

Simple 10

Ten Sided Die Based Fantasy Multiplayer Text Only Roleplaying Game

Second Edition, version 2.2 - - Multiclass, 2.2 -

<https://docs.google.com/document/d/16eQifeNljP0vgcQ2XZYFjpR1H9sVKrF6A4XNVhnVN78/edit#>

About This RPG

Simple10 RPG is a simple roleplaying system for creating and playing epic fantasy adventures. This document lays the groundwork for games using the *Simple10* universe and settings inspired by it. We're not trying to reskin another highly-complex RPG system. We just want you to have fun

These are not unbreakable rules. Change the rules as you need for your specific campaigns, and please share any ideas you have!

If you have any questions, comments, or complaints about S10 RPG, please email us at:

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BASICS

Pick race and class, roll a ten-sided die (d10). That's all you need to know!

Characters at a Glance

These are the basic traits of a character in S10 RPG.

Name: Your identity.

Gender: Boy or girl?

Race: Each race has unique racial skills.

Class: Determines which skills you can take. Take a second class to become Multiclass.

Skills: You get 5 points to spend on skills. (3 if you are Multiclass)

Special Talent: Typically a +2 bonus to one skill.

Hits/Wounds: Nonlethal/lethal damage you can take.

Weapon and/or Catalyst: How you attack or cast spells.

Character Traits: Details that make your character unique, like looks, gear, and personality.

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ROLLING

A single 10-sided die (d10) is used to resolve the success of all actions, from negotiating a conversation to landing a blow in combat. If you intend to play on a reasonably fast-paced chan-style imageboard that doesn't have a dice function, you can use the last digit of your post number to simulate dice rolls. If you use post numbers, treat 0 as 10.

Standard Rules

These are the standard rules that every S10 RPG adventure should use. You can adjust it to your liking using the **Optional Rules** provided in the next section, or modify them as you like to fit your campaign and players' needs.

Minimum

Every roll must meet or exceed a minimum value (or Min) to be counted as success. Normally, the minimum is 6+. Changes to circumstances can adjust Min up or down; a difficult task could be 8+, while an easy one might be 3+. Some skills have special effects that require a specific Min. Remember that Min is noted as the minimum value followed by a + plus symbol.

Autocrit

Some skills can autocrit. Any successful roll with an autocrit is treated as a critical success.

Roll Modifiers

In addition to changes to Min, specific skills, talents, and other favorable conditions can add **bonuses** to your roll; for example, a +1 bonus means a roll of 5 is treated as a result of 6. On the flipside, unfavorable conditions like injuries, distractions, and opposing forces can inflict **penalties**, subtracting from your roll. Normally, even if the modifiers change your result into a critical value, criticals occur only if the original unmodified roll landed in critical range (see **Unnatural Crits**). Remember that a bonus or penalty is a + plus or - minus symbol followed by the modifier.

Critical

An unmodified roll of 1 or 10 always incurs a critical result, creating dramatic and extreme changes to your circumstances. Some skills have increased critical range and can score a critical success on 9+, or even score a critical failure on 2-. Some skills have special effects that occur on a critical roll. Normally, criticals can only occur if the original unmodified roll landed in the critical range (see **Unnatural Crits**).

Example rolls and corresponding minimums

	Easy (4+)	Normal (6+)	Difficult (8+)
Roll of 10	Critical Success	Critical Success	Critical Success
9			
8			Minimum for success
7			Failure
6		Minimum for success	
5		Failure	
4	Minimum for success		
3	Failure		
2			
1	Critical Failure	Critical Failure	Critical Failure

Example	Attacking a clumsy target Picking a simple lock Spellcasting without distraction	Attacking evenly matched foes Hiding in lighted areas Spellcasting in combat	Attacking while crippled Hiding on a salt flat in daylight Spellcasting while gagged, bound
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Optional Rules

Game Masters can rebalance their campaigns using these optional rules. GMs can choose to add, remove, or modify them as needed.

Default

Default allows adventure to progress more smoothly with fewer hindrances to the players. By defaulting to the Min value, a player can automatically succeed at a task as though they had rolled the Min value. This should only be used for situations where the PCs are under no duress and are free to work on something for as long as they can (ex: exploring a nonhostile city, crafting an item, picking a lock in a secure location, etc). Players may also choose to default to critical success, but getting these kinds of results should cost them an increased amount of time and resources, and also requires the PCs to be under no duress whatsoever.

Supercrit

GMs can include dramatic effects for certain critical rolls. Roll modifiers applied to a critical roll can amplify the effect of the critical roll beyond what a regular critical roll would incur. Successive critical rolls can also incur amplified effects. Note that these work for both critical successes and failures.

Partial Result

For a more nuanced game, the GM can rule that successes and failures have varying intensities based on their difference to Min. For example, for a Min of 6+ a roll of 6 would mean only a partial success that had very poor results, while a roll of 8 would be a solid success; in the same situation, a roll of 5 would incur a partial failure that still accomplishes the goal at a bare minimum, a roll of 4 is a straight failure, and a 2 would be an abysmal failure without being critical to the point of backfiring on the PCs.

Unnatural Crit

Unnatural crits dramatically alter the difficulty of a campaign, usually in the players' favor. Roll modifiers applied to a roll count towards critical range; for example, a roll of 7 with a +3 modifier counts as a critical roll of 10. An unmodified roll of 1 is still a critical failure, and penalties can also pull rolls down into critical failure range.

RACES

The first step to creating a character is usually choosing their race. All kinds of intelligent creatures exist in the Simple10 universe, and you can choose any race and class combination. Every race has a racial skill.

Human

Humans are a widespread race characterized by their love of building cities, dealing with politics and perhaps above all, waging war. Often even among themselves. Though their ways are odd to many other races, none can deny that humans rule large parts of the world thanks to their technological achievements and high numbers. Some groups of other races have even adopted a more humanlike lifestyle in an effort to benefit from living among humans in their kingdoms.

Fickle Fortune: passive; when you roll a critical success, your rolls next turn receive a +1 bonus.

Capra

Energetic and nomadic, the goat-like Capra travel the world in search of adventure for the sake of it, and rarely settle

Hork

Horks are the great children of the world's highest peaks. Towering above even the tallest members of other races, Horks are as hardy as they are immense. Their skin is rough, even rocklike at times, and their powerful arms make climbing easy.

Some compare Horks to boulders - while seemingly unmoving and uncaring, they will swiftly crush all before them if pushed too hard.

Many young Horks have moved down from the ancestral mountains to embrace a human lifestyle over the traditions of older Horks.

Stoneguts: instant; when going helpless, roll. On success you remain at 1 hit. Recharge 4.

Drudge

Seen as a young race by some, Drudges are intelligent, cunning beasts with a culture born of pack mentality and natural shamanism. Their incredibly sharp senses make

down.

They are nimble and quick, with appetites that belie their small stature. However a Capra can digest nearly anything, allowing them to survive easily even on long travels.

Capracraft: passive; Min -1 for all climbing and agility rolls, and can use anything as food, including non-food items.

Drakin

A proud offshot race of the mighty Dragons, Drakin resemble winged humanoids with scaly hides and powerful muscles. Drakin see themselves as equals, or at least close relatives to Dragons, even if this view is rarely mutual. However this draconic heritage has left them with a deep sense of easily bruised pride, which can easily make them volatile.

Flight: The wings of a Drakin allow them to fly up and across terrain, but maintaining such a body in flight can tire out even the strongest Drakin before long.

Myrmid

Protected by a mighty suit of natural armor, Myrmids are near-unbreakable warriors that strike awe into the hearts of all on a battlefield.

However, this tough shell does not develop until a young Myrmid cocoons itself, allowing the armor to grow as it takes the form of an adult. Before this, a myrmid is soft and vulnerable. Myrmids are also few in numbers, lacking any real lands of their own, so they are often reliant on the goodwill of other races to keep their young, and themselves, safe.

In exchange, Myrmids often offer services as mercenaries and protectors, as an adult Myrmid is most at home on the field of battle.

Tough: passive; Myrmid take 1 additional hit before becoming helpless as well as 1 extra wound once they become helpless, for a total of 6 hits and 6 wounds without other modifiers. They can also lift, carry and move heavier objects than humans.

CLASSES & SKILLS

A character's class is the archetype for their abilities and role in a world of high adventure. **Characters start with five (5) Skill Points** to spend on class skills. When using most skills, you must roll a dice to determine the result. The GM may decide to give players more Skill Points if they want a more high-powered adventure.

Expanded skills are an addition of the 2.0 release, meant to give players more content and options in regard to

them masters of their surroundings and excellent hunters, uncontested apex predators of less civilized lands.

Heightened Senses: passive; +1 to perception-based rolls (spotting, searching, listening, etc)

Aeon

Aeons, or Aether Elementals, are sentient magic elementals that hunger for knowledge as much as most races hunger for food. Having no true bodies of their own, save for a flickering concentration of magic, they build bodies for themselves out of clothing and armor to give themselves shape. This body is held together with their natural telekinesis.

Magic Body: passive; an Aeon's body counts as a catalyst for spellcasting.

Telekinesis: spell; manipulate objects through sheer force of will. Complex tasks and heavier objects may require more focus.

Zhivur

Enigmatic beings from the far reaches of the world, Zhivur often appear entirely alien in mind and form to others.

Slender, tall and faceless, the easiest way to tell two Zhivur apart are their body markings.

Some theorize Zhivur may be related to fungi, but this may simply be born from the texture of their flesh. Others say they are creatures twisted by millennia of demonic corruption, or that they came from space. However, none can confirm their suspicions as Zhivur rarely speak of the topic, and their minds are impossible to touch.

Alien Mind: passive; with impossible to decipher thoughts: Zhivur are immune to mind control, domination, intimidation and suggestion.

character customization. GMs can choose to allow them if they want a deeper campaign.

Spellcaster classes begin play with a **catalyst** of some kind to channel their spells, such as a holy symbol, fetish, wand, or power crystal. A unicorn's horn counts as a catalyst.

Reading Skill Entries

Skills are constructed in the following format:

Name: tags; description

Skills have a **name** that identifies them, **tags** for a shorthand understanding of common mechanics concerning their usage, and a **description** giving the purpose and appropriate usage for the skill.

Tags

Automatic: no roll is needed when you take this action; the skill works whenever you activate it as though you had rolled MIN. This skill still takes up an action during your turn.

Instant: this skill requires an instant action to be used during your turn. This skill still requires a roll.

Once Per: this skill can be used once per given time period (a combat encounter, an in-game day, or even once per game session). Skills that are listed as once per combat may be used outside of combat, recharging at GM's discretion.

Passive: no action or roll is needed, this skill is always in effect

Ranged: this skill can also target distant creatures and locations that might otherwise be unreachable.

Recharge #: you must wait # combat turns after successfully activating this skill before you can attempt to activate it again. A failed roll incurs a 1 turn recharge. Skills listed with recharge may be used outside of combat, recharging at GM's discretion

Requires: this skill requires some condition to be met, such as wielding a specific weapon type

Spell: this is a magic spell, and may be subject to special rules for spellcasting, such as requiring a catalyst

Weapon: this skill can use your weapon's properties, such as roll modifiers and the *ranged* tag.

Multiclasses

You can also choose to mix two classes to create a **multiclass** character. A multiclass character starts with three (3) Skill Points to spend on skills from the two classes they chose, and also gains a unique title and skill depending on which two classes they chose.

For full descriptions and information, refer to this chart of multiclass descriptions and skills: goo.gl/HGOHWQ

Reference grid for multiclass combinations

	Tracker	Smith	Shaman	Rogue	Paladin	Necromancer	Monk	Mage	Knight	Cleric	Bard
Alchemist	Visionary	Inventor	Farmer	Toxicologist	Hero	Embalmer	Drunken Master	Witch	Battle Brewer	Pyromancer	Poet
Bard	Wardancer	Annalist	Earthsinger	Trickster	Warlord	Deathsinger	Martial Artist	Illusionist	Troubadour	Preacher	
Cleric	Pilgrim	Surgeon	Druid	Charlatan	Ascendant	Lifebinder	Philosopher	Thaumaturge	Templar		
Knight	Ranger	Warmaster	Landkeeper	Dark Knight	Crusader	Death Knight	Samurai	Spellsworn			
Mage	Omniseer	Spellwright	Witch Doctor	Arcane Blade	Battlemage	Warlock	Mystic				
Monk	Sherpa	Iron Fist	Berserker	Ninja	Godhand	Spiritualist					
Necromancer	Dark Hunter	Soulcrafter	Voodoo Doctor	Deathmaster	Blackguard						
Paladin	Inquisitor	Gallant	Wildguard	Lordblade							
Rogue	Stalker	Sapper	Hermit								

and restores one wound, or removes all status effects. Crit restores 2 wounds, crit fail deals a wound of damage to the target.

Mend: spell; a target regenerates grievous injuries such as lost extremities, damaged vital organs and internal bleeding. Cannot be used in combat, nor restore hits or wounds.

Inure: spell, ranged; target is immune to a specific damage type (fire, ice, poison, possessed etc) for a short time

2 Points

Mind Reader: spell; discern the motives and thoughts of the target. Crit fail reveals your thoughts to the target instead.

Knight

Clad in armour and armed with both an iron will and an iron blade, knights excel at protecting others and themselves from harm. Knights are martial masters, able to wield every variety of weapon but most commonly armed with swords, axes, polearms, and shields.

1 point

Martial Defender: passive; you take +2 hits before going helpless (if you had 5, you now have 7, etc), and Slam crits on 8+

Sentry: passive; first action taken in combat is Automatic

Slam: recharge 1; damages the enemy via a crushing body slam. Crits on 9+

Grapple: passive, +1 to *unarmed* grabbing, throwing and wrestling down opponents

Expansive: Instant Automatic, recharge 3; For the duration of a battle, may choose to switch a weapon tag for another (ex. Single -> Dual/Great/Ranged, and vice versa)

2 points

Protect: automatic instant, recharge 3 after effect ends; Takes all damage for a target until the end of next turn (2 turns total). Neither can be rendered helpless in that time, but the knight becomes helpless afterwards if the target would have become helpless during Protect's duration.

Suppress: recharge 1 after letting go, weapon; renders target helpless. After success, can keep taking automatic actions to keep the target pinned. If this action is not taken, the target gets up.

Unbreakable: passive; A critical failure in combat causes you to take four hits instead of six.

Cautious Strike: Recharge 2, requires shield; This attack cannot be counterattacked unless critfail.

target to the limits of mortality, slowing it down and allowing it to counterattack only one target at a time, the one with the most tragic failure. Last for 2 turns.

Healing Bonds: Spell, Ranged, recharge 3; Chain of energy that heals up to 3 allies to full hits and restores 1 wound on each one of them.

3 Points

Prayer of Healing: spell, ranged, recharge 5; fully heals the entire party, but you are helpless afterwards

Aura of Faith: Passive; Take no counterattack damage on rolls of 4+

3 points

Guardian: recharge 5 after it ends; Allies cannot become helpless for 3 turns. If the Knight becomes helpless during this time, the effect ends instantly.

Cavalier: passive; A rider and steed are a dominating sight on the battlefield. Being part of such a pair allows you to pick three points of the following:

1 Point

-Joust: passive; At the beginning of combat, pick an enemy. Until your first failure, that enemy may only attack and counterattack you.

-Horse Armor DLC: passive; When you absorb counterattack damage for someone else through Protect, it is reduced by 2.

-Charge: passive; You may treat any of your skills as though it had the Weapon tag.

-Animal Husbandry: May be picked multiple times. You gain an extra racial.

2 Points

-Leverage: passive; When you cause an enemy to become Helpless, it is stunned and takes an extra success to recover.

-Tactician: passive; Your elevated position lets you predict the exact time to strike. At the start of combat, you may declare X number of turns. On turn X, you gain +X to your roll. This does not stack with other bonuses.

-War Stomp: passive; When you naturally crit, enemies don't counterattack this turn.

Mage

Spellcaster. Magic is useful for everyday work, though some train to become devastatingly powerful mages instead. When forced to fight without magic, most mages rely on staves, daggers or heavier spellbooks for self

defense.

1 point

Elementalist: passive; when you choose this skill, select an elemental type (fire, ice, lightning, etc); the elements you select can alter the effects of other spells you know. This skill can be taken multiple times to gain or create additional elements.

Fire: a target rendered helpless by a fire attack has a reduced chance of recovering (DC +1), and especially flammable targets take ongoing wounds. Fire spells can be used to warm and burn objects and the environment.

Ice: a target hit by ice grants an increased crit range for the next turn (10 becomes 9+, etc); this ice effect does not stack. Ice spells can be used to chill and freeze objects and the environment.

Lightning: target becomes helpless for one turn on a critical hit. Lightning spells can be used to shock and charge objects and the environment.

GMs and players may choose to create their own elemental effects as deemed appropriate for their characters and campaign settings.

Astral Projection: spell; you project your spirit, leaving your physical body behind as you send yourself to a distant location. While projecting, your body is unconscious and immobile, and you are unaware of anything that happens to it unless you are in its vicinity. Your spirit is intangible and invisible, but can still be detected by magic or other spirits, and it cannot manipulate or pass through physical objects. Wherever your spirit travels, you can hear and see everything around you in the physical world. Returning to your physical body is *automatic*.

Magic Bolt: spell, recharge 2, ranged; this volatile energy attack deals one additional hit of damage, but crit-fails on 2-. This spell can apply one Elementalist effect when cast.

Spell Resonance: Automatic Spell, Recharge 4; You may cast a spell you know Automatically, provided you have successfully cast it earlier in this combat. Normal spell recharge still applies.

Homing Magic: Spell, Recharge 2 after effect ends; On success, summons a magical projectile, plus an additional one for every point you pass the roll by, to a maximum of 5 on a critical. The projectiles follow you around, and any number of them can be launched as an Instant action, rolling separately for each. Elementalist effects can be applied to these projectiles.

Necromancer

Spellcaster. Everybody lives, not everybody truly dies. If death seems like too much to deal with, a necromancer is the one to call when you need to hug grandma one last time. Or when you need some zombies to take hits for you. Necromancers often favour symbolic weapons like scythes and sickles, though many also fall back on the more traditional staves and daggers.

1 point

Commune: spell; ask the dead for aid. The better you roll,

2 points

Energy Orb: spell, recharge 2, ranged; you can damage multiple enemies at range as though using Cleave; for each additional enemy, increase the crit fail range for this roll by +1, so 3 targets crit fails on 3-, 6 on 6- and so on. This spell can apply one Elementalist effect when cast.

Teleport: automatic spell, recharge 2; warp yourself or a willing or helpless subject or an unattended item within a medium range to an unoccupied destination within equal distance. Warping a hostile target or carried item requires a roll.

Storm Bolt: spell, recharge 3, ranged; you attack a single target multiple times with a single roll, increasing your chance to crit fail for each additional attack (3- for 3 attacks, 5- for 5 attacks, etc) up to a maximum of 9 regardless of other modifiers. This spell can apply one Elementalist effect when cast.

Hat Magic: You can pull off amazing tricks with your hat. You conjure anything small enough to fit through the hat out of it, regardless of length. DC6 to pull out a generic object (e.g.: bouquet of flowers), DC8 to pull out a specific object (e.g.: the key to this door), DC10 to pull out an object wider than the hat. Rolling too soon for the same object after failing will cause failure regardless of roll because the universe catches wise to your tricks. Enchanted items can't be pulled out.

3 Points

Haste: recharge 4 after effect ends; next two turns, you and all allies can use a second normal action, excluding Haste..

Orbital Strike: Spell, Recharge 4 after it lands; Fires a spell directly up. On success, roll an additional 1d10. This determines how strong the spell is, and how long it takes the spell to land. Weaker spells land sooner, but even the strongest ones stay up for a maximum of 5 turns. On a crit fail the spell still works, but will target the caster instead when it lands. This spell can use Elementalist effects.

2 points

Corpse Explosion: spell, ranged; explodes a dead

the more helpful they are. Crit fail summons a hostile undead.

Raise Dead: spell, ranged; raises the freshly dead as a mindless undead minion. Undead have double the Hits they had in life, but no wounds. As long as they have more than one Hit remaining, any damage that would render them helpless instead leaves them at 1 hit. Once an Undead loses all hits, it crumbles to nothing. Crit fail summons a hostile undead. If no nearby corpses are available, the spell can still be cast with a crit fail range of 3-.

Lifestream: recharge 1, spell; Saps life from a target, leaving it a rotting husk. A critical hit drains all the life in an enemy, killing it instantly and leaving a corpse for raising or other use. You may use the sapped life to restore 1 hit to one of your minions or party members on any success. Less effective against powerful creatures.

Night: Spell; Can bring forth localized darkness that envelops everything nearby. Roll determines duration and intensity. Things are harder to see in the dark, making it easier to hide, slip past enemies and do other things.

Control: Spell, attempts to take control of a hostile or neutral undead. More powerful undead may require a higher minimum roll. Also used to take control of a larger undead at recharge 2.

Paladin

Spellcaster. Paladins smite their foes with great power and spirit, fueled by inner fire and a firm belief in their cause. Though many Paladins draw power from worshiping a deity, just as many choose a path of their own making. Most Paladins favor large weapons like greatswords, warhammers, battle axes or larger holy books tied to sticks.

1 point

Blast: weapon, recharge 1; your weapon lands with explosive force. This attack autocrits a specific type of foe, selected when the skill is learned. Hits all nearby targets on a crit.

Spellbreaker: recharge 2, spell, ranged; nullify a spell or magic effect

Word of Power: In combat, forces an enemy to miss their next attack and renders them helpless on a crit. Outside combat, can extract information on a success.

Leap of Faith: Weapon, Recharge 3; In a feat of surprising agility and strength, you leap at any enemy target to deliver a quick blow, not giving them time to react. Hits on DC3

Retaliate: Spell, Recharge 3 after effect triggers; After three turns, you deal out damage for every hit you lost during those three turns. Going Helpless before the end of the three turns causes the effect to release. Critfails don't count toward the charge of this spell.

creature's corpse, dealing damage to all nearby enemies on success. +1 to crit range per target corpse's power level (10+ crits on Weak, 9+ on Medium, 8+ on Strong etc). Exploded corpses cannot be resurrected, raised or communed with. Target reanimates as a hostile on crit fail.

Transfix: spell; overpowers an opponent's mind, rendering them helpless as long as you successfully use this skill on them. All rolls after the first success have Min 5+. On crit, you control the target as though it were a minion for the next turn.

Bloodborn: Spell, Recharge 2; Sacrifice one Wound to summon an undead minion based on yourself. This minion does not count towards your maximum limit of Minions, has no skills and disappears when combat ends.

Enfeeble: Spell; Weakens a target. Once said target goes helpless, it cannot get up on it's own and needs help to get back up, usually from another enemy foregoing a counterattack to aid them. Lasts until the target dies or is magically cured.

3 points

Resurrect: spell; brings one of the dead back, good as new, but renders both you and the target helpless.

Abomination: spell; you create an undead companion. You can fuse additional corpses to the Abomination; every time the corpse count doubles, it gains a new feature such as increased size, use of a skill, or additional hits. You can have only one Abomination at a time. If your Abomination is destroyed or defeated, you can resummon it with a successful roll, but this reduces its corpse count by one. Unaffected by Pet Mastery.

Master of Arms: Passive, your weapon counts as two weapon types at once.

All Or Nothing: Recharge 1; When all else fails, use your head. Autocrits. All failures count as critical. Can be used while helpless.

3 points

Heroic Fortitude: automatic instant spell, recharge 7 after effect ends; you cannot become helpless and take no wounds for 3 turns, then become helpless. If you would have become helpless (hits, etc) during those 3 turns, you have a -1 penalty to recover

Life Break

Weapon, Recharge 5;

Deals damage equal to your missing Hits times your missing Wounds in damage.

2 points

Fervor: automatic instant, recharge 2 after effect ends; next two actions autocrit, but you are helpless afterward.

Shatter: weapon, recharge 2; Breaks the target's defenses, opening them up for attack. Any attacks against a Shattered target crit on a 8+ for one round. Can be used against inanimate objects to break and damage them efficiently.

Rogue

Thieves, assassins and dwellers of shadow, rogues prefer to remain hidden and strike when least expected. They often prefer easy to hide weapons like dagger or knives, as well as throwing knives and hidden blades.

1 point

Backstab: weapon. recharge 1; strikes the enemy from behind. No counterattack damage except on critfail if used from Stealth. Crits on a 9+. Kills helpless targets.

Disguise: Pretends to be someone else. Min 6+ allows the user to pass as a generic person (a guard, a noble, a commoner, etc); 8+ allows the user to pass as a specific person; a crit allows the user to mimic different races and/or genders.

Stealth: become hidden. Enemies cannot attack you until you reveal yourself. An attack used in stealth Autocrits. Can be used at DC8 in combat.

Sleight of Hand: recharge 1; perform a minor trick with your hands. Whatever it is about hiding cards up your sleeve or picking keys of unsuspecting guards, nobody will realize what you are doing, as long as you do it right.

Rupture: weapon, recharge 1; on crit, deals a wound of damage to the target instead of removing hits. Targets that would have been rendered helpless by the blow are still rendered helpless as well.

2 points

Blind: recharge 1 after effect ends; temporarily blinds an enemy, giving a +2 bonus to all rolls targeting it for 2 turns

Escape Artist: automatic, recharge 3; break free of all immobilizing effects (grabs, roots, freeze traps etc.) and also removes helplessness.

Shaman

Spellcaster. While only mages wield spells and only the devout wield divine power, all can turn to the elements of nature itself for help. Often the tools of the shaman double as his weapons, including ritual knives, staves, heavy ornaments or small totem poles.

1 point

Child of Gaia: passive; you gain a +1 bonus to rolls when fighting in natural environs (forests, natural caves, etc.)

Natural Remedy: recharge 1, ranged; Use an unpredictable tincture to fully restore a target's hits to full and restore one wound, or removes status effects. Crit on 9+ restores 2 wounds, but crit fail on 2- deals a wound of damage.

Sleep Serum: weapon, recharge 3; hit your target with a weapon coated in a sleeping concoction. Any unaware target is knocked helpless in one hit. Targets actively engaged in combat might only be temporarily dazed, going helpless for a single turn or suffering movement disabilities. If successful, this doesn't break stealth.

Master Thief: Passive; Thanks to years of training, picking locks, cracking safes, locating hidden loot, finding traps and smuggling items is a lot easier for you than an untrained novice. Every once in a while you can roll to see if your instincts might offer a hint about something important nearby.

3 points

Vanish: automatic instant, recharge 2; Treat as Stealth while out of combat. You become hidden as though you used Stealth and move behind a target. When you use a second action, treat it as though using it while hidden.

Dance of Blades: Weapon, Recharge 8; Once the first blow is struck, the Dance of Blades cannot be stopped. The user will keep going until he can fight no more.

Following a successful hit, keep rolling until you go helpless from a critical miss or from counterattack damage. This entire process only takes one turn, and always ends with you being helpless.

All modifiers only apply to the initial hit, including any effects that would normally stop you from going helpless.

Shapeshift: spell, recharge 4 after effect ends; alters your body to gain another racial until you go helpless.

Animal Swarm: spell, once per combat; summons a swarm of small animals and bugs to deal ongoing damage to a non-helpless target. If the target becomes helpless, the swarm moves to another standing target. The swarm dissipates if it is somehow cast off, or cannot find a new

Earthen Strike: recharge 1, spell; a melee attack against a single enemy using an earth-covered limb, crits on 8+ and crit fails on 3-

Return to Earth: Spell; Recharge 2; bring things back to their natural state: can return spirits to the afterlife, send unnatural creatures (demons, elementals, undead etc) back to their home plane. Only weakens stronger spirits and creatures (+1 against the target).

Climate Control: Spell; Through your deep connection with nature, you can change the climate in your local area, albeit for a short amount of time. Attempting to summon major storms or other cataclysmic events may backfire horribly. In most cases, using this indoors only affects the climate outside.

2 points

Animal Mastery: spell; you can talk to and understand animals, and wild animals obey your orders. For recharge 5 after effect ends, you can instead summon an animal minion of large size or smaller that obeys your orders for 5 turns.

Earthen Grasp: spell, recharge 1, ranged; summon vines, stones, or quicksand to trap an enemy and render them helpless. Large enemies may only be immobilized. Effect lasts until the enemy breaks free or is released.

Tracker

Trackers live off the land and love it. They know nature like the back of their forelimb, and can thrive in situations that would drive many others to giving up or endless whining. Trackers are masters of ranged weapons such as bows and crossbows, but often also carry survival tools like knives or axes.

1 point

Marksman Shot: recharge 3, requires ranged weapon, weapon; autocrits (any success is critical), benefits from Trick Ammo

Survival: spot check rolls +3; create and forage for basic supplies like rope, bandages, tents, torches and low-quality meals

Hawkeye: instant; see far into the distance, find small details in a scene, see in dim light or nighttime, or examine an enemy to gain a +1 bonus against it for your attack this turn

Custom Job: Passive, your weapon, regardless of type, also counts as Ranged, and your basic attacks benefit from Trick Ammo

Trick Ammo Instant Automatic, recharge 1; Adds an additional effect to a skill that can benefit from it (Marksman Shot, Custom Job, Repeating Fire or Barrage). This effect can be any of the following ,but they all share the same recharge.

-Silence: On hit, the enemy cannot cast a spell next two

target.

3 points

Nature Elemental: automatic, recharge 8 after effect ends; your connection to the natural world is complete, allowing your body to reflect the natural cycles. The transformation lasts for the next 3 turns, and you may perform any action that you normally can. You can choose 1 of 3 forms whenever you transform:

Decay: you burst into rot and fungus, multiplying your physical attack damage by 1.5 rounded up and gaining +1 to intimidation

Earth: you harden like stone, gaining +2 hits and a +1 bonus to physical attacks

Life: young buds and sprouts flow from you, passively healing an ally (but not yourself) for two hits or one wound each turn

Moment of Peace: Spell; Recharge 5; A thick fog descends over the battlefield. Combat ends and cannot be re-engaged for a full turn, when the fog clears. No harm can be caused or suffered for this one turn.

2 points

Trap: spend 1 turn; starting next turn, first enemy to attack is helpless for 2 turns

Nerves of Steel: Passive; Reduces all Recharges by 1, to a minimum of 1

Repeating Fire: Requires ranged weapon, Recharge 1 after combo ends. You gain +1 to your next Repeating Fire roll for every successful Repeating Fire you land. This resets when you miss or crit. Benefits from Trick Ammo.

Reflex Shot: Requires ranged weapon, recharge 1; this attack can be used while helpless. Otherwise, deals double damage as well as suffers double counterattack damage.

3 points

Barrage: Ranged, Recharge 5; Hits all enemies within range, even if they are behind cover or not directly in your view. Benefits from Trick Ammo.

Marked for Death: Recharge 4; Marks a target. All successful rolls against it Autocrit for 2 turns. On crit fail,

turns

-Knockout: On hit, the enemy is unable to counterattack next turn, and is considered helpless, but does not lose a wound. He instantly and automatically gets up on the turn after that.

-Split: Hits 2 targets at once

Monk

A philosophy exists that regards one's body as the ultimate weapon. Monks embody this ideology in full, channeling themselves into feats of great power.

1 point

Stances: Passive; Switching stance is an Instant Automatic action.

Stance of the Bear: You gain X max hits at the cost of X max wounds

Stance of the Tiger: You cannot benefit from weapon tags, but gain +2 to all normal attacks

Stance of the Cross: Self-inflicted helpless does not cause a wound of damage.

Tumble: Recharge 1; Roll past an enemy, striking them. You may use this ability from helplessness. A successful Tumble from helplessness brings you to your feet.

Tackle: Recharge 2; Tackle an enemy to the ground, leaving yourself on the ground as well. One target enemy becomes helpless. You become helpless.

Misogi: passive; You are as the waterfall, pure and unyielding. Actions while helpless get +1.

Phase Aura: Your body sheds light in a small radius of 5 meters, in a color you choose when you learn this skill. All creatures in this range cannot turn invisible or become hidden, creatures already hidden or invisible are made clear, and incorporeal beings and lingering magical effects and wards manifest a visible shape. Effect persists roll minus five turns (six lasts one, seven lasts two, etc.)

Smith

For some, work is never over. Things can be improved and remade, and Smiths, those endless inventors and innovators, are the ones to do it.

1 point

Sharpen: Once per combat, give one ally (or self) +1 to their weapon for the duration of the battle

Fortify: Instant; Recharge 2 after effect ends. Target takes 1 less hit from the next counterattack they suffer. 2 less on a crit.

Tinker: Can repair broken objects, restore negative quality weapons to +0, fix up worn down loot to make it more valuable or get a poorly working mechanism back into

you mark yourself, and your next roll, if a fail, count as crit fail

2 points

Soul Punch: Recharge 3; Can expend a maximum of 3 of your own hits to add +1 to your next roll for each hit given up. Failing your next roll always counts as a critical failure.

Dynamic Duo: At the start of combat, pick one ally. When that ally successfully hits an enemy, your next attack at the same enemy becomes Instant.

Self Sacrifice: Automatic, recharge 2; You distribute your max hits +2 to your allies as healing, but are rendered helpless.

Balance: passive; When you cause an enemy to go helpless, an ally of your choosing gets up automatically.

3 points

Mountain Spring Style: passive; While you are not helpless, you regenerate a hit every turn.

Qi Reversal: Recharge 5; Lifts all helpless combatants and renders all standing combatants helpless, friend, foe or self. Allied targets do not suffer a wound from this.

Engineering: Can attempt to figure out any mechanical or manmade mechanism, device, construct or other creation. Once successfully and sufficiently studied and figured out, the Smith can then utilize it as he wishes, such as opening specific types of locks with a mere nudge in the right part, or operating a specific machine with no further need for instruction or guidance.

3 points

shape.

Appraise: instant; Determine the number of remaining hits and wounds on an enemy, and possibly weaknesses. More powerful enemies may be harder to Appraise. Out of combat, quickly determine value of objects, study mechanisms and documents, size up other ponies, etc.

Hot Irons: weapon; Cleave X targets with a critfail range of X-1.

2 points

Gadget: Makes a nifty device to aid with a specific task. Once successfully built, the gadget provides +1 to a specific action for the owner. A gadget can be given to allies. The gadget breaks if the owner rolls a failure when using that skill, or a new gadget is built.

Innervate: recharge 1; Reduce remaining recharge on any party member's ability by any number of turns. The crit fail range of this skill is the number of turns you try to reduce the recharge by plus one.

Curse of Iron: Recharge 3; Heats up the weapons and armour of the target to a red hot blaze, burning those who touch them. Disarms the target as well as deals damage, and makes their weapons impossible to pick up for a turn afterwards. Autocrits heavily armoured targets.

Alchemist

While Smiths are toilers of the flesh, Alchemists are toilers of the mind. Like their potables, Alchemists come in many flavors, ranging from hermit mystics brewing unknown elixirs, to disciplined urban proto-scientists and their miracle cures.

1 point

Distill Life: spell, recharge 2; Create three Health Potions which you may distribute freely to nearby party members, or critical success, create four. Consuming a potion is an Instant Automatic action that restores three hits. A character can only hold one Health Potion at a time.

Dream Wine: spell, recharge 2; In combat, the crit range for your next attack is increased by 2. Outside of combat, invoke prophetic visions.

Cast Mold: Forge a fake duplicate of an item with plaster or iron. Even fake keys open doors, though.

Alchemist Fire: spell, ranged, recharge 1; Alchemist Fire can catch onto anything, even water, and produces virulent smoke. Deals damage and gives +1 against that target for the next turn.

Lightning Grease: passive; When you successfully roll to stand up from helplessness, you may take an additional standard action.

2 points

Revolving Drum: passive; When you critically hit, your next Alchemist or Alchemist Multiclass spell is Instant.

Masterwork Weapon: passive; You build a single masterwork weapon.

Take one weapon tag free, then assign 3 points.

1 Point:

-Add a basic tag (single, great, dual, ranged, catalyst)

-Add an elemental effect (fire, lightning, ice)

-Add Possessed (intelligent spirit only you can communicate with possesses your weapon)

2 Points:

-Add Favored Enemy (Autocrits on select enemy type)

-Add Double Strike (As Magic Bolt, one attack granting an additional hit of damage)

Mechanical Minion

Passive

You begin the game with a homemade companion. It knows the same skills you do (save for Mechanical Minion), plus up to 3 points of additional skills taken from any class or even a mix of different classes, has 5 hits and 5 wounds, and cannot be healed except by the owner spending a turn to repair it. If it breaks down in combat, it can be rebuilt later with a successful repair roll. Unaffected by Pet Mastery.

Acid Spray: spell, recharge 4; Deal damage to all enemies. You may use this spell while it is still recharging. If you do, decrease the damage dealt by remaining recharge to a minimum of one, and the recharge resets. For example, recharge 2 and a roll of 9 would equal 2 damage ($4 - 2 = 2$). *This ability starts on recharge.*

Phlogisticated Body: automatic spell, recharge 3; Explode with fire, dephlogisticating. Creatures that attacked you last turn take a single point of damage, and you cannot be counterattacked next turn as you cool off.

3 points

Spellbound Alchemizing: spell, Automatic; Create a potion bound with any one point spell from any class. You may have up to three potions at a time. Casting the spell consumes the potion.

Great Banquet: once a day; In about ten minutes you can whip up a heavenly meal - what's the difference between cooking and chemistry anyway? Anyone that partakes from it gains one temporary skill point and one bonus wound which last until the end of the day.

Hop-Scotch: spell, recharge 2; A bouncy brew. Jump on top of an enemy, dealing damage, and lower one remaining recharge by 1.

TALENTS

Every character has a **talent** that represents special training and focus or a natural ability that makes them incredibly good at some kind of action, activity, or ability. The typical talent is a +2 bonus to one of a character's class skills; with the GM's approval, players may create a talent bonus appropriate for the character they want to make. A character with a Talent manifests a cutie mark on their flanks symbolizing the talent.

Here are some examples of the most common types of talents that might be chosen for a character:

+2 to Class Skill: The standard talent bonus, your character gains a +2 bonus to the use of one class skill.

+1 to Generic Actions: A general talent bonus that applies to a wider range of actions, such as using specific weapon types, performing athletic maneuvers, or interacting with specific creatures.

+2 to Specific Action: Like the standard talent bonus, your character gains a +2 bonus to a specific type of action, such as a crafting skill, professional calling, or recalling knowledge from an area of study.

-1 to Crit Range: This distinct talent bonus reduces the critical success range for a specific action or class skill by 1. A skill that normally crits on 10 now crits on 9+, and a 8+ crit skill now does so on 7+.

As an optional rule, a second **Special Talent** can be added to a non-combat function such as bartering, climbing, eavesdropping or any other similar activity that is not a Skill or Attack.

COMBAT

Big adventure comes with tons of fun, often in the form of violent encounters with hostile NPCs. Combat is typically resolved through determining initiative, attacks and counterattacks, rendering opponents helpless, and ultimately killing your enemies.

Damage and Helplessness

A character can take **5 hits** before becoming helpless, and **5 wounds** before dying. Some skills and effects can grant your character additional hits or wounds.

Hits and Wounds

Hits are generally superficial damage, representing wear-and-tear and exhaustion; they can be restored easily with the Heal spell, some kind of healing action, over time or with a short rest. **Wounds** are persistent injuries and deep bodily damage; taking too many wounds will kill a character. Wounds can be quickly restored using skills, but otherwise require significant effort and time, maybe days, to be patched up.

A character usually must be helpless to begin suffering wounds, but some skills and effects can bypass hits and deal wounds directly.

Helplessness and Recovery

A character with no hits remaining is helpless; some skills and effects can immediately render a character helpless. Whenever a character becomes helpless, they take a wound of damage. A helpless character must roll (usually Min 6+) to recover and continue fighting. An ally can also make the same roll for you, and if they are successful you recover as normal. When you recover, you restore full hits. Some skills or effects may help you recover, or change the number of hits restored.

While helpless, a character is immobile and cannot take many actions, and attacks against them incur wounds. Rolling a critical failure to recover from helplessness deals a wound of damage to you, and each turn you remain helpless the range for critical failure increases by 1, up to 4-, beyond which you automatically take a wound for remaining helpless. If you are reduced to 1 wound, you no longer automatically take wounds unless attacked, but you cannot roll to recover.

Sequence of Combat

Combat takes place in **turns**. Each turn, the players declare the action their characters will take, and all results are resolved simultaneously.

Combat Action

A character in combat can perform two actions: a **normal action** such as using a skill, aiding a helpless ally recover, or making some complex maneuver; and an **instant action** such as using an instant skill. *Automatic* skills require an action to be used, but don't need a roll. *Instant* skills can be used with an instant action. *Passive* skills and effects require no roll nor action, and grant their bonus at all times.

Pets and Minions

Skills such as Raise Dead allow the player to take a **pet** or **minion**. Normally, a character can have up to one pet at a time; for one skill point, they can take the Pet Mastery skill to increase the number of pets they control by one (see **Cross-Class Skills** above).

Minions **cannot** have minions of their own

Controlling and Rolling

Characters can control their minions at the same time they take other actions. Each minion rolls separately for its action. If the player chooses, they can use one roll to determine the results of all minions they control.

Player vs Player

When friendship is no longer magic and players must turn against each other, the GM can step aside and let players make dice rolls, determine the results, and react to each action appropriately. In PvP combat, failed rolls don't incur counterattack damage unless critical failures. The GM may intervene if PvP combat is no longer tenable, so play nice! To help speed up combat, you should stay down after being rendered helpless three times in PvP, regardless of wounds.

Counterattack

Characters taking combat actions leave themselves open to counterattack from their target or other threats; if their roll fails (5- by default), they may be struck by a counterattack and take damage accordingly.

Roll 5: 1 Hit Taken

Roll 4: 2 Hits

Roll 3: 3 Hits

Roll 2: 4 Hits

Roll 1: 6 Hits

Enemies rarely roll on their own. They are instead assumed to roll the opposite of what the attacking player rolled.

It's suggested to allow unengaged enemies a free hit on the players. The way of picking targets it's left for the Game Master to decide.

Helpless enemies will stand up if an attack aimed at them misses. If more than one enemy is present, other enemies can forgo counterattacking in order to help their ally up instead.

Dealing Damage

The very nature of s10 binds the act of dealing and receiving damage into a single action, depending on the die roll. So to mirror the counterattack damage, successful rolls are suggested as follows.

Roll 6: 1 hit

Roll 7: 2 hits

Roll 8: 3 hits

Roll 9: 4 hits

Roll 10, crits of any kind: 5 hits

If supercrits are used, you can go even further.

Roll **crit+2**: 10 hits

Roll **crit+4**: 15 hits

etc

A standard Enemy has 5 Hits / 5 Wounds

Rendering them Helpless removes 1 wound

In case you are playing with the Supercrit rule, instead, rendering them Helpless with overkill removes 2 wounds

Ex. Rolling a 12 or 13 renders a standard enemy Helpless and takes them down to 3 Wounds

Attacking a Helpless enemy successfully removes 1 Wound

A crit on a Helpless enemy removes 2 Wounds

EQUIPMENT AND ITEMS

The right equipment can be the difference between success and failure, life and death. Before you send your character out into the world, make sure to select weapons and other tools to give them the extra edge they'll need.

At creation, a starting character usually possess a few items and a weapon of a single type, and a catalyst if they are a spellcaster. Highly valuable items such as multi-type weapons, unique items, and other exotic or powerful tools are subject to GM approval.

Spellcasting Catalysts

As described above, *spellcaster* classes such as the Mage and Shaman require a catalyst to help them channel their magical power into specific forms and effects. Without a catalyst, a character cannot cast skills with the *spell* tag. Spellcasters may choose a catalyst when first created.

A catalyst can be just about any kind of item, from a religious symbol to an item of great sentiment, or even a weapon or piece of armor, typically inscribed with magical runes and symbols.

You must be touching your catalyst and have it visible and exposed to the target(s) for spellcasting to work.

Weapon Types

Weapons are divided into broad types that change how they perform and sometimes how they can be used for *weapon* skills. Most weapons have a single type. The number of weapons a character can carry is limited by the GM. Switching weapons is an *automatic* action that requires one turn.

Dual Weapons

Dual weapons can attack twice in a single turn using the Dual Wielding skill. Making a normal attack or attacking with only one of the weapons does not grant any bonuses or penalties.

Dual Wielding: weapon; make two rolls to attack twice; if either is a critical miss, both attacks miss.

Great Weapons

Great weapons require strength and technique to wield, offering greater damage potential at increased risk. Great weapons always count 9+ as a critical hit, and 2- as a critical miss. A great weapon user can also use the "Cleave" skill to attack many enemies at once.

Cleave: weapon; attack multiple targets within range that are close to each other. Every additional target increases the chance of a critical miss (attacking 2 targets crit fails on 2-; attacking 5 targets crit fails on 5-; etc)

Ranged

At the GM's discretion, projectile and far-reaching weapons can hit distant targets that might otherwise be unreachable.

Special Weapons

Adventurers can take weapon types or find weapons with unique properties allowing different methods and means of attack. Special weapon properties do not apply to the use of skills unless otherwise noted.

Inventory, Items, and Tools

No adventurer would go on a quest without things like food rations, rope, camping supplies, personal items, and crafting tools. Choose a few items that are appropriate to your character's interests and the dangers they expect to see.

Use common sense when choosing items, and don't try to cheat by carrying powerful items or too much stuff. The GM may set limits or requirements on the type and amount of items you can carry.

Shield

Using a shield increases your maximum hits of damage by +1 (if you have 4/5 hits remaining and pick up a shield, you now have 4/6 hits remaining). Discarding or destroying the shield removes the bonus immediately. Using a shield negates the properties of Dual, Great, Ranged and Single weapons (you cannot use Dual Wielding or Cleave, have a crit range of 10/1, and Min modifier of 0). Paired shields grant no additional bonuses.

Single

Single weapons cover most basic weapon types that don't fit into other categories. Their ease of use grants Min-1 for normal attack rolls (6+ by default, now 5+). Paired single weapons grant no additional bonuses.

Unarmed

A character fighting without a weapon cannot deal wounds of damage through normal attacks and cannot use *weapon* skills.

Catalyst Weapons

Some weapons double as spellcasting catalysts and can be used to cast spells. Unless the weapon is also spellbound (see below), it does not grant the ability to cast any spells on its own.

Elemental Weapons

Elemental weapons have been imbued with the power of the elements. When a normal attack hits, the elemental weapon discharges magical energy, converting the attack into a hit with an effect corresponding to the Mage's Elemental effects. The GM may allow creation of or introduce different elements and elemental effects as with the Elementalist skill.

Poison Weapons

Poisoned weapons are created by applying a toxic substance beforehand, storing it within some vessel in the weapon, or even impregnated within the metal itself. A normal attack with this weapon deals a wound of damage, instead of a hit. A crit miss deals a wound to the user.

Unique Items

Unique items are inhabited by a will of their own. They can gain a variety of special properties, like a bonus against certain types of targets (undead, elemental, larger/smaller than the user, etc), but will turn on the wielder or deactivate their powers if they are used or treated in ways the item deems unacceptable (used to harm the living, allowed to rust, not told a bedtime story, and so on). The exact properties of a unique item are left to the GM to create and describe.

Quality Weapons

Weapons of exceptional quality or condition add modifiers to normal attack rolls. Skills with the *weapon* keyword apply weapon quality to their rolls.

+2: epic or legendary, the result of magical endowment or divine power

+1: fine or masterwork, a fortuitous creation or the product of expert craftsmen

-1: poor or damaged, worn down and in dire need of maintenance

-2: worthless or useless, missing pieces and best abandoned if not melted down and remade

Spellbound Weapons

Spellbound weapons have been built as conduits for a single kind of spell. This can be a staff that shoots fireballs, a ring that cures poison, a book that raises the dead etc. The bound spell is considered to have at least recharge 3. While Improved spells may be bound to weapons at a monumental cost, the Improved Spellcasting skill does not affect a spellbound weapon.