
Detect Good/Evil	Self	3'x10'x10' path	30 seconds	-	-	0
Identify Undead	30 feet	1 Target	Instantaneous	-	-	0
Turn Undead	30 feet	2 Targets	1 minute	-	-	0
<i>Level 1</i>						
Enhance	30 feet	10 Targets	1 Combat	Damage	-	1
Haven	1 inch	1 Target	5 minutes/level	LI	LI, Material Component	LI
Heal	1 inch	1 Target	Instantaneous	-	-	Var.
Religion Lore	Self	1 Religion	Instantaneous	-	-	1*
Repulse Good/Neutral/Evil	1 inch	1 Target	5 minutes/level	-	LI, Material Component	LI
Reveal Magic	Self	30 foot radius ½ circle, 10' high	Instantaneous	-	-	1
Reveal Supernatural Creatures	Self	30 foot radius ½ circle, 10' high	Instantaneous	-	-	1
Simon's Spell	15 feet	1 Target	5 minutes	-	LI	LI
<i>Level 2</i>						
Additional Armor and Damage vs. Supernatural	Self	Self	1 Combat	Damage	Material Component	Var.
Bump of Direction	Plane	1 Target	Instantaneous	-	-	2
Create Holy Water	1 inch	6 Vials	Instantaneous	-	Material Component	2
Foresee	Self	1 Question	Instantaneous	-	-	Var.
Freeze Disease	1 inch	1 Target	30 minutes	-	-	2
Freeze Poison	1 inch	1 Target	30 minutes	-	-	2
God's/Goddess's Boon	1 inch	Var.	Instantaneous	-	-	2
Know Religion	30 feet	1 Target	Instantaneous	-	-	2*
Supernatural Wathit	30 feet	1 Target	Instantaneous	-	-	2
<i>Level 3</i>						
Blessed Bolt	50 feet	1 Target	Instantaneous	-	-	3
Diagnose	1 inch	1 Target	Instantaneous	-	-	3
Elemental Protection	1 inch	1 Target	5 minutes/level	Damage	Material Component	Var.
God's/Goddess's Favor	Self	Self	5 minutes/level	LI, Damage	-	3
Know Aura	30 feet	1 Target	Instantaneous	-	-	3
Physical Protection	Self	Special	5 minutes/level	-	Material Component	3
Remove Curse	1 inch	1 Curse	Instantaneous	-	LI	LI
Reveal Curse	Self	30 foot radius ½ circle, 10' high	Instantaneous	-	-	3
Reveal Glyph	Self	30 foot radius ½ circle, 10' high	Instantaneous	-	-	3
Sanctify	15 feet	Var.	1 Combat	-	-	3
Scry Glyph	50 feet	1 Glyph	Instantaneous	-	-	3

Name	Range	Area	Duration	Stacking Category	Misc.	Cost
Level 4						
Ashes to Ashes	30 feet	1 Target	Instantaneous	-	-	4
Bypass Glyph	Self	Self	Special	-	LI	0
Control Undead	30 feet	5 foot radius	5 minutes/level	-	LI	LI
Create Glyph	1 inch	Special	Game Day or until triggered	-	Material Component	Var.
Exuberate	30 feet	10 Targets	1 Combat	Damage	-	4
Neutralize Disease	1 inch	1 Target	Instantaneous	-	-	4
Neutralize Poison	1 inch	1 Target	Instantaneous	-	-	4
Pain Strike	30 feet	1 Target	1 Combat	Damage	-	Var.
Remove Glyph	1 inch	1 Glyph	Instantaneous	-	LI	LI
Level 5						
Converse	10 feet	10 Targets	5 minutes/level	-	-	5
Cure Serious Wounds	1 inch	1 Target	Instantaneous	-	-	Var.
Dispel Magic	30 feet	1 Spell	Instantaneous	-	LI	LI
Spell Point Transfer	1 inch	2 Targets	Instantaneous	-	-	Var.
Wrath	50 feet	1 Target	Game Day or until used	-	-	5
Level 6						
Animate Dead	1 inch	1 Target	Special	-	LI	6
Disrupt	50 feet	5 foot radius	Instantaneous	-	-	6
God's/Goddess's Hammer	50 feet	5 foot radius	Instantaneous	-	KD5	6
Life Spark	1 inch	1 Target	Instantaneous	-	-	6
Mute	30 feet	1 Target	5 minutes	-	LI	LI
Speak with Dead	1 inch	1 Target	Special	-	-	Var.
Stasis	30 feet	1 Target	30 minutes	-	-	6
Level 7						
Blessed Arrow	1 inch	1 Arrow	Game Day or until used	Damage	-	7
Cleanse	1 inch	1 Target	Instantaneous	-	LI	7
Exhort	30 feet	10 Targets	1 Combat	Damage	-	7
God's/Goddess's Shadow	Self	Self	5 minutes/level	LI, Damage	-	7
Hold Being	30 feet	1 Target	5 minutes	-	LI	LI
Invoke	1 inch	1 Target	5 minutes/level	Var.	-	7
Life Enhancement	1 inch	1 Target	Game Day	Damage	-	7
Ranged Heal	30 feet	1 Target	Instantaneous	-	-	Var.
Level 8						
Commune	Self	Self	1 Question	-	-	8
Group Haven	1 inch	5 foot radius	5 minutes/level	-	LI, Material Component	LI
Regenerate	1 inch	1 Target	Game Day or until used	-	-	8
Truth Force	5 feet	1 Target	5 minutes	-	LI	LI
Level 9						
Killing Attack vs. Supernatural Creature	50 feet	1 Target	Instantaneous	-	-	9
Purify	1 inch	1 Target	Instantaneous	-	LI	9
Regenerate Limb	1 inch	1 Target	Special	-	-	9
Restore Permanent Life/ Spell Point	1 inch	1 Target	Instantaneous	-	-	9
Level 10						
Awe	30 feet	5 foot radius	Var.	-	LI	LI
Exalt	30 feet	10 Targets	1 Combat	Damage	-	10
Raise Dead	1 inch	1 Target	Instantaneous	-	-	10

* = see text for details

Druid Spells

Name	Range	Area	Duration	Stacking Category	Misc.	Cost
<i>Innate Skills</i>						
Animal Pact	Self	Self	Permanent	-	-	0
Heal Plant/Animal	1 inch	1 Target	Instantaneous	-	-	0
Identify Plant/Animal	1 inch	1 Target	Instantaneous	-	-	0
Identify Pure Water	1 inch	1 Target	Instantaneous	-	-	0
Speak With Plant/Animal	Self	Self	Unlimited	-	-	0
<i>Level 1</i>						
Animal Tamer	30 feet	1 Target	10 minutes	-	-	1
Camp Fire	30 feet	1 foot radius	5 minutes/level	-	Rev.	1
Celtic Fist	Touch	1 Weapon	1 Combat	Damage	-	1
Clinging Vine	15 feet	5 foot radius	5 minutes	-	LI	LI
Faery Lights	Self	Special	30 minutes	-	Material Component	1
Heal	1 inch	1 Target	Instantaneous	-	-	Var.
Reveal Magic	Self	30 foot radius ½ circle, 10' high	Instantaneous	-	-	1
Spring Water	1 inch	5 Gallons	Instantaneous	-	-	1
<i>Level 2</i>						
Enthrall	15 feet	1 Target	5 minutes/level	-	LI	LI
Flare	50 feet	1 Target	30 minutes or until thrown	-	-	Var.
Know Plant	30 feet	1 Target	Instantaneous	-	-	2
Rhino Hide	Self	Self	1 Combat	Damage	Material Component	2
Warp	30 feet	Special	Instantaneous	-	Rev.	2
<i>Level 3</i>						
Animal Mind	30 feet	1 Target	5 minutes	-	LI	LI
Elemental Arrow	1 inch	1 Arrow	Game Day or until used	Damage	-	3
Elemental Damage	1 inch	1 Weapon	1 Combat	Damage	-	Var.
Elemental Protection	1 inch	1 Target	5 minutes/level	Damage	Material Component	Var.
Insect Bane	1 inch	1 Target	5 minutes/level	-	-	3
Insect Strike	30 feet	1 Target	5 minutes	-	LI	LI
Plant Attack	30 feet	1 Target	5 minutes	-	LI	Var.
Preserve Plant	1 inch	Special	Game Day	-	-	3
<i>Level 4</i>						
Elemental Strike	50 feet	1 Target	Instantaneous	-	KD5	Var.
Gale	50 feet	5 foot radius	Instantaneous	-	KD5	4
Neutralize Poison	1 inch	1 Target	Instantaneous	-	-	4
Treeshift	Self	Self	5 minutes	-	Material Component	4
<i>Level 5</i>						
Blood Heat	30 feet	1 Target	5 minutes	Damage	-	5
Dispel Magic	30 feet	1 Spell	Instantaneous	-	LI	LI
Earth Slap	Self	Self	5 minutes/level	-	KD5, Material Component	5
Elephant Hide	Self	Self	1 Combat	Damage	Material Component	5
Plant Seek	Special	Special	Var.	Var.	-	5

Name	Range	Area	Duration	Stacking Category	Misc.	Cost
Level 6						
Cure Serious Wounds	1 inch	1 Target	Instantaneous	-	-	Var.
Earth Calming	30 feet	1 Target	5 minutes/level	-	-	6
Mist Bridge	1 inch	2'x30' path	5 minutes	-	-	6
Rock to Mud	30 feet	Special	5 minutes/level	-	-	6
Seeds of the Elements	Special	Special	Game Day or until used	-	KD 5, Material Component	6
Shadows of Concealment	1 inch	1 Target	5 minutes/level	LI	LI, Material Component	LI
Speak to Winds	100 feet	Special	5 minutes	-	-	6
Level 7						
Dust Storm	30 feet	5 foot radius	5 minutes	-	Rev.	7
Mist Servant	30 feet	1 Servant	5 minutes	-	-	7
Level 8						
Aspect of the Beasts	Self	Self	5 minutes or 1 Combat	Var.	-	8
Dragon Hide	Self	Self	1 Combat	Damage	Material Component	8
Flower of Avalon	Special	Special	Special	-	-	8
Lightbeam	50 feet	1 Target	Instantaneous	-	-	8
Level 9						
Aspect of the Elements	Self	Self	5 minutes or 1 Combat	Var.	Material Component	9
Elemental Fury	50 feet	10 foot radius	Instantaneous	-	KD10	9
Level 10						
Earth Healing	Self	Self	Instantaneous	-	-	10
Summon Storm	Self	Self	5 minutes or 1 Combat	Time	-	10

Fighter Skills

Name	Range	Area	Duration	Stacking Category	Misc.	Uses
Level 1						
Battle Fever: Additional Life Points	Self	Self	5 minutes or 1 Combat	Damage	-	½ Level, minimum of 2*
Battlefield Lore	Self	1 Battlefield	Instantaneous	-	-	½ Level, minimum of 2
Fighter's Recovery	Self	Self	Game Day or until used	-	-	Special*
Gauge Non-Magical Weapons and Armor	Touch	1 Target	Instantaneous	-	-	No Limit
Gauge Opponent – Base Armor	30 feet	1 Target	Instantaneous	-	-	Level, minimum of 2
Level 2						
Blade Sharp +1	Touch	1 Weapon	1 Combat	Damage	-	Level*
Gauge Opponent – Base Damage	30 feet	1 Target	Instantaneous	-	-	Level
Repair Shields and Leather Armor	Touch	1 Item	Instantaneous	-	-	½ Level, minimum of 2*

Name	Range	Area	Duration	Stacking Category	Misc.	Uses
Level 3						
Battle Fever: +2 vs. LI	Self	Self	5 minutes or 1 Combat	Damage & LI	-	½ Level*
Gauge Magical Weapons and Armor	Touch	1 Target	Instantaneous	-	-	No Limit
Weapons Instructor	5 feet	1 Target	Instantaneous	-	-	Level
Level 4						
Base Proficiency with Two Weapons	Self	Self	Permanent	BASE	-	No Limit
Bind Weapon	Melee Strike	1 Target	5 seconds	-	LI	½ Level
Gauge Opponent – Total Armor	30 feet	1 Target	Instantaneous	-	-	Level
Fighter’s Recovery in Combat	Self	Self	Instantaneous	-	-	Special*
Repair Chain Mail	Touch	1 Item	Instantaneous	-	-	½ Level*
Level 5						
Additional Point of Armor (Base)	Self	Self	Permanent	BASE	-	No Limit
Battle Fever: Additional Limb Points	Self	Self	5 minutes or 1 Combat	Damage & LI	-	½ Level*
Blade Sharp +2	Touch	1 Weapon	1 Combat	Damage	-	Level*
Disengage	5 feet	1 Target	15 seconds	-	LI	½ Level
Gauge Opponent – Total Damage	30 feet	1 Target	Instantaneous	-	-	Level
Level 6						
Battle Focus	Self	1 Skill	Game Day or until used	LI	-	½ Level
Disarm	Melee Strike	1 Target	Instantaneous	-	LI	½ Level
Level 7						
Battle Fever: Magical Damage	Self	Self	5 minutes or 1 Combat	Damage & LI	-	½ Level*
Dodge Blow	Self	1 Blow	Instantaneous	-	-	½ Level
Repair Plate	Touch	1 Item	Instantaneous	-	-	½ Level*
Level 8						
Blade Sharp +3	Touch	1 Weapon	1 Combat	Damage	-	Level*
Fighter’s Blow	Melee Strike	1 Limb	Instantaneous	-	-	½ Level
Level 9						
Battle Fever: Limited Knockdown Immunity	Self	Self	5 minutes or 1 Combat	Damage & LI	-	½ Level*
Weapon Shatter	Melee Strike	1 Weapon	Instantaneous	-	-	½ Level
Level 10						
Extreme Blade Sharp	Touch	1 Weapon	1 Combat	Damage	-	Special*
Knock Out Blow	Self	1 Target	5 minutes/level	-	LI	½ Level

* = see text for details

Knight Abilities

Name	Range	Area	Duration	Stacking Category	Misc.	Cost
<i>Innate Skills</i>						
Immunity to Non-Magical Disease	Self	Self	Permanent	-	-	0
+0 Magical Weapon	Self	1 Weapon	Permanent	Special	-	0
<i>Level 1</i>						
Heal	1 inch	1 Target	Instantaneous	-	-	Var.
Heraldic Lore	Self	1 Target	Instantaneous	-	-	1*
Identify Supernatural Creature	30 feet	1 Target	Instantaneous	-	-	1
Reveal Supernatural Creatures	Self	30 foot radius ½ circle, 10' high	Instantaneous	-	-	1
Strength I	Self	Self	5 minutes or 1 Combat	LI	-	1
<i>Level 2</i>						
Additional Damage	Self	Self	5 minutes or 1 Combat	Damage	-	Var.
Chain Mail	Self	1 Suit of Armor	Permanent	Special	-	0
Supernatural Wathit	30 feet	1 Target	Instantaneous	-	-	2
<i>Level 3</i>						
+1 Magical Weapon	Self	1 Weapon	Permanent	Special	-	0
+1 vs. LI Effects	Self	Self	Special	LI	-	3
Immunity to Fear	Self	Self	5 minutes or 1 Combat	-	-	3
<i>Level 4</i>						
Additional Damage vs. Supernatural Creatures	Self	Self	5 minutes or 1 Combat	Damage	-	Var.
Immunity to Magical Disease	Self	Self	Permanent	-	-	0
Neutralize Non-Magical Disease	1 inch	1 Target	Instantaneous	-	-	4
Strength II	Self	Self	5 minutes or 1 Combat	LI	-	2
<i>Level 5</i>						
+2 Magical Weapon	Self	1 Weapon	Permanent	Special	-	0
Avenging Blow	Melee Strike	1 Target	Instantaneous	Damage	-	Var.
Dispel Fear	30 feet	1 Target	Instantaneous	-	-	5
Group Immunity to Fear	30 feet	10 Targets	1 Combat	-	-	5
Resist Pain	Self	1 Limb	1 Combat	Damage	-	5
<i>Level 6</i>						
+2 vs. LI Effects	Self	Self	Special	LI	-	6
Neutralize Magical or Supernatural Disease	1 inch	1 Target	Instantaneous	-	-	6
No Defense Blow	Melee Strike	1 Target	Instantaneous	NONE	-	6
Plate Mail	Self	1 Suit of Armor	Permanent	Special	-	0
<i>Level 7</i>						
+3 Magical Weapon	Self	1 Weapon	Permanent	Special	-	0
Confidence	30 feet	10 Targets	1 Combat	LI	-	7
Resist Death	Self	Self	5 minutes or 1 Combat	Damage	-	7
Strength III	Self	Self	5 minutes or 1 Combat	LI	-	3

Name	Range	Area	Duration	Stacking Category	Misc.	Cost
<i>Level 8</i>						
Improved Immunity to Fear	Self	Self	Permanent	-	-	0
Killing Attack vs. Supernatural Creature	Melee Strike	1 Target	Instantaneous	-	-	8
Nullify Life Point Drain from Supernatural Creature	1 inch	1 Target	Instantaneous	-	-	8
<i>Level 9</i>						
Immunity to Enthral	Self	Self	Permanent	-	-	0
Nullify Level Drain	1 inch	1 Target	Instantaneous	-	-	9
Numbing Blow	Melee Strike	1 Target	1 minute	-	LI	LI
<i>Level 10</i>						
Attuned Magical Weapon	Self	1 Weapon	Permanent	Special	-	0
Death Commitment	Self	Self	Special	-	-	10
Strength IV	Self	Self	5 minutes or 1 Combat	LI	-	4

* = see text for details

Magic User Spells

Name	Range	Area	Duration	Stacking Category	Misc.	Cost
<i>Innate Skills</i>						
Detect Magic	Self	3'x10'x10' path	30 seconds	-	-	0
<i>Level 1</i>						
Branding	30 feet	1 Target	Special	-	-	1
Crash Time	15 feet	5 foot radius	5 minutes/level	-	LI	LI
Dead Eye	50 feet	1 Target	Instantaneous	-	-	Var.
Defense	Self	Self	1 Combat	Damage	Material Component	Var.
Electrify	Self	Special	Game Day or until used	Damage	Material Component	Var.
Enthral	15 feet	1 Target	5 minutes/level	-	LI	LI
Lock	1 inch	1 Target	Game Day	-	Rev.	Var.
Mend	1 inch	1 Target	Instantaneous	-	-	1
Read Language	Self	Self	5 minutes/level	-	-	1
Reveal Magic	Self	30 foot radius ½ circle, 10' high	Instantaneous	-	-	1
Savvy	1 inch	1 Target	Instantaneous	-	-	1
Speak Easy	Self	Self	5 minutes/level	-	-	1
<i>Level 2</i>						
Awaken	30 feet	5 foot radius	Instantaneous	-	-	2
Fog Brain	30 feet	1 Target	Instantaneous	-	LI, Rev.	LI
Know Aura	30 feet	1 Target	Instantaneous	-	-	2
Mage's Script	Self	1 Target	Special	-	-	2
Message	100 feet	1 Target	Instantaneous	-	-	2
Spook	15 feet	1 Target	30 seconds	-	LI	LI
Strong Arm	1 inch	1 Target	1 Combat	Damage	-	Var.
<i>Level 3</i>						
Bloodhound	50 feet	1 Target	Instantaneous	-	-	3
Confusion	30 feet	1 Target	5 minutes	-	LI	LI

Name	Range	Area	Duration	Stacking Category	Misc.	Cost
Create Scroll	Touch	1 Scroll	Game Day or until used	-	Material Component	Var.
Dropsy	30 feet	1 Target	Special	-	-	3
LI Enhancement +1	Self	1 Spell	Game Day or until used	LI	-	3
Weakness	30 feet	1 Target	5 minutes/level	-	LI	LI
Level 4						
Dispel Magic	30 feet	1 Spell	Instantaneous	-	LI	LI
Fire/Ice/Lightning Strike	50 feet	1 Target	Instantaneous	-	KD5	Var.
Phase Out	Self	Self	5 minutes	-	Material Component	4
Spell Defense	Self	Self	5 minutes/level	Damage	Material Component	4
Level 5						
Fire Trap	1 inch	Special	Special	-	Material Component	5
Fire/Ice/Lightning Ball	50 feet	5 foot radius	Instantaneous	-	KD5	Var.
Mental Signal	Self	Special	Game Day or until used	-	-	5
Missile Protection	Self	Self	1 Combat	Damage	Material Component	5
Tracer	1 inch	1 Target	Game Day	-	-	5
Level 6						
Acuity	1 inch	1 Target	Instantaneous	-	-	6
Concentration	Self	Self	5 minutes/level	Damage	Material Component	6
Enhanced Savvy	1 inch	1 Target	Instantaneous	-	-	Var.
LI Enhancement +2	Self	1 Spell	Game Day or until used	LI	-	6
Spell Negation	Self	Self	Game Day or until used	LI	Material Component	6
Stun	50 feet	1 Target	Instantaneous	-	KD10	6
Telekinesis	30 feet	Special	5 minutes	-	-	6
Level 7						
Autocast	Self	1 Spell	Game Day or until used	Time	-	7
Double Effect	Self	1 Spell	Game Day or until used	Dimension	-	7
Polymorph	30 feet	1 Target	5 minutes	-	LI, Material Component	LI
True Sight	Self	10'x30'x10' path	5 minutes	-	-	7
Level 8						
Petrify	30 feet	1 Target	5 minutes	-	LI, Rev.	LI
Phase 2 Out	1 inch	Self + 1 Target	Special	-	Material Component	8
Spell Absorption	Self	1 Spell	Game Day or until used	Damage	Material Component	8
Level 9						
Bolt	50 feet	1 Target	Instantaneous	-	KD5	9
Wall of Fire/Ice/Lightning	1 inch	1"x30'x15' of wall	5 minutes	-	Material Component	Var.
Level 10						
Blast	50 feet	5 foot radius	Instantaneous	-	KD5	10
Killing Attack	50 feet	1 Target	Instantaneous	-	-	10
LI Extension	Self	1 Spell	Game Day or until used	Dimension	-	10

Monk Abilities

Name	Range	Area	Duration	Stacking Category	Misc.	Cost
<i>Innate Skills</i>						
Sense Magic Item	1 inch	1 Target	Instantaneous	-	-	0
Timing	Self	Self	1 hour	-	-	0
<i>Level 1</i>						
Blocking	Self	Self	1 Combat	Damage	-	Var.
Heal Self	Self	Self	Instantaneous	-	-	Var.
Legend Lore	Self	1 Target	Instantaneous	-	-	1*
<i>Level 2</i>						
Diagnose Self	Self	Self	Instantaneous	-	-	2
Escape Bonds	Self	Self	Instantaneous	-	-	2
Leap	Special	Self	Instantaneous	-	-	2
Savvy	1 inch	1 Target	Instantaneous	-	-	2
<i>Level 3</i>						
Additional Armor vs. Area Effect Attacks	Self	Self	Unlimited	BASE	-	0
Death Feint	Self	Self	5 minutes	-	-	3
Major Lore	Self	1 Target	Instantaneous	-	-	3
Physical Attack	10 feet	1 Target	Instantaneous	Damage	Material Component	Var.
Sacrifice Throw	10 feet	Self + 1 Target	Instantaneous	-	KD5	3
Safe Fall	Self	Self	Instantaneous	-	-	3
<i>Level 4</i>						
Ki'ai	50 feet	1 Target	Instantaneous	-	KD5	4
Kip	Self	Self	Instantaneous	-	-	4
Neutralize Non-Magical Disease	Self	Self	Instantaneous	-	-	4
Neutralize Poison	Self	Self	Instantaneous	-	-	4
Sense I	Self	Self	Game Day or until used	Damage	-	4
<i>Level 5</i>						
Balance	Self	Self	5 minutes	-	-	5
Elemental Protection	Self	Self	5 minutes/level	Damage	Material Component	Var.
Missile Protection	Self	Self	1 Combat	Damage	Material Component	5
Move Without Tracks	Self	Self	5 minutes/level	-	-	5
Throw	10 feet	1 Target	Instantaneous	-	KD5	5
<i>Level 6</i>						
Acuity	Self	Self	Instantaneous	-	-	6
Sense II	Self	Self	Game Day or until used	-	-	6
Specialization	Self	Self	Permanent	-	-	0
[Killing Monk] Base Proficiency with Two Weapons	Self	Self	Permanent	BASE	-	0
[Killing Monk] Improved Physical Attack	Self	Self	Permanent	BASE	-	0
[Movement Monk] Improved Balance	Self	Self	Permanent	-	-	0
[Movement Monk] Improved Kip	Self	Self	Permanent	-	-	0
[Movement Monk] Improved Leap	Self	Self	Permanent	-	-	0
[Movement Monk] Sweep	Self	5 foot radius	Game Day or until used	-	KD5	6

Name	Range	Area	Duration	Stacking Category	Misc.	Cost
[Spirit Monk] Improved Bindings	1 inch	1 Target	Instantaneous	-	Material Component, Uses	0
[Spirit Monk] Improved Heal Self	Self	Self	Instantaneous	-	-	Var.
[Spirit Monk] Improved Sense I	Self	Self	Permanent	-	-	0
[Spirit Monk] Improved Sense II	Self	Self	Permanent	-	-	0
[Spirit Monk] Shiatsu I	1 inch	1 Target	Instantaneous	-	Uses	0
Level 7						
Speed	Self	Self	15 seconds	-	Material Component	7
Walk on Liquids	Self	Self	5 minutes	-	-	7
[Killing Monk] Brew Venom Poison	Touch	1 Weapon	Next successful weapon strike	Damage	-	7
[Killing Monk] Delay	Self	Self	Special	-	-	7
[Movement Monk] Evade	Self	1 Attack	Instantaneous	-	-	7
[Movement Monk] Improved Speed	Self	Self	Permanent	-	-	0
[Spirit Monk] +1 vs. LI Effects	Self	Self	Permanent	BASE	-	0
[Spirit Monk] Death Memory	1 inch	1 Target	Instantaneous	-	-	7
[Spirit Monk] Life Spark	1 inch	1 Target	Instantaneous	-	-	7
[Spirit Monk] Truth Sense	30 feet	1 Target	10 minutes	-	LI	LI
Level 8						
Perceive Illusion	Self	10'x30'x10' path	5 minutes/level	-	-	8
Truth Force	5 feet	1 Target	5 minutes	-	LI	LI
[Killing Monk] Killing Attack	Melee Strike	1 Target	Instantaneous	-	-	8
[Movement Monk] Additional Point of Armor (Base)	Self	Self	Permanent	BASE	-	0
[Spirit Monk] Life Support	Self	Self	Instantaneous	-	-	8
[Spirit Monk] Personal Augury	Self	1 Question	Instantaneous	-	-	8
Level 9						
Free Strike	Special	1 Target	2 seconds	-	LI	LI
[Killing Monk] Nerve Strike	Melee Strike	1 Target	Instantaneous	Damage	KD10	9
[Movement Monk] Improved Additional Armor vs. Area Effect Attacks	Self	Self	Permanent	BASE	-	0
[Spirit Monk] +2 vs. LI Effects	Self	Self	Permanent	BASE	-	0
[Spirit Monk] Shiatsu II	1 inch	1 Target	30 minutes	-	Uses	0
Level 10						
Death Commitment	Self	Self	Special	-	-	10
[Killing Monk] Brew Red Death Poison	Touch	1 Weapon	Next successful weapon strike	Damage	-	10
[Movement Monk] Immunity to Knockdowns	Self	Self	1 Combat	-	-	10
[Spirit Monk] Immunity to Poison	Self	Self	5 minutes or 1 Combat	-	-	10
[Spirit Monk] Precognition	Self	Self	Instantaneous	-	-	10

* = see text for details

Ranger Abilities

Name	Range	Area	Duration	Stacking Category	Misc.	Cost
Innate Skills						
Gauge Non-Magical Missile Weapon	Touch	1 Target	Instantaneous	-	-	0
Sense Potion Type	1 inch	1 Target	Instantaneous	-	-	0
Tracking	Self	Unlimited	Unlimited	-	-	0
Level 1						
Find Water	Self	Self	10 minutes	-	-	1
Gather Food	Self	Special	Special	-	-	1
Healing Potion	Touch	1 Potion	Game Day or until used	-	-	Var.
Identify Potion	1 inch	1 Potion	Instantaneous	-	-	1
Nature Lore	Self	Special	Instantaneous	-	-	1*
Sense Poison	1 inch	1 Target	Instantaneous	-	-	1
Speak with Animals	Self	Special	10 minutes	-	-	1
Level 2						
Hone Arrows +1	Touch	5 Arrows	Game Day or until used	Damage	-	2
Make Arrows	Self	5 Arrows	Game Day or until used	-	-	2
Penetrating Arrow	Self	1 Arrow	Instantaneous	Damage	-	2
Provide Shelter	Special	5 foot radius	10 minutes/level	-	-	2
Level 3						
Animal Tamer	30 feet	1 Target	10 minutes	-	-	3
Move Without Tracks	Self	Self	5 minutes/level	-	-	3
Perceive Illusionary Terrain	Self	10'x30'x10' path	10 minutes	-	-	3
Sense Traps	Self	3'x10'x10' path	10 minutes	-	-	3
Target Arrow	Self	1 Arrow	Instantaneous	Dimension	-	3
Level 4						
Animal Pact	Self	Self	Permanent	-	-	0
Gauge Magical Missile Weapon	Touch	1 Target	Instantaneous	-	-	0
Hone Arrows +2	Touch	5 Arrows	Game Day or until used	Damage	-	4
Investigate Habitation	30 feet	Special	Instantaneous	-	-	0
Knockdown Arrow	Self	1 Arrow	Instantaneous	Damage	KD5	4
Neutralize Non-Magical Disease Potion	Touch	1 Potion	Game Day or until used	-	-	4
Neutralize Poison Potion	Touch	1 Potion	Game Day or until used	-	-	4
Wathit	30 feet	1 Target	Instantaneous	-	-	Var.
Level 5						
Arrow of Slaying	Self	1 Arrow	Instantaneous	Damage	-	Var.
Enhanced Senses	Self	30 foot radius	10 minutes	-	-	5
Long Arrow	Self	1 Arrow	Instantaneous	Dimension	-	5
Ranger's Guardian	Special	130 foot radius	2 hours	-	-	5
Level 6						
Conceal Self	Self	Self	5 minutes/level	LI	LI, Material Component	LI
Ranger Herbs	Touch	1 Herb or Root	Game Day or until used	Var.	-	6

Name	Range	Area	Duration	Stacking Category	Misc.	Cost
<i>Level 7</i>						
Githar's Arrow	Self	1 Arrow	Instantaneous	-	LI	LI
Group Concealment	Special	5 foot radius	5 minutes/level	LI	LI, Material Component	7
Group Move Without Tracks	Special	10 foot radius	5 minutes/level	-	-	7
Hone Arrows +3	Touch	5 Arrows	Game Day or until used	Damage	-	7
Stun Arrow	Self	1 Arrow	Instantaneous	-	KD10	7
Track Lore	30 feet	1 Set of Tracks	Instantaneous	-	-	Var.
Tripline	Special	3'x12', 1 Target	Game Day or until triggered	-	KD5, Material Component	Var.
<i>Level 8</i>						
Aspect of the Beasts	Self	Self	5 minutes or 1 Combat	Var.	-	8
Snare	Special	3'x12', 1 Target	Game Day or until triggered	-	LI, KD5, Material Component	LI
<i>Level 9</i>						
Deadfall	Special	3'x12', 1 Target	Game Day or until triggered	-	LI, KD5, Material Component	Var.
Hunting Pursuit	Self	1 Target	Game Day or until terminated	-	-	9
<i>Level 10</i>						
Killing Arrow	Self	1 Arrow	Instantaneous	-	-	10
No Defense Arrow	Self	1 Arrow	Instantaneous	NONE	-	10

* = see text for details



Thief Skills

Name	Range	Area	Duration	Stacking Category	Misc.	Uses
Level 1						
Backstab	Melee Strike	1 Target	Instantaneous	Damage	-	No Limit
Gauge Value of Non-Magical Treasure	1 inch	1 Target	Instantaneous	-	-	No Limit
Pick Locks	Touch	1 Target	Special	-	Material Component	Level per lock, minimum of 2
Sense Poison	1 inch	1 Target	Instantaneous	-	-	No Limit
Thief's Hearing	30 feet	Self	5 minutes	-	-	Level, minimum of 2*
Level 2						
Base Proficiency with Two Weapons	Self	Self	Permanent	BASE	-	No Limit
Gauge Value of Magic Item	1 inch	1 Target	Instantaneous	-	-	No Limit
Kill Dagger	Touch	1 Target	15 minutes	-	LI, Material Component	½ Level, minimum of 2*
People Lore	Self	1 Target	Instantaneous	-	-	½ Level, minimum of 2
Sense Traps	Self	3'x10'x10' path	10 minutes	-	-	Level
Sharpen Daggers +1	Touch	5 Thrown Weapons	Game Day or until used	Damage	-	½ Level, minimum of 2*
Level 3						
Define Trap – Mechanical	Self	1 Target	Instantaneous	-	-	Level*
Escape Bonds	Self	Self	Instantaneous	-	-	½ Level, minimum of 2
Fence Item	Self	1 Item	Instantaneous	-	-	Level
Memory	Self	Self	Instantaneous	-	-	Level
Reduce Lock Type, -1	Touch	1 Target	5 minutes	-	-	Level*
Set Needle Trap	Special	1 Target	Game Day or until triggered	-	Material Component	½ Level*
Tracking	Self	Unlimited	Unlimited	-	-	No Limit
Level 4						
Bypass Trap – Mechanical	Self	1 Target	Instantaneous	-	-	Level*
Distrust	Self	1 Spell	Instantaneous	LI	-	No Limit
Improved Thief's Hearing	30 feet	Special	5 minutes	-	-	Level*
Intuit Code	Self	1 Target	Instantaneous	-	-	½ Level*
Intuit Trap	Self	1 Target	Instantaneous	-	-	Level
Know Class	30 feet	1 Target	Special	-	-	½ Level
Set Projectile Trap	Special	3'x10'x10', 1 Target	Game Day or until triggered	-	KD5, Material Component	½ Level
Thief's Touch	Self	1 Target	Instantaneous	-	-	Level
Truth Sense	30 feet	1 Target	10 minutes	-	LI	½ Level
Level 5						
Climbing	Self	Self	Special	-	-	Level
Conceal Item	Special	1 Item	Game Day	-	LI, Material Component	½ Level
Conceal Self	Self	Self	5 minutes/level	LI	LI, Material Component	Level*
Disarm Trap – Mechanical	1 inch	1 Target	Instantaneous	-	-	Level*
Obscure Class	Self	Self	5 minutes/level	-	-	½ Level
Sharpen Daggers +2	Touch	5 Thrown Weapons	Game Day or until used	Damage	-	½ Level*
Thief's Edge	Touch	1 Weapon	Next successful weapon strike	Damage	-	Level

Name	Range	Area	Duration	Stacking Category	Misc.	Uses
Level 6						
+2 LI vs. Concealment	30 feet	Self	Permanent	LI	-	No Limit
Bargain	Self	Self	Instantaneous	-	-	½ Level
Bypass Glyph	Self	Self	Special	-	LI	Level
Conceal Item on Self	Self	1 Item	Game Day	-	LI, Material Component	Level
Conceal Other	1 inch	1 Target	5 minutes/level	LI	LI, Material Component	Level
Distrust for Others	30 feet	1 Target	Instantaneous	LI	-	Level
Level 7						
Brew Venom Poison	Touch	1 Weapon	Next successful weapon strike	Damage	-	2
Define Trap – Magical	Self	1 Target	Instantaneous	-	-	Level*
Disguise	Self	Self	5 minutes/level	-	LI, Material Component	Level
Dodge Blow	Self	1 Blow	Instantaneous	-	-	½ Level
Forgery	Touch	1 Document	Permanent	-	LI	Level
Neutralize Poison Potion	Touch	1 Potion	Game Day or until used	-	-	½ Level*
Reduce Lock Type, -2	Touch	1 Target	5 minutes	-	-	Level*
Level 8						
+2 LI vs. Disguise	Self	Self	Permanent	LI	-	No Limit
+2 LI vs. Forgery	Self	Self	Permanent	LI	-	No Limit
Bypass Trap - Magical	Self	1 Target	Instantaneous	-	-	Level*
Deception	Self	Self	5 minutes/level	LI	-	½ Level
Disguise Others	1 inch	1 Target	5 minutes/level	-	LI, Material Component	½ Level
Improved Conceal Self	Self	Self	5 minutes/level	LI	LI, Material Component	Level*
Sharpen Daggers +3	Touch	5 Thrown Weapons	Game Day or until used	Damage	-	½ Level*
Level 9						
Apply Kill Dagger to Needle Trap	Touch	1 Trap	Game Day or until triggered	-	-	½ Level*
Disarm Trap – Magical	1 inch	1 Target	Instantaneous	-	-	Level*
Level 10						
Backstab with Knockdown	Melee Strike	1 Target	Instantaneous	Damage	KD5	½ Level
Brew Red Death Poison	Touch	1 Weapon	Next successful weapon strike	Damage	-	1
Improved Neutralize Poison Potion	Touch	1 Potion	Game Day or until used	-	-	½ Level*

* = see text for details

Loremaster Abilities

Name	Range	Area	Duration	Stacking Category	Misc.	Uses
Level 1						
Inspire	Special	Special	5 minutes or 1 Combat	Special	-	1 per game day

Appendix C: Spelled Pronunciation Key for Glyphs

The following key describes the spelled pronunciation method used for each of the glyphs in Chapter 10.

Stress Marks

[**bold type**] indicates the primary stressed syllable, as in news·pa·per [**nooz**-pey-per] and in·for·ma·tion [in-fer-**mey**-shuh n]

Consonants

[b]	boy , baby, rob
[d]	do , ladder, bed
[f]	food, offer, safe
[g]	get , bigger, dog
[h]	happy , ahead
[j]	jump , budget, age
[k]	can, speaker, stick
[l]	let, follow, still
[m]	make , summer, time
[n]	no , dinner, thin
[ng]	singer, think, long
[p]	put , apple, cup
[r]	run, marry, far, store
[s]	sit, city, passing, face
[sh]	she , station, push
[t]	top, better, cat
[ch]	church , watching, nature, witch
[th]	thirsty , nothing, math
[th]	this , mother, breathe
[v]	very, seven, love
[w]	wear , away
[hw]	where , somewhat
[y]	yes, onion
[z]	zoo, easy, buzz
[zh]	measure, television, beige

Vowels

[a]	apple, can, hat
[ey]	aid, hate, day
[ah]	arm, father, aha
[air]	air , careful, wear
[aw]	all, or, talk, lost, saw
[e]	ever, head, get
[ee]	eat, see, need
[eer]	ear, hero, beer
[er]	teacher, afterward, murderer
[i]	it, big, finishes
[ahy]	I , ice, hide, deny
[o]	odd, hot, waffle
[oh]	owe, road, below
[oo]	ooze, food, soup, sue
[oo]	good, book, put
[or]	oar, or, porch
[oi]	oil, choice, toy
[ou]	out, loud, how
[uh]	up, mother, mud
[uh]	about, animal, problem, circus
[ur]	early, bird, stirring

Appendix D: Glossary

Activation	Method of use for some abilities, skills, and magic items
Alignment	The personal psychological or moral bearing of an individual or an item; helpful in determining how a character might react in various situations
Archery Registry Representative (ARR).....	An individual who is responsible for recording the results of Archery Testing, and providing written records of the results to all testers and the Chapter and Society Registries
Archery Safety Representative (ASR)	An individual who is responsible for setting up and running an Archery Test; accuracy of set-up, timing, and safety fall under the purview of this position
Archery Testing	A method that allows a player's real-world archery skills to be reflected in the skills of his characters; each IFGS Chapter decides whether they wish to offer Archery Testing, and whether or not they wish to allow archery test scores to be used in games run by the chapter
Area of effect.....	Size of the area that will be affected by a spell, ability, or skill
Armor.....	Leather armor, chain mail, and plate mail; represented by a 2"x2" square "armor patch" of cloth
Artifact.....	An item of great magical power that is invented by a Game Writer to fulfill a specific purpose; an artifact may be any type of item that the Game Writer chooses and may have powers that violate the standard rules.
Autoactivated Item	An item that does not require meditation time and is automatically invoked when its specified condition, such as a limb reaching 0 life points, occurs
Base	A value, such as hand-held melee damage, that is defined by a character's class and level. A base value does not include any modifications from spells, abilities, skills, or magic items. With the exception of life points, a base can never be altered.
Bonding	When a magic item is recovered during a game, it will bond to the PC who uses it first. After an item has bonded to a PC, the magic item will function for another character only after the original PC dies or after the new owner has had the item in his possession for at least 4 hours of game time.
Carried effect.....	A secondary effect, such as venom poison or Red Death, that is delivered to the target with a melee or missile attack; armor does not protect against a carried effect
Casting.....	Method of use for a spell; also known as incantation
Character Applicable Points (CAP)	Points that are earned by staffing or performing administrative tasks, and that can be used to increase a character's experience point total, increase a character's gold piece total, invoke the Fate Point Option (as described in Chapter 7), or for any number of other uses a Game Writer may place within his game
Combat	Three basic types of combat exist in the IFGS rules system: melee or hand-to-hand combat, which includes fighting with swords, staves, and other hand-held weapons; propelled missile combat, which includes ranged fire from simulated bows and crossbows; and thrown missiles, which are bean bags representing various items and abilities. Combat begins when an action is taken by a PC or NPC with intent to cause damage or ill effects upon another PC or NPC.
Conjuration time	The time required to actually perform some spells, abilities, and skills, which immediately follows the invocation time
Consent Rule.....	Some spells, abilities, and skills require the consent of the target, as stated in their individual descriptions.
Critical hit.....	One of the possible types of hit with a propelled missile weapon; adds 2 points to the base archery damage of the character firing the arrow, and causes a 0-second Knockdown if the arrow penetrates the target's defense. Additionally, critical hits are not stopped by use of a shield.
Down time.....	A mandatory period of out-of-game time that exists in long-duration games; during this time in-game effects are suspended. Down time consists of at least 8 hours during each 24-hour period.
Draft game.....	A game in which the teams are selected by player draft; at the draft, each Loremaster is asked, in a predetermined order, to choose one player at a time for his team

Duration	The length of time that a spell, ability, or skill will remain in effect
Encumbrance	The in-game factors, such as use of armor, which can influence the outcome of pursuit
Experience Points (XP)	One of the rewards you receive for participation in IFGS events, and a reflection of your experience in the IFGS; XP are required for a character to advance in levels.
Fate Point Option	The use of Character Applicable Points to avoid death by invoking Fate
Five-Second Rule.....	5 seconds must pass between each use of a spell, ability, skill, or magic item
Game Aide (GA).....	A person who provides production support to the GP or GD; a GA can have a variety of roles in making the game happen, such as editing the game script, recruiting NPCs, organizing setup of the game course, and building props.
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.
Game Designer (GD)	An individual who acts as both the Game Writer and Game Producer for the same game
Game Master (GM)	The referee that accompanies a team of adventurers through the game and fields all player questions
Game Producer (GP).....	The individual who is responsible for ensuring that the game site, staff, cast, props, players, and budget all come together successfully on game day
Game Writer (GW).....	A person who creates an adventure using the IFGS fantasy rules system in cooperation with a Chapter Sanctioning Committee
Glyph	A powerful magical trap that may be placed upon a rigid object to protect against theft, opening, or entry
Hand-held melee weapon.....	Includes long swords, short swords, great axes, battle axes, hand axes, staves, spears, and other similar weapon types; constructed with foam padding over a lightweight core
Hostile act.....	An action that is taken by a PC or NPC with intent to cause damage or ill effects upon another PC or NPC (this includes magical attacks)
Immediate Counter.....	A spell, ability, or skill that is designed to counteract another attack or spell effect; an Immediate Counter must be called out immediately following the attack or spell effect it is neutralizing
Immutables	Those aspects of a character that can never be permanently changed, under any circumstances by anyone for any reason
Invitational game	A game in which the Loremasters may invite players to form their teams, rather than drafting a team from a pool of players
Invocation.....	Generic method of use for a spell, ability, or skill; encompasses casting, activation, and meditation
Invocation time.....	The length of the verbal invocation, casting, meditation, or activation needed to successfully use a spell, ability, or skill (SAS). All 1 st and 2 nd level SAS have a 5-second invocation time, all 3 rd and 4 th level SAS have a 10-second invocation time, and all SAS 5 th 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.



Knockdown (KD)	Requires the target to come to an immediate stop and fall to the ground. The duration of a KD is usually 5 seconds, but varies for some attack forms. After the duration has expired, the target can get up at any time.
Level Drain.....	A special ability that can be used by an NPC to effectively reduce a target character by one level; A character that is affected by a Level Drain is reduced in all respects including his LI resistance, LI capability, life points, spell or ability points, base damage, and available spells, abilities, and skills
Level Influential (LI)	A type of spell, ability, or skill that affects creatures equal to or below the level of effect
Life points.....	Represent the amount of damage a character can take before he will die; life points are determined by a character's class and level
Limb sever	A blow that is done with the intent to sever a limb; can only be used on an immobilized target out of combat
Line course	A game that consists of set encounters that the players engage in a predetermined order
Lock difficulty.....	Rating that describes the intended physical difficulty of picking the lock; difficulty ratings range from 1-7, with S used for special locks that do not fit the standard lock format
Lock type	Ranges from A to G, and is used to determine how a lock can be opened
Loremaster (LM)	An individual who is challenged by a GP or GD to assemble and lead a team of adventurers into a game
Lycanthrope	A creature that is not normally an animal but that can assume the form of an animal; often, a lycanthrope will only take damage from silver or magical weapons. The affliction is considered a magical disease or curse and can in some cases be transmitted. Lycanthropes are not necessarily evil. Synonym: werebeast.
Magic item.....	A ring, wand, medallion, amulet, scroll, weapon, or any other item or effect that is imbued with beneficial and/or detrimental magical properties; anything that allows a character to perform an SAS or effect not provided by his base class, or that improves or supplements the base class, is considered to be a magic item; this includes innate effects, blessings from deities, and special training, despite the fact that they might have no physical representations.
Magic Item Level Limit (MILL).....	To activate a magic item, a character may not be more than two levels lower than the base level of the spell, ability, or skill contained within the item
Magical damage	Damage caused by a magical weapon, spell, glyph, or other magical source
Marginal hit	One of the possible types of hit with a propelled missile weapon; causes the marginal damage of the character firing the missile. A shield will protect the carrier from marginal hits if it is being interposed between the shield holder and the archer.
Material component.....	A physical representation that is required for use of a spell, ability, or skill; material components include colored flags, fluorescent tape, duct tape, gold representations, and bean bags.
Meditation.....	Method of use for some abilities
Melee.....	Physical, hand-to-hand combat between two or more characters
Mundane	Non-magical
Mundane damage	Damage caused by a non-magical weapon, trap, ability, skill, or other non-magical source
No Defense damage.....	Damage that is taken regardless of armor or magical protection
Non-Player Character (NPC).....	An individual who is acting in one or more of the non-player roles in a game
Non-Sentient.....	In the IFGS, this term is used to describe a plant, animal, or other creature of mundane animal intelligence or less
One-Point Rule	Regardless of the amount of armor or magical protection, a character (except for a character in <i>Concentration</i> (Magic User 6)) always takes a minimum of 1 point of damage from all hand-held melee attacks
One-Shot Item.....	A magic item that is permanently expended after one use
Open Registration game.....	A game in which all characters who want to play may do so, with no limit to the number of players that can participate
Opportunity fire	Use of a propelled missile weapon to aim at a fixed point while waiting for a target to appear

PC Fairness Rule.....	Rule that can be invoked by a PC who has been adversely affected by the action of another PC, either directly or indirectly; invoking this rule will completely negate the effects of the action, and will remove all memories of the action from the characters involved.
Player Character (PC).....	An individual who is playing in a game, often as a member of a team
Propelled missile weapon.....	Includes bows and crossbows; represented by a mock-up weapon that is never actually fired
Pursuit Rule	A safe and playable way to simulate the pursuit of fleeing characters for use in game sites or situations where an open chase may not be viable, such as a public park, difficult terrain, extreme heat, limited physical capability, or a special event with children.
Range	The maximum allowable distance from a character to the target of his SAS or propelled missile fire, or to the center of a defined area of effect
Registry.....	The committee that is responsible for maintaining records of all earned experience and treasure; also, the national database that contains these records
Registry Representative (RR)	An individual who prepares all game experience records for participants before the game starts, and ensures that they are completed at the end of the game
Role-playing.....	Improvisational acting while trying to think, feel, move, and act like another person or creature
Room game	A game that takes place inside or around a single structure
Safety Officer (SO).....	The individual who ensures that a game runs as safely as possible and follows the IFGS guidelines for safety. The SO's duties include checking all weapons before a game to ensure that they meet IFGS standards, responding to medical emergencies, and ensuring that combat sites are as safe as possible.
Sanctioned game	A game that has been reviewed and approved by an official Sanctioning Committee to ensure that it is fair, safe, playable, and consistent with the IFGS rules and philosophy
Sanctioning Committee	A group of IFGS members who are responsible for reviewing games to ensure that they are fair, safe, playable, and consistent with the IFGS rules and philosophy; any IFGS member may join his Chapter's Sanctioning Committee
Scorekeeper (SK)	An individual who assists the GM with keeping track of the players' numbers, such as life points and spell points; the SK also serves as the GM's extra eyes and ears
Sentient	Having a will or intelligence; capable of reason
Stacking	Limits on the number and type of effects a single character may have in effect at any given time
Subdue	A blow that is used to render a character unconscious; can only be used on an immobilized target out of combat
Supernatural creature.....	A creature that is magical or that does not occur naturally; includes undead, lycanthropes, demons, devils, faeries, dragons, unicorns, and many others.
Throat slit	A blow that is done with the intent to dispatch a victim; can only be used on an immobilized target out of combat
Thrown missile weapon.....	Includes throwing daggers and stars, acid, flaming oil, holy and unholy water, rocks, and some spell and ability effects; represented by small bean bags of various colors
Time Stop	A temporary freeze of in-game action which may be called by the GM for any reason, or by any participant for safety reasons; when a time stop is called, all participants should immediately freeze and await instructions from the GM
Treasury Representative (TR).....	An individual who is responsible for collecting and recording game fees from each participant, and for ensuring that each participant has signed a participation waiver
Undead creature.....	A creature that was once living, is no longer living, and is animate; includes skeletons, zombies, ghosts, and liches
Watchdog (WD).....	An individual appointed by the Chapter Sanctioning Committee, who is responsible for ensuring that the game runs as sanctioned; the WD has the sole authority on game day to approve or reject any changes needed to ensure that the game's ratings and flavor remain as sanctioned.
World course.....	A game that allows the players to move around at will, with no predetermined order to the locations the players may visit

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