

SoH - REDUCED RULE SET

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FOREWORD

This .pdf document is intended as resource of the basic rules of Seeds of Harmony, while the Core Rule Book is being translated. It contains easy descriptions of the basic rules plus some extras, so you can still enjoy the basic game before the release of the Completed Rule set, who have more stuff inside (like the Game Lore, more feats and so on).

Things you Need:

First of all: **Friends**. Since this is an RPG Game you need others to play with. Even if those who wants to play are not in your same city or even continent, there is an useful site called Roll20.net (google it). It allows you to play rpg games with ease, since you can create the map, character sheets and rolling dices and more. I've used it to play with my friends at SoH and everything was fine.

For speaking with your online friends I suggest a dedicated program like Discord, Teamspeak or Skype.

Some dices.

Seeds of Harmony uses both the **d6**, the **d10** and the **d20**, but you will probably read two other dices, like the **d3** and **d100**.

The **d3** is just the d6 with the result divided by 2, so a result of 1-2 is 1, 3-4 is 2 and 5-6 is 3.

The **d100** is just two d10 OR a d100 (that's basically a d10 with a 0 near the first number)

Usually the number of dices you need to roll is placed before the dice itself, for example a 2d6 means you have to roll two d6 and sum the results of both.

Example:

Rolling 2d6 you obtain a 3 and a 5, so the result will be 8 (3+5=8)

In other situations you have to roll dices with a modifier, like 1d6+4. This means that you roll a d6 and add a 4 to the result.

Example:

1d6+4. You roll a d6, obtaining a 2, then you add a +4 so your final result will be 6 (2+4=6)

(Yes, playing a pen and paper rpg is basically doing simple Math, but more fun to do.)

The Character Sheet.

A Character Sheet is a document with every information about the character you are playing, like how strong or agile he /she is, the combat statistics and the feats and skills obtained.

For beginners is both a good thing to try to create a new character reading this document, but if you just want to try the game, there are also some pre-made characters who are already compiled with everything you need, like statistics, weapons and stuff. You can also just pick one and call him/her as your OC and start playing.

For the one who will be the Game Master, is also a good thing to read all the rules or at least to learn the basics of the game, like basic combat and basic use of the skills.

A consideration about Anthro and Show-Like Ponies:

I decided to use anthropomorphic ponies since they have hands, so it makes more sense if they are able to hold and use things, especially during combat. That's it. Quite simple huh? Well, is also because also a more human-like creature can fit a little more for a fantasy rpg where you actually have to fight monsters and enemies. Lets say it's just a little more mature, since also in many rpgs you actually kill your opponents, so Seeds of Harmony points in that direction, while maintaining all the other elements from the show. The lore and setting have been changed where possible to make more sense and other thing where just created along.

I know many people don't like Anthro, I'm okay with that, that's also why I've created the **Pony Edition Rules**. It's a simple document who allows to change few things from the **Core Rulebook** so you can play as an actual pony from the show, while maintaining all the cool stuff I've also wrote for SoH. I've also noticed that some people would prefer to have something even more similar to the show, where you don't actually have to kill anyone. For them there are two options:

- If you like the rules but you don't want to kill stuff, you can still use the rules but you simply ignore all the combat stuff and most of the feats and so on. Read the **Pony Edition Rules** for more informations about the *Innocent Mode*.
- Go get **Tails of Equestria** and have fun! It's the official Storytelling game so if you want that, just play it. It's also wrote by Alessio Cavatore, what else you need?

A consideration about Fantasy Violence:

Another thing I want to point put is that even if this is a game about imagination and stuff, it's also a game made for "mature" people. Every fantasy game has his own level of things that could happen and also degrees of violence and SoH is no exception.

I assume that the readers are all at age (+18 or +21 depending on where you live), so if you want to read any further, you have been warned. If you want a game suited for kids and youngsters, there is Tails of Equestria, not Seeds of Harmony.

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BASIC RULES

Skill Check:

Skills are used often in the game, when your character needs to perform certain actions like climbing a wall, open a lock or find something. A Skill Check is resolved by rolling 1d100 and if the result equal or lesser than 50, its a Success.

Example:

Rolling a d100 you obtain 45, that is lesser than 50.

This considered a *Normal Skill Check*, or simply a *Skill Check*. It means that it's not too easy or difficult to do.

The *Difficult Skill Check* it's the same, but you have to obtain a result equal or lesser than 20.

All characters and creatures are able to add a Positive or Negative Modifier to their skills, usually obtaining Skill Ranks and improving their knowledge in the selected skill.

The modifier is added to the base Skill Check value, so you will have to roll a result equal or lesser than the new value.

Example:

A character have to jump over a small pit. Normally the Skill check is 50, but since he also have a +10% modifier, he needs to roll a 60 or less (50+10=60)

The same thing applies to Difficult Skill Checks, so if you have a +10%, you'll need to roll a 30 or less.

A Game Master can grant a small bonus or penalty depending on what the players are doing or they try to do. Remember that usually a good interpretation and smart ideas should be rewarded or at least encouraged.

Degrees of Failure and trying again:

Normally if you fail a Skill Check, you simply don't obtain what you wanted to do. You can't climb or you actually fall in the pit, while the others laugh at you or just pretend that everything's is okay.

In some cases, the Game Master can decide to let the player try again or to consider a lesser failure if the player rolled just few points above the actual limit.

Example:

A Characters tries to jump That Pit and he needs to roll a 60 or less. Since he obtains a 62, the Game Master decides that he falls nearby the border, but the character manages to grab it. In this case he can climb up during the next Round, or be helped by the others.

In other cases the character will not advance in what he's doing, like while climbing he just stops while trying to find a good spot to proceed. It's up to the Game Master to decide what happens, but usually if a player fails, that's it.

Remarkable Success:

Rolling a result of 15 or less during a Skill Check is considered a Remarkable Success. Usually this kind of success grants a little advantage when performing the Skill, like be able to notice more details or be able to remember more things.

During Hard Skill Check the Remarkable Success is obtained only by rolling a result of 5 or less.

It's up to the GM to decide which bonus to grant, but usually is performing the action better or obtaining more informations and details.

20 or More Skill Ranks:

When a Character has 20 or more Ranks at one skill, the GM could decide that he didn't need to roll, depending on the situation.

Example:

The characters are looking for a missing foal inside a forest. The GM tells the players to roll for Listen, since the foal is hidden nearby quietly sobbing. Since one of them has 20 Ranks at Listen he didn't need to roll to hear him, but the player can still ask to roll to determine the exact position of the little one.

Opposite Skill Check:

An Opposite Skill Check is used when a character or a monster/npc tries to do something against others. In this case you have to subtract the Skill Modifier to the total of the Skill Check.

Example:

A character is trying to sneak over a group of Bandits. He have a +10% to his Sneak Skill, but the Bandits have a +5% to their Listen Skill. The character have to roll a result equal or lesser than 55, since 50 (Base Value) +10 (Sneak Skill Modifier) -5 (Listen Skill Modifier) = 55

In this example the Game Master decided to consider all the Bandits as a single creature to make it simple, but usually every creature/character involved should roll for himself/herself.

The same rule applies even between characters, like when the Rogue tries to steal from the Mage's pouch instead of just asking him.

Opposite Characteristic Check:

This is similar to the Opposite Skill Check, but you will use the d20 and the Characteristic Value instead, against the one of your foe.

Example:

An Opposite Willpower Check is obtained by rolling a d20 and adding the Willpower Value. The one who gets the higher results, wins.

Bonus Limit:

A character can only obtain a maximum of a +10% Bonus to one of his Skills, or suffers up to a -50% Penalty. All the excesses are ignored. Bonuses or Penalties obtained from Spells, Enchanted or Magic Items don't stack together but only the better/worst will be used.

Example:

A Character with the Burglar Feat (+5% to lock picking), is also using a Professional Thieve's Tools who grants a +10%.

In this case, he will only obtain a total of +10% to his Skill Modifier instead of a +15%.

It's important to remember that usually additional Bonuses are applied before additional Penalties and then the Bonus limit is applied. This could still grant a better bonus in some situations.

Example:

The character is running and needs to perform a Jump Check. The Character only have a Skill Modifier of +5% for jumping, but he also obtains a +15% because he is running fast. In a normal situation, the additional Bonus is reduced to +10%, but let's pretend that the character will also suffer a -5% because he is Topsy. In this case, he maintains a +10% because the additional Bonus from running (+15%) is reduced by the Status Effect (-5%), so the Bonus limitation will not apply.

If the character were only taking a Run-Up, who grants a +10%, will only have obtained a +5%.



Combat!

Usually the part that everyone loves to do, except for those who have weak characters.

Combat can be an important part of the game for those who like to fight a lot, but it's not necessary since others prefer to just role-play. In any case, combat is quite dangerous for everyone, even for those who are specialized in it: a couple of bad rolls can put even the strongest fighter in danger so be careful and be smart. Seeds of Harmony encourages cooperation in every situation, even in combat. No wait, I mean ESPECIALLY during combat.

Step 1: Initiative

Every character, monster, npc who participates must roll a d10 then add to the result his Initiative Modifier.

The Game Master should write down all the results and order them by the highest to the lowest. This determines the turn order that is needed to know when they can act during the Combat Round.

Example:

A character is fighting a Bandit and a Outlaw. He rolls a d10 and adds a +14 to the result, obtaining a 18 (4+14=18). The game Master rolls for the Bandit and the Outlaw, obtaining a 14 (3+11) and a 17 (8+11=19). The Turn Order will be the Outlaw (19), the Character (18), and then the Bandit (14).

A Combat Round is when everyone involved in combat act from the first to the last one who is participating. After everyone's turn has been resolved, the Combat Round ends, and a new one begins.

It's important to take note of the rounds passing, since some effects, spells and abilities have a duration in rounds.

A single round is 6 or 7 seconds long.

Initiative Slowdown

Initiative Slowdown is an effect applied to certain Attacks, Special Abilities or Spells and is represented by a number. The Action performed with an Initiative Slowdown will be resolved as the character's initiative is lower by the same amount of the number indicated.

Example:

A Character with an initiative score of 18, that performs an action with an Initiative Slowdown, will perform that action when the Initiative Turn Order reaches 14.

Notice that an Initiative Slowdown splits the character's turn in two parts, allowing others to act meanwhile or to react to his attacks/ability. If the character is unable to finish his action, he must renounce, but he gains a single Free Action to perform.

If there is a Initiative Tie, the Action performed with an Initiative Slowdown will be resolved after those who have the same initiative.

Being attacked while trying to perform an Attack with an Initiative Slowdown, will increase the time needed by 1, if the character tries to Dodge or Parry. If the character isn't aware or simply do not tries to Parry/Dodge, the effect will not apply, but he will be hit automatically.

Example:

The same character as above (18) starts his turn and decides to move against the Bandit (14), spending 1 Action. Then he decides to attack him, but since he is using a Slow Weapon, his attack will be resolved after the Bandit's Turn since they both are at 14. After that he will be able to finish his action and then roll for his attack.

Taking Time or Waiting for Others:

It's also possible to decide to act after others in the Initiative Turn Order. To do so, a character must spend 1 Action and then the player will communicate to the Game Master that he will act after someone involved in combat. Notice that you can only act after others if your Turn Order is higher than their. When the Waiting is resolved, the new Turn Order will be permanent until the Combat Ends, unless the character is able to modify again his initiative turn order. Lowering the Turn Order costs 1 Action and it's considered as you made the same result -1.

Example:

Using the previous example, the Outlaw decides to let the Bandit Act first, since the Character is more close to him, he will probably fight it first.

So during his Turn, the Outlaw spends 1 Action to lower his Turn Order after the Bandit.

The new Turn Order will be the Character (18), the Bandit (14) and then the Outlaw (13).

In his turn, the Outlaw will only have 1 Action remaining, since he already spent one

Step 2: Performing Actions

Every character, creature and npc has 2 Action to spend during his turn. Attacking, Casting a Spell and moving are all action that can be performed during combat, and they usually requires only 1 Action to be performed. Doing particular things/attacks/manoeuvres or casting certain spells can require 2 or more Actions, like performing more than a single attack or casting a complicated spell.

By default a character can attack only once during his turn, unless he has the *Extra Attack* Feat or he's Fighting with Two Weapons.

A character can move twice during his turn, each time spending 1 Action. The Movement Values indicates the distance he can travel as a single action, but if he moves twice, he is considered *Running* or performing a *Fast Movement*.

Charging an enemy costs 2 Actions and it's basically a movement plus a single attack, but it must be performed in a straight line and is considered a charge only if the character or the creature moves over the half of his Movement Value.

Step 3: Attack, Dodge or Parry

When a character or a creatures attacks, he rolls a d20 and adds his *To-Hit Roll* Modifier (Simplified in ThR).

Normally a Character have a base ThR that he uses when he needs to hit others during combat, but those who specialize in the use of a weapon can increase it. To successfully hit, the attacker must score higher than the defender. If there is a tie, the defender always win.

**Earth Pony
Adventurer**



Long Sword ThR: +6
Parry: +5
Shield Block: +7
Dodge: +5

Bandit



Club ThR: +2
Parry: +2
Dodge: +2

Example:

The Earth Pony Adventurer is attacking a Bandit with his sword. His base ThR is +4, but since he is also using a Long Sword he will add a +2 Bonus thanks to his Weapon Focus Feat, for a total of +6. The Player rolls a d20, obtaining a 10, and adds the +6 to the result, for a total of 16.

To avoid to being hit, a character or creature can choose to try to Parry or Dodge the Attack.

If there is a Tie in the results, the Defender Always Wins, so an attacker have to roll higher than the defender to be able to hit him.

After the character or creature decides which one uses, he simply rolls a d20 and add the relative modifier.

Example:

Since the Bandit has both a +2 to Dodge or Parry, he simply decide to Dodge the attack. The GM rolls a d20, obtaining a 12, and then he adds the +2 for a result of 14, not enough to avoid the attack.

In this case, the Bandit is hit by the adventurer.

Usually Dodge is useful against Ranged Attacks and some Spells, but wearing heavy armors can reduce the total amount of your Dodge Value, so is generally used by those who wear light armors or simple clothing.

Shields grants a Parry Bonus in Melee combat, but can also allow to Block a Ranged Attack, granting a Cover.

Cover is a Percentage Number that must be roll when being attacked by ranged spells or weapons. If you roll equal or less than your Cover value, the attack is blocked by the source of the cover (in this case, the shield)

Parry or Dodge an attack doesn't cost any Action.

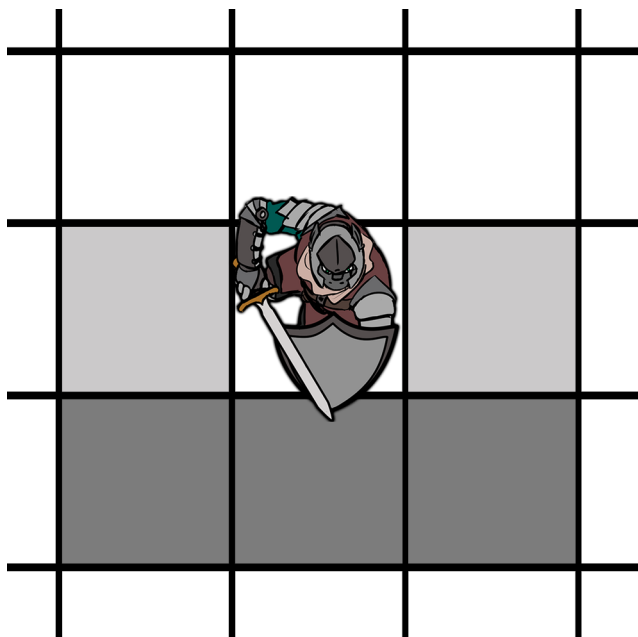
If a character or a creature isn't able to see the incoming attack he will be automatically Hit.



Direction of the Incoming Attack

The direction of the attack is also important to determine, since a character can't Dodge or Parry everything.

As you can see in the image below, the dark-grey squares represents the Front of the Adventurer, the light grey represents his Side and the white squares represents his Back Side.



Attacks from Behind can only be Dodged if the character is aware of being attacked from behind. If not, he will be automatically Hit.

A creature can perform a movement without the risk of trigger an Attack of Opportunity.

Attacks from the Sides can be Parried or Blocked as Usual.
Notice that performing a movement through someone's Side, will cause an Attack of Opportunity.

This is the Front of the character.
Attacks coming from this direction can be Parried and Blocked as Usual.
Performing a Movement through someone's Front, will cause an Attack of Opportunity.

Step 4: Critical Hits and Dealing Damage

When an attack hits his target, it inflicts an amount of Damage that will be subtracted to the Total Hit Points of the character or creature being struck. In this case the Adventurer is using a Long Sword that inflicts 1d6+3 points of Slashing Damage.

But before he do that, he must check the chance to obtain a Critical hit, that means he struck a particular vulnerable spot.

Every weapon have a Critical Value that have to be obtained with a d100. If rolling the d100 you obtain an equal or lesser result, you'll inflict a Critical hit.

Example:

The Character's Long Sword have a 22% Chance to obtain a Critical Hit. Let's just pretend he rolls a 20 so I can tell you what happens.

When scoring a Critical hit you roll an extra dice of Damage, based on the same dice you normally roll.

Example:

The Character's Long Sword inflicts 1d6+3 damages, but with a Critical hit, it inflicts 2d6+3! The player rolls 2 dices, obtaining a 3 and 5 and adds a +3, for a total of 11. Since the bandit only have 11 HP is automatically Slain. Way to go.

Wearing armors can reduce the amount of damage taken during combat. Every Armor have a Damage Reduction Value, that is subtracted by the result of the Damage inflicted by the attack.

Example:

If the Bandit had a DR of 3, he would only have suffered 8 damage instead (11-3=8).

Damage Reduction can also negate the Damage taken, so heavier armors can save your character's life. A lot.

If the Total Damage isn't enough to pass over the DR, it deals 0 Damage.

Example:

Pretending that the character, for some reason, have a DR of 6 and is hit by an attack that only inflicts 5 damage, he will suffer no damage at all.

To simplify things, creatures or enemies who reach 0 HP are slain, but characters or those important NPC that you have to protect usually have to *Bleed-out* before they actually die.

The *Bleed-out* Phase starts when a Character reach -1 HP, and suffers 1 Direct Damage per turn until he reach a certain amount then he dies. For real. Go roll another character.

A character can sustain a number of *Bleed-out* Damages equal to his Constitution Value +1, so a character with a Constitution value of 12 can resist 12 Rounds, more or less. Obviously the damage taken during this period is added to the total, and can even finish off a *Bleed-out* Character/NPC.

Example:

A character is at -3 HP, but suffers 5 more Damages going at -8 HP.

Other Rules

Armor Proficiency:

A character can wear any armor he wants, but without the related proficiency he will suffer additional penalties:

- 2 to his ThR
- 2 to Parry
- 2 to Dodge per Armor Category (so wearing an Heavy Armor inflicts a -6 penalty to Dodge)

Attack Value:

The Attack Value is used for certain attacks or effects that are usually difficult to avoid or have the same precision every time they are used.

An Attack Value is a number that must be passed for avoid the effect and/or the damages that it could inflict.

An Attack Value can only be Dodged if the defender is aware of the incoming attack, but in some cases the defender can also use his shield to protect himself, but only from Attacks that are of the Same Size of the Shield.

Example:

An adventurer can use his Medium Shield to protect himself from some darts shoot by a trap, but he can't use his shield against a Breath Attack from a Huge Adult Dragon

Attacks or effects that uses an Attack Value are considered Ranged Attacks only if they have a Range.

Cover or Concealment:

Some situations, items or spells could grant a Cover or a Concealment.

A Cover is obtained by standing behind a solid object, usually large enough to cover the character's body, while the concealment is obtained by things who make harder to see the character, like smoke, darkness or some spells.

Both Cover and Concealment grant a percentage chance that an incoming attack will miss the character, but there are some differences.

If a cover successfully block the incoming attack, the object who grants the cover is being hit instead. If the attack who hits the Cover manage to destroy it, the attack will continue his trajectory. A Cover does not grant protection against attacks coming from the same side where the character is standing.

Concealment is based mostly on sight and it's not effective against attacks that are not performed by using it.

For example Concealment does not grant any protection against spells or attacks with an Area of Effect (AoE), as long as the zone where the character is standing is affected by the attack. Creatures who can attack without the use of sight can ignore any Concealment within their perception.

If the character obtains both a Cover and Concealment, only the higher is used and the other is ignored. If the incoming attack ignores one of them but allows the other, it's possible to use that.

Critical Hit Variations:

A character or a creature, when scoring a Critical Hit, can decide to renounce to the Extra Damage to obtain a different effect, depending on the damage it deals.

- If using a weapon that deals Piercing or Slashing Damage, he can consider the enemy's DR inferior by 1 (so a DR of 3 is 2 instead).
- If using a weapon that deals Piercing or Slashing Damage, he can inflict the normal damage plus 1 Direct Damage of the same Type and cause *Bleed* to the target for 1d3+1 Rounds.
- If using a weapon that deals Bludgeoning Damage, he can *Stun* his opponent for 1 Round (only if he can reach his head).

Sustaining more attacks:

Being attacked many times in combat could be a problem for anyone. For each attack after the first, a character or creatures suffers a -2 Penalty to both his Parry or Dodge Roll, that can be accumulated until the end of the Round.

Example:

A character is being attacked by 3 bandits at once. The first obtains a 13, the second a 9 and the third a 17.

The character tries to dodge, obtaining a 14 for the first attack. For the second he rolls a 15, but he suffers a -2 since it's the second attack he suffers during this round. Luckily, even if the result is 13, since he is defending he is considered to successfully have dodged the attack. For the third one he rolls a 11 but he also suffers a -4 since it's the third attack, and he get struck by the Bandit's weapon.

The penalties can stack to a total to -8 and no more. That's why you should try to avoid to go all alone.

When the round ends, all the penalties are removed.

Weapon Proficiency:

A character can use any weapons he wants, but without the related proficiency he will be only able to use his Base ThR and a d10 instead of a d20.

Hand to Hand during Combat:

The use of Hand to Hand requires that the character hit his opponent with an Unarmed Attack while the opponent tries to Dodge it or could use his Medium or Large Shield but only against certain moves. If the character successfully hits the opponent they both roll a d20 adding the relative modifier. The one who obtains the higher results, wins.

Example:

A Character is trying to tackle down a bandit before he escapes, so it could be interrogated. Since it's close to him, he tries to hit him using his Base ThR and Obtains a 15. The Bandit tries to dodge, but he rolls only a 8. Since the character was able to get the Bandit, he rolls for the Hand to Hand Check, based on Strength, since he tries to grab and hold him. He rolls a d20 and obtains a 13 and adds his +8. Also the Bandit rolls a d20, obtaining only a 10, and since he only have a +5, the Character successfully grabs and hold him. In his turn, the Bandit can try to break free, with another Hand to Hand Check, but he can choose to use his HtH (Strength) or HtH (Dexterity)

Combat Kick:

A Character with the relative Feat can perform a Combat Kick during combat.

A Combat Kick requires only 1 Action if the character is using a One Handed Weapon, or he is wearing a Medium Armor or something lighter. If the Character is using a Polearm, a Two-handed Weapon or an Heavy Armor, the Combat Kick will cost 2 Actions instead.

The kick requires an Unarmed Attack who can be Dodged or Parried by Large Shields. If the kick hits the opponent, both the attacker and the defender should perform an Opposite HtH (Strength) Check. If the Attacker obtains a result higher by 6 points or more, he will push the opponent back by 1,5 m (5 ft) who will become *Out of Balance*. If he obtains a result who is higher by 10 points or more he will Knock him down instead or it could push him back and knock him down (it's up to the GM to decide).

It's also important to remember that the kick will inflict 1d3 (+STR Modifier) Non-Lethal Damage to the opponent.

If the attacker also has the Stomp Feat, the Combat Kick will also be considered a Stomp Attack.

If the defender is using a Medium Shield or larger, he will obtain a +2 to his HtH Check.

Snake-like creatures or those with 4 legs will obtain a +4 to resist the kick.

The Combat Kick has no effect on creatures with a larger size than the attacker.

Performing a Combat Kick is considered a *Movement Action*.

Grab and Hold:

This manoeuvre allows the character to grab an opponent and hold him in place. It's necessary to have both hands free to hold someone, while only one is required for grabbing. When the Attacker successfully hits the opponent with the unarmed attack, he can perform a HtH (Strength) Check, and if he wins, he is considered Holding his opponent. While held, the opponent cannot move and both are not able to Dodge anything, but they can try to Parry if one of their hands is free. They can hit each other if they are able to do so.

An opponent Grabbed can try to free himself, spending One Action, with another HtH Check, but he can choose to use his (Strength) or (Dexterity). If he succeeds, he is immediately free. It's possible to only made one attempt to escape per round.

When the attacker starts his next round with his opponent still grabbed, he can do another HtH Check to Hold him, usually completely immobilizing him. If he succeeds, the opponent can only try to free himself and nothing else. While Holding an opponent, they are both unable to Dodge or Parry anything, unless the Attacker decides to let him go.

Some creatures can inflict Damage while Holding their opponents.

Knock Down:

This manoeuvre allows to Knock Down your opponents. If the Attacker successfully hits the opponent with his Unarmed Attack, he can perform a HtH (Strength) Check, and if he wins by 5 points or more he successfully Knocks Down the opponent. If he succeeds but by lesser than 5, the opponent will be in *Out of Balance*. If the Opponent wins by 5 or more, it's the attacker who became *Out of Balance*. It's not possible to *Knock Down* or get *Out of Balance* creatures who are 2 size bigger than the Attacker.

Push:

This manoeuvre is similar to the Grab and Hold, even if you try to push back your opponent instead.

When the Attacker successfully Grabs his opponent and wins the HtH (Strength) check, he can immediately move him back by 1,5 mt (5 ft) for each 5 points of difference from his opponent.

Example:

Obtaining a result higher than 10 allows to push the opponent back by 3 mt (10 ft)

If the opponent can't move, he automatically became Knocked Down, unless there is some sort of obstacle who doesn't allow to do so.

Notice that Pushing an opponent is considered a Movement Action, and it's not possible to Push someone over the character's maximum movement value unless you didn't already move or you have another Action to Spend.

Example:

A character have a Movement value of 6 mt (20 ft), but he have already moved by 4,5 mt (15 feet). If he pushes his opponent, he can only push him for other 1,5 mt (5 ft). If he have another action and is allowed to push the opponent further, he can spend it to do so. If he has no action he can't push until his next turn.

It's possible to Push during a Charge or while Running, obtaining a +2 Bonus to the Check.

If the opponent have more than two legs, he obtains a +2 to avoid to being pushed.

Movement and Running:

The Movement Value represent how far a character can move during a Combat Round while spending 1 Action. Medium Sized Creatures have a Movement Speed of 9 meters (30 ft), except Minotaurs that will move 7,5 mt (25 ft). Wearing Medium Armors reduces the Movement Value by -1,5 mt (-5 ft) and Heavy Armors by -3 mt (-10 ft). Minotaurs aren't slowed by Medium Armors, and Heavy Armors slows them only by -1,5 mt (-5 ft).

A character can move through a square occupied by an ally only if there is enough space for both, and it will be considered to have moved twice the distance.

Example:

A square is 1,5 m (5 ft), but moving through an ally is considered 3 m (10 ft)

If there is not enough space for both to move, it's not possible to move through. This can prevent to pass through allies who have a large physical build or those who are wearing medium or heavy armours, while standing in narrow places, like small corridors.

Moving Fast and Running:

When a character uses both his actions to move twice, it's considered *Moving Fast* or *Running*, and it could cause some problems in certain environments, like running on ice or similar. Still, a character who is Moving Fast obtains a +1 to Dodge Ranged Attacks, while a Running Character obtains a +2, unless the attacks are coming directly from behind or in front of him, in a straight line.

Running requires Two Actions, and the character will move at Twice his movement value the first Round when he starts running, then three times during the second and then four times during the fourth. Wearing a Medium Armor or carrying a Medium load allows only to run at three times the movement speed, while wearing a Heavy Armor or a Heavy Load, will only allow to run at only twice the movement speed.

A creature is able to run without any problem for a number of rounds equal to her Constitution Value and after that, is still possible to continue running, but the creature is forced to perform a Constitution Check each round she continues to run.

If the Constitution Check is failed, the creature will slow down and then stop to take her breath, and she will not be able to run for 1d3 Rounds.

The following Table will show some conditions who will reduce or increase the number of rounds the creature can run, and other modifiers.

	Round Modifiers	Constitution Check Modifier
Wearing Clothes / Light Armor	+0	-
Wearing a Medium Armor	-2	-5%
Wearing an Heavy Armor	-4	-10%
Light Encumbrance	+0	-
Medium Encumbrance	-2	-5%
Heavy Encumbrance	-4	-10%
Spell: Swiftess	+2	+2%
Spell: Speed	+4	+4%
Spell: Decelerate	-2	-2%
Spell: Slow	-4	-4%
Diamond Dog / Sabitian	+4	+8%
Earth Pony / Griffin / Mule	+3	+5%
Minotaur / Night Pegasus / Pegasus / Zebra	+2	+3%
Unicorn	-1	-
Feat: Expert Runner	+3	+10%

Performing a Run-up:

A character can take a run-up before jumping to obtain a +10% to any Jump Check he should make, but only if he moves at least at more than half his movement value, in a straight line. If the character is running, the bonus is increased at +15%.

Wearing Medium or Heavy Armors and/or carrying a Medium or Heavy Load will only grant a +5%.

Damage Type:

There are different type of damage that can be dealt during combat or by items, effects and spells:

Physical Damage (Weapon): Bludgeoning, Piercing, Slashing

Physical Damage (Effect): Necrotic, Poison

Elemental Damage: Acid, Cold, Electrical, Fire, Sonic

Magical Damage: Arcane, Obscure, Radiant

Arcane Damage always consider the opponent DR or NDR as if it's halved (rounded up). Enchanted Weapons will only consider the opponent's DR or NDR as is lower by 1 point, instead, and obtains a +1 to the damage roll to pass an item Hardiness.

Necrotic Damage always ignores any NDR equal or lesser than 4, also any Necrotic Damage dealt can only be healed by potions, Thaumaturgy. Living Creatures with a NDR higher than 4 who suffers 5 or more Necrotic Damage, they will permanently reduce their NDR by 1. If an Arm or Leg suffers 5 or more Necrotic Damage, the creature must pass a Shock Test, or loose the ability to use it until the damage is healed. Suffering 6 or more Necrotic Damage to the Head will force a Shock Test (Death), if the test is failed the creature dies. The Damage threshold is reduced by 1 against Small Creatures, or is increased by 2 per creature size higher than Medium.

Obscure and **Radiant** Damage will ignore any DR and NDR. Any MDR is considered as if is lower than 2 points (min 1).

If a living creature suffers at least 1 **Poison** Damage, it will be considered *Poisoned*.

Any **Elemental** Damage has a special rule based on the amount of damage dealt.

- If a source who should deal 10 or more **Acid** Damage to someone who is wearing an armor, it will permanently reduce the Armor's DR by 1 and his Hardiness by 2. If the armor DR or Hardiness reaches 0, the armor is destroyed. Clothings and items are also influenced.
- If a source deals 10 or more **Cold** Damage to a creature, it will inflict a -1 to his ThR and Dodge, and his initiative will be lowered by 1. The effect is cumulative. For each hour the character is warmed up, the penalty is reduced by 1. The damage must be dealt to the creature's HP to take effect.
- If a source who should deal 10 or more **Electrical** Damage to a creature who is wearing a metallic armor (or with reinforcements) it will ignore the DR granted by the armor (or the DR granted by the Reinforcement). MDR granted by metallic armors are unaffected. The effect is resolved before applying any DR.
- If a Source should deal 10 or more **Fire** Damage to a creature who is wearing a Metallic Armor, the creature will suffer half the amount of the armor's DR as *Fire Direct Damage*. If the character is wearing a non-metallic armor, or has a NDR equal or lesser than 4, the Fire Damage will ignore it.
- If a source deals 7 or more **Sonic** Damage to a creature, it's will be necessary to pass a Shock Test or being *Deafened* for 1d3+1 Rounds.

Direct Damage:

Direct Damage is applied to any type of damage. If a Source should deal Direct Damage, it will ignore any DR or NDR.

Damage Resistance:

Damage Resistance is the ability to resist a particular type of damage. It works the same way as the Damage Reduction, but it can not be ignored, and is applied after any Damage Reduction.

Damage Resistance will be added to the item's Hardiness instead.

Damage Reduction is always applied first, if possible, then Damage Resistance or Damage Immunity.

Damage Distribution:

It's always important to determine a Damage Distribution, to understand which damage is affected by a Damage resistance or else.

When a weapon/spell/items deals damage, the damage distribution is the sequence of damage dealt by it.

The damage dealt by a weapon is considered from the same source.

Example:

A character with a STR value of 14 deals 1d6+3 Slashing Damage. The +3 damage is always part of the same source.

When the attack inflicts more than one source, is important the order which the damage is dealt.

Example:

If the same sword would also inflict +1d3 Fire Damage, then the Damage Order will be 1d6+3 +1d3

This is important since if the Sword is not able to overcome the opponent's DR, the fire damage will not be applied.

Example:

The sword deals 4 Damage, but the opponent's DR is 5. In this case, the fire damage would not be applied

The additional damage can be reduced by a Damage Resistance.

Ranged Weapons and Ranged Spells:

Ranged and Throwing weapons, and some spells too, are used to hit enemies from distance.

This type of attacks are called "Ranged Attacks" and follow almost the same rules about Hit, Parry and Dodge with some differences.

A ranged attack can only be Dodged unless the character is using at least a Small Shield.

A ranged attack can only be Dodged only if the defender is aware of the incoming attack. Even if not, the defender still rolls to Dodge but with a -4 penalty since the attacker can simply miss him. If the attacker is at 6 m (20 ft) or less from the defender, he will automatically hit him, if the defender is not aware of the incoming attack as usual.

Using a Shield allows the player to use his Parry value versus the attacker's ThR related to the weapon, but it's used to see if the attacker actually reaches the defender with his projectile.

If the defender who uses a shield is unaware of the attack can still use his parry value with a penalty of -2 but only if he rises his shield and tries to cover from incoming attacks. If the defender isn't using actively the shield, apply the normal dodge rules. Remember that even if using actively a shield, it can't be used against ranged attack from Behind.

If the defender is hit, the Attacker rolls for the Critical Chance and then he inflicts the Damage as usual.

If the defender is using a shield when hit by a ranged attack, he rolls a d100 and if he obtains a number equal or lesser than the Cover granted by the shield, he is safe, but the Shield get Hit instead. This is important to know since ranged attacks and spells can damage Shields and even break them.

To target and then shoot an enemy an attacker needs to consider two things: **Line of Sight** and **Range Line**.

The Line of Sight is just the ability of the attacker to actually see his opponent.

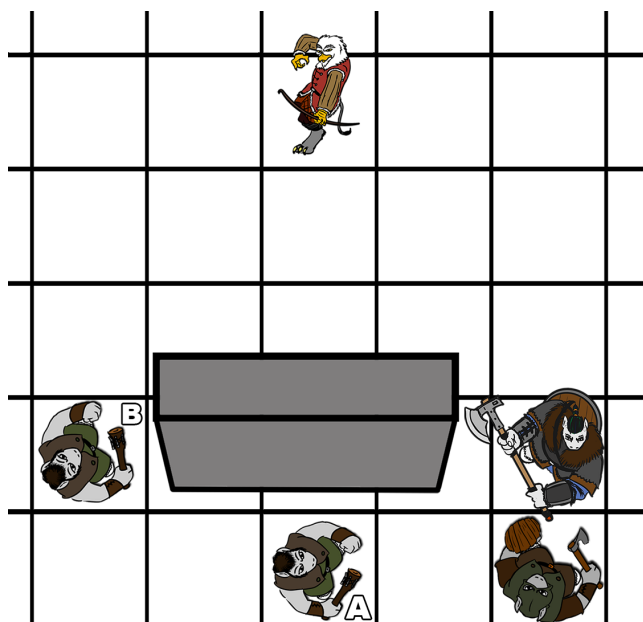
If something is blocking the attacker's Line of Sight, he can't shoot to his opponent and must choose another target instead.

Large or bigger creatures can block the Line of Sight.

Example:

If the opponent is behind a wall, it can't be targeted

The Range Line is just the trajectory made by the projectile when shoot. The projectile will hit the first thing on his Range Line if is tall enough to been hit.



Example:

The Griffin in this image wants to help the Earth Pony with the two handed axe, by using his bow against some bandits or a brigand.

As you can see, the Griffin can see both the Brigand and Bandit B, but is unable to see Bandit A, since his Line of Sight is blocked by the wall.

Even if he could shoot at the Brigand, there is a chance to miss and hit the other adventurer

He decides to shoot an arrow against Bandit B, since he have both his Line of Sight and Ranged Line clear from any obstacles.

Let's consider for a moment that the Griffin still wants to hit the Brigand, despite the risk to hit the Earth Pony Adventurer.

Using a Ranged Attack against an enemy in combat with an ally inflicts a -2 ThR since you are trying to not hit him by mistake. If the attack misses the defender, there is a 35% chance that the ranged attack will hit the ally. An ally can try to dodge only if he's aware of the incoming attack as seen above.

Using a Ranged Attack from a different position that allows the ally to be technically safe, the attacker suffers no penalties.

Example:

If the Griffin was in the same position of Bandit A, he could shoot the Brigand without penalties.

If the attacker is shooting at two creatures in combat and doesn't care who get hit, the GM should give a 50% chance to both sides, to determine who would be hit by the ranged attack, and then proceed as usual.

Ranged Attacks that miss their target can still hit others in the same Range Line, until the projectile reach his range limit, or simply fall of.

When a Ranged Attack, misses the first target, but there are still other possible targets, they must try to dodge/parry it as long as they are aware of the incoming attack as usual, but they will suffer a -2 to their dodge.

CHARACTER CREATION

1) Choose your Race

Every race have his own bonuses and penalties who are applied during the character creation.

There are no Crystal Ponies since the game is settled 200 years after the banishment of Nightmare Moon, so they will be missing for a long time, plus in the setting they are an ancient race who have been disappeared for centuries.

Every race can increase one characteristic value by 1, chosen from the options, but also have to decrease another one.

During the creation, every race starts with a different amount of Character Point, who are spent to acquire Traits and Feats.

Example:

An Earth Pony Character can choose to increase his Strength or Constitution value by 1, but he also have to decrease his Wisdom or Mana value by 1.

Table of Starting Character Points and common Height by Race.

Race	Character Points	Common Height
Donkey	30	Between (1,60 mt and 1,75 mt) (5.24 ft and 5.7 ft)
Earth Pony	30	Between (1,65 mt and 1,85 mt) (5.4 ft and 6.06 ft)
Griffin	25	Between (1,55 mt and 1,75 mt) (5.08 ft and 5.7 ft)
Minotaur	25	Between (1,70 mt and 2,00 mt) (5.5 ft and 6.5 ft)
Mule	30	Between (1,65 mt and 1,80 mt) (5.4 ft and 5.9 ft)
Night Pegasus	30	Between (1,60 mt and 1,75 mt) (5.24 ft and 5.7 ft)
Pegasus	25	Between (1,55 mt and 1,70 mt) (5.1 ft and 5.5 ft)
Unicorn	25	Between (1,60 mt and 1,75 mt) (5.24 ft and 5.7 ft)
Zebra	30	Between (1,65 mt and 1,85 mt) (5.4 ft and 6.06 ft)



Race List:

Donkey:

You have to increase your character's Constitution or Willpower by 1.

You have to decrease your character's Dexterity or Cunning by 1.

You consider your Character's Strength value higher by 2, when calculating the Encumbrance the character can carry.

Your character obtains a +5% Bonus to Bargain and Sense Motive

Your character obtains a -5% Penalty to Bluff and Diplomacy

Additional Traits:

No Cutie Mark

Donkeys don't obtain any Cutie Mark

No Magic

Donkeys are unable to obtain any Feat that allow Spellcasting.

Earth Pony:

You have to increase your character's Strength or Constitution by 1.

You have to decrease your character's Wisdom or Mana by 1.

You consider your Character's Strength value higher by 1, when calculating the encumbrance the character can carry.

Your character is able to pull up to 5 times his High Encumbrance instead of 4.

Your character obtains a +5% Bonus to Craft (Choose one)

Your character obtains a -5% Penalty to Handle Devices

Additional Traits:

None

Griffin:

You have to increase your character's Constitution or Willpower by 1.

You have to decrease your character's Wisdom or Mana by 1.

Your character obtains a +5% Bonus to Sneak and Spot

Your character obtains a -5% Penalty to Diplomacy and Swim

Griffins can not obtain any Feat that allows Spellcasting, unless they acquire the *Sphinx* Trait.

Extra Traits:

Claws:

Griffins can deal Lethal Damage with their Unarmed Attacks with a Critical chance of 22%.

Claws are considered to have the *Small* Special Rule

Bring it On! :

Griffins gain a +5% to Fear and Terror Checks

Passion for Gold:

Griffins are only interested in acquiring more gold and money, but they give almost no interest in other precious things unless they can sell them out. Griffins always prefer to be paid as reward. Other creatures who try to use the Bargain or Persuade skill without also using money, can suffer up to a -10% Penalty.

Wings:

A Griffin has a Flight Speed of 12 mt (40 ft) per round and it's considered *Able to Fly*.

Wretched Life:

Since the fall of their homeland, Griffonstone, Griffin have become harsh and serious people. They don't obtain any Cutie Mark, but they consider the *Reinforced Claws* as One Handed Weapons instead of Exotic Weapons.

Minotaur:

You have to increase your character's Strength or Wisdom by 1.

You have to decrease your character's Dexterity or Mana by 1.

Your character obtains a +5% Bonus to Persuade

Your character obtains a -5% Penalty to Bargain

Your character's Hand to Hand (Strength) value is increased by 1

Minotaurs can not obtain any Feat that allows Spellcasting, unless they acquire the *Lammasu* Trait.

Additional Traits:**Ancient Civilization:**

During the Character Creation, you can reduce the cost of the *Education* Feat by 5.

You can also choose to obtain a +5% to a single Craft or Perform skill you choose.

Minotaurs consider the Caestus as One Handed Weapon instead of Exotic Weapon.

No Cutie Mark**Slow and Purposeful:**

A Minotaur Character reduces his Initiative value by 1.

The base Movement speed is 7,5 mt instead of 9. (25 ft instead of 30)

Medium Armors don't reduces theirs speed, and Heavy Armors reduce it only by 1,5 mt (5 ft).

Mule:

You have to increase your character's Constitution by 1.

You have to decrease your character's Wisdom by 1.

You consider your Character's Strength value higher by 1, when calculating the encumbrance the character can carry.

Your character obtains a +5% Bonus to Diplomacy

Your character obtains a -5% Penalty to Authority

Mules can only acquire the *Combat Mage* Feat.

Additional Traits:**No Cutie Mark****Resistance to Diseases and Poisons:**

Mules obtains a +15% to Constitution Checks to Resist a Disease and a +10% Bonus to any Shock Test (Poison)

Note:

Even if Mules are a part of the Equestrian Society, they are usually hold a lesser social status. They usually have simple and humble names, generally representing simple or poor objects.

Example of Names: Bog, Clay, Puddle, Rust

Night Pegasus:

You have to increase your character's Constitution or Cunning by 1.

You have to decrease your character's Strength or Wisdom by 1.

Your character obtains a +5% Bonus to Listen

Your character obtains a -5% Penalty to Perform

Additional Traits:**Free-Runner:**

Free-Runners are those who live on the surface but also without being associated either to a city or any sort of authority except for their chiefs. A Free-Runner can obtain a +5% to Intimidate or Sneak, but will also suffer a -5% to Authority or Bargain.

Hard Life:

Since in the past Night Pegasi lived in the Underground, they become serious and diffident to strangers. They normally do not obtain any Cutie Mark, unless they acquire the relative Racial Trait.

Low-light Vision:

See Page 85.

Underground Heritage:

Night Pegasi have small wings and they can not fly unless they obtain the *Strong Wings* Trait.

They still obtain a +2% Bonus to Balance Checks (unless they have the *Strong Wings* Trait).

They can consider the Nocturnal Blade OR the Fellblade (not the two handed) as *One Handed Weapon* instead of *Exotic Weapon*.

Pegasus:

You have to increase your character's Dexterity or Willpower by 1.

You have to decrease your character's Constitution or Wisdom by 1.

Your character obtains a +5% Bonus to Jump

Your character obtains a -5% Penalty to Concentration and Diplomacy

Additional Traits:

Air Affinity:

Pegasi obtain a +5% while they try to maintain themselves stable and a +10% while interacting with Arcane Anomalies related to Gravity or Air. A Pegasus can stand and walk on Solid Clouds, but he can also pass through it by simply passing a Mana Check.

Wings:

A Pegasus has a Flight Speed of 15 mt (50 ft) per Round and it's considered *Able to Fly*.

Unicorn:

You have to increase your character's Willpower or Mana by 1.

You have to decrease your character's Strength or Constitution by 1.

Your character obtains a +5% Bonus to Authority

Your character obtains a -5% Penalty to Survival (Any)

Your character's Magic Points are increased by 3

Unicorns halves the time needed to learn a new spell

Additional Traits:

Unicorn's Horn:

Unicorns are able to purchase the *Arcane Magic* Feat and cast *Arcane Spells*.

Unicorns are always considered to have an additional "Free Hand" when they cast a spell, and are *Able to Cast Spells* even if they do not have the relative Feat, but they can't acquire new spells without it.

Lesser Telekinesis: (Racial Spell) 1 Magic Point. Stable Maintenance. [Arcane, Force]

An Unicorn can manipulate small items and objects with his Telekinesis. The object must have a light weight, like an apple, a quill or a simple book. Activating this spell requires only a *Free Action* and can be cast without penalty even if wearing armors.

When the unicorn uses this spell, his horn glows with a specific colour and also does the object manipulated by it. A player can choose which colour the Telekinesis use, but the choice is permanent. The GM can decide how many different small items the character can manipulate or hold with his telekinesis at the same time.

While it's not really possible to Counter this spell, it's possible to interfere using another Lesser Telekinesis or using a better spell, but both the characters have to perform a Mana Counter Check to see which one prevails. Doing so will cost 1 Action.

Zebra:

You have to increase your character's Willpower or Wisdom by 1.

You have to decrease your character's Strength or Dexterity by 1.

Your character obtains a -5% Penalty to Authority

Additional Traits:

Exotic Culture:

Zebras usually don't get any Cutie Mark, but they still can obtain it by a Racial Trait.

They consider the Khopesh as One Handed Weapon instead of a Exotic Weapon, and if they acquire the Proficiency for it, they can obtain it instead of a normal weapon, but they can't sold it during the Character Creation

Good Observer:

Zebras obtains a +5% Bonus to Spot.

Low-light Vision:

See Page 85.

2) Characteristics and Other Values

There are seven Characteristics who determines you character ability to do various things and also how strong or agile he is. During the Character creation you roll 2d6+5 seven times and then you can choose which characteristic assign the result.

Example:

Rolling for your new character, you obtain these results: 10 12 14 9 11 13 14

Then you can decide to which characteristic assign the result and after that, you apply the Racial Bonuses and Penalties.

Example:

You decide to create an Earth pony, so you distribute the characteristics in this order: 13 14 14 12 11 10 9

You also decide to increase his Strength Score and decrease his Wisdom Score, so the final result will be 14 14 14 12 10 10 9

Remember to assign the racial modifiers only after you assign the statistics.

	Value	Bonus
Strength	14	+2
Dexterity	14	+2
Constitution	14	+2
Cunning	12	+1
Willpower	10	+0
Wisdom	10	+0
Mana	9	

Depending on you characteristic value, you can obtain a Characteristic Modifier, who will influence many factors like Skills, Damage Dealt and so on. To determine the Modifier, consult the following Table.

Value	Modifier
1	-5
2 - 3	-4
4 - 5	-3
6 - 7	-2
8 - 9	-1
10 - 11	0
12 - 13	+1
14 - 15	+2
16 - 17	+3
18 - 19	+4
20 - 21	+5
22 - 23	+6
24 - 25	+7

From 10 to 11 is a medium value. Nothing good or bad.

From 12 to 13 is slight good value. Nothing particular but you are still better than the common people.

From 14 to 15 is good and common value between those who uses this characteristic a lot.

From 16 to 17 is a remarkable value. You are very strong, agile or smart and you easily stand above the common people.

18 is considered an outstanding value! If you have it somewhere except for you Mana, the others probably are jealous of you luck with the dices.

The Mana Value is a little different. A common value stands between 8 an 11 and many people have one of those values.

From 12 to 16 the Mana value allows your character to use Magic items or to “sense” the Arcane Veil who covers everything and it's a common value for spell caster (at least 14 and more).

17 and 18 is a suggested value for Spellcasters, since they need a lot of Magic Points to cast their spells.

Characteristics Summary:

	Used For
Strength	Damage Dealt, Encumbrance, Hand to Hand (Strength), Calculating your Shock Test Value, Strength-based Skills
Dexterity	Balance Checks, Dexterity-based Skills, Dodge, Hand to Hand (Dexterity), Initiative, Parry, To-Hit Roll
Constitution	Calculating your Shock Test Value, Constitution-based Skills, Hit Points, Toxicity Limit
Cunning	Cunning-based Skills, Learning, Skill Ranks obtained during the Character Creation
Willpower	Bonus to Magic Points, Calculating your Shock Test Value, Willpower-based Skills, Resist Mind Effects/Magics
Wisdom	Wisdom-based Skills, Corruption sustainable from the character before he/she became insane
Mana	Magic Points, Influence others with some of your spell (or resist to those spell)

Hit Points:

Hit Points are equal to the Character's Constitution Value plus Bonuses from his Career and from certain Feats.

Hit Points represents how many injuries the character can sustain before he dies.

Magic Points:

Magic Points are equal to the character's Mana value plus his Willpower Modifier and the bonuses from his career, race and feats.

Magic Points are used to cast spells or to activate particular magic items, feats or abilities.

Every Magic Point can be Spent until the character reaches 1, then he can't spent more. If a character reaches 0 Magi Points, by some special abilities or spells, he became *Tired* or *Exhausted* if he is a spellcaster.

Initiative:

Initiative is Equal to the Character Dexterity plus eventual modifier.

Initiative Rolls are made with a d10 plus the Initiative Modifier.

Base ThR:

The Base ThR is calculated in the following way: $1 + \text{Dex Modifier} + \text{Career Bonus}$.

Notice that there is difference between the Base ThR and the Total ThR used when fighting with weapons.

Dodge:

Dodge is calculated in the following way: $1 + \text{Dex Modifier} + \text{Career Bonus} + \text{Feats}$

Parry:

Base Parry is calculated in the following way: $1 + \text{Dex Modifier} + \text{Career Bonus} + \text{Feats}$

Notice that usually is suggested to also sign the Parry Value modified by a shield between brackets.

Example:

A Character's Parry Modifier is +4, but while using his shield the Parry is increased at +7. So the Modifier on the Character Sheet will be +4(+7).

The same applies for other similar modifiers.

Toxicity Limit:

This value represents the ability to sustain a certain amount of toxic substances, before getting sick or even worst. Each character have a certain threshold that is the Character's Constitution value plus some modifiers.

Constitution Value	Base Toxicity Limit
Race: Donkey, Earth Pony and Minotaur	+1 to the threshold
Race: Mule and Zebra	+2 to the threshold
Feat: Tough	+1 to the threshold per Feat Upgrade
Trait: Thin	-2 to the threshold

Drinking potions, being bitten by venomous creatures or assuming alcoholic drinks can increase the Toxicity of a creature, but as long as the score is behold the Threshold everything is fine until it's at 4 points or less to his limit. When a character is at 4 or less points to his Toxicity Limit, he became *Intoxicated*, until the score drops under that value. Reaching the Toxicity Limit immediately reduces the Character's Constitution by 1d6 points.

If the score exceeds the Toxicity Limit, the character must immediately make a Shock Test (modified with the reduced Constitution) where a failure indicates that the character dies, since his organism can't handle the substance.

For each 6 hours of absolute rest, the Toxicity Score is lowered by 1, even if in some situation is required to pass a Constitution Check (Hard). Assuming medicines could help to reduce the Toxicity Score by few points, but is only allowed to take one dose per day. The Game Master can decide how long it takes to completely recover from the sickness, since not every substance is similar to others, since usually a good night of sleep can be enough to pass the hangover.

Hand to Hand:

Hand to Hand is used to perform certain actions and moves against your opponents like *Pushing*, *Knock Down* or *Grapple*.

Hand to Hand is divided by Strength and Dexterity, while usually the mostly used is the first one, like trying to *Hold* an adversary.

HtH (Strength) is equal to your character's Strength divided by 2.

HtH (Dexterity) is equal to your character's Dexterity divided by 2.

If the Character's Career is *Combat (Might)* or *(Resistance)*, he increases his HtH (Strength) value by 1

If the Character's Career is *Combat (Agility)* or *Stealth*, he increases his HtH (Dexterity) value by 1

Athletic or *Savage* Careers can choose which one to increase.

Combat (Enchantment) Careers can choose which one to increase OR to increase their HtH (Magic)

Hand to Hand (Magic):

This one is only available for those who can cast Spells.

HtH (Magic) is equal to your character's Willpower divided by 2.

Arcane Careers always increase their HtH (Magic) value by 1.

Shock Test:

This value represents the ability to sustain and resist a particular trauma or similar event like poison, a severe injury or a spell. A Shock Test when required is resolved by rolling a d100, and scoring a result equal or lesser than the character's value.

Example:

A character with a Shock Test value of 45% is been struck on the head by a blunt weapon. The Game Master then decides the hit could Stun or make the character faint even with full health. The players rolls a d100 and obtains a 35, enough to resist the effect and let the character act normally (even if he will have a bump on the head the next morning).

Some Shock Test are based on particular events, like (Bleeding), (Death) or (Poison). This kind of specifications are important since a character could have a bonus to a Shock Test (Bleeding) that it would not be granted for a Shock Test (Magic). Usually each type of Shock Test have a Negative Effect or a Side Effect. For example failing a Shock Test could cause the character to be Stunned for 1d3 rounds, while a success could simply Disorientate him for just 1 round.

The value is obtained by calculating the sum of the character's Strength to his Constitution and Willpower, plus additional bonuses from feats or special abilities.

Base Value	STR + CON + WILL = %
Race: Earth Pony / Minotaur / Mule / Night Pegasus	+5%
Feat: Tough	+5% per Upgrade
Trait: Thin	-5%

Even if the test is passed or failed, for each consecutive Shock Test within a minute that a character have to make, the suffers a cumulative -5% to the next.

Example:

A character make a Shock test the first round of combat. The next Round he is forced to make another, so he suffers a -5%. At the fifth rounds, he is forced to make a third Shock Test, and this time he suffers a -10%.

Character Points:

Character Points represents the experience that a character obtain during his adventures.

Character Points Spent are indicate by those Available Character Points used to buy mote Feats, upgrade Feats that where already bought, to increase characteristics or to learn new spells. Every time Available Character Points are spent, they are reduced from the total and added in this section. Every character starts with 0 Available Character Points and 0 Character Points Spent. Each time he obtains some Character Points, they are signed in the Available column, and when Spent, in the upper one.

Career Points:

Career Points represents the learning that a character acquires in his career, becoming more efficient in it.

Career points must be "bought" with Available Character Points, who will be signed in those who have been spent. Each Career Points cost as a Character Point.

When a character fulfil all the requirements, and have 0 Career Points left, he will automatically increase his Career Rank, obtaining all the related bonuses, like more HP, a better ThR and so on.

Example:

A Competent Character requires 40 Career Points to became Advanced. During some adventures, he obtains Character Points who are spent in some feats, plus some upgrades. The player then decides to acquire the Career Points and uses 15 Available Character Point to buy 15 Career Points. Those points are subtracted from the total of the Career Points, that now are 25, and added to the total of the Character Points Spent.

Encumbrance:

Encumbrance represent the capacity of a character to carry heavy things and is based on his Strength value.

While carrying a Light Encumbrance does nothing, those who reach the Medium or even the Heavy will become slower, and will have difficulties to dodge attacks or to perform certain skills.

To determine your character's Encumbrance limit, use the related table below.

Notice that some races consider their Strength as higher by 1 or 2 points, so you have to consult the value as if it's higher.

Example:

An Earth Pony with a Strength value of 14 is considered to have 15 instead, so he will use the relative columns in the table.

Strength Value	Light Encumbrance	Medium Encumbrance	Heavy Encumbrance
1	Up to 1,5 kg (3 lb)	1,6 – 3kg (4 – 6 lb)	3,5 – 5 kg (7 – 10 lb)
2	Up to 3 kg (6 lb)	3,5 – 6,5 kg (7 – 13 lb)	7 – 10 kg (14 – 20 lb)
3	Up to 5 kg (10 lb)	5,5 – 10 kg (11 – 20 lb)	10,5 – 15 kg (21 – 30 lb)
4	Up to 6,5 kg (13 lb)	7 - 13 kg (14 – 26 lb)	13,5 – 20 kg (27 – 40 lb)
5	Up to 8 kg (16 lb)	8,5 – 16,5 kg (17 – 33 lb)	17 – 25 kg (34 – 50 lb)
6	Up to 10 kg (20 lb)	10,5 – 20 kg (21 – 40 lb)	20,5 – 30 kg (41 – 60 lb)
7	Up to 11,5 kg (23 lb)	12 – 23 kg (24 – 46 lb)	23,5 – 35 kg (47 – 70 lb)
8	Up to 13 kg (26 lb)	13,5 – 26,5 kg (27 – 53 lb)	27 – 40 kg (54 – 80 lb)
9	Up to 15 kg (30 lb)	15,5 – 30 kg (31 – 60 lb)	30,5 – 45 kg (61 – 90 lb)
10	Up to 16,5 kg (33 lb)	17 – 33 kg (34 – 66 lb)	33,5 – 50 kg (67 – 100 lb)
11	Up to 19 kg (38 lb)	19,5 – 38 kg (39 – 76 lb)	38,5 – 57,5 kg (77 – 115 lb)
12	Up to 21,5 kg (43 lb)	22 – 43 kg (44 – 86 lb)	43,5 – 65 kg (87 – 130 lb)
13	Up to 25 kg (50 lb)	25,5 – 50 kg (51 – 100 lb)	50,5 – 75 kg (101 – 150 lb)
14	Up to 29 kg (58 lb)	29,5 – 58 kg (59 – 116 lb)	58,5 – 87,5 kg (117 – 175 lb)
15	Up to 33 kg (66 lb)	33,5 – 66,5 kg (67 – 133 lb)	67 – 100 kg (134 – 200 lb)
16	Up to 38 kg (76 lb)	38,5 – 76,5 kg (77 – 153 lb)	77 – 115 kg (154 – 230 lb)
17	Up to 43 kg (86 lb)	43,5 – 86,5 kg (87 – 173 lb)	87 – 130 kg (174 – 260 lb)
18	Up to 50 kg (100 lb)	50,5 – 100 kg (101 – 200 lb)	100,5 – 150 kg (201 – 300 lb)
19	Up to 58 kg (116 lb)	58,5 – 116,5 kg (117 – 233 lb)	117 – 175 kg (234 – 350 lb)
20	Up to 66,5 kg (133 lb)	67 – 133 kg (134 – 266 lb)	133,5 – 200 kg (267 – 400 lb)

Encumbrance can also limit your character's movement and could make even difficult to perform certain skills.

Skills penalties are applied to those skills who also suffers penalties by wearing Armors.

Encumbrance	Max. Dexterity Bonus	Movement 9 mt	Movement 6 mt	Run	Penalty
Medium	+2	6 mt	4,5 mt	x3	-10%
Heavy	+1	4,5 mt	3 mt	x2	-20%

The Cutie Mark:

Since there is no need to explain what a Cutie Mark is, lets just jump to the crunchy rules.

Cutie Marks should be based on things that fit a fantasy/medieval setting, so no modern things.

Cutie Marks can be related to Skills, and if so, they automatically guarantees 5 Skill Ranks to the selected Skill.

Example:

A Cutie Mark related to Swim, grants 5 Skill ranks to the Swim Skill.

Skill Ranks obtained in this way are extra and doesn't count to the total of Skill Ranks a character obtain during the Character Creation. For obvious reasons, if the cutie mark is related to a skill, also his appearance should be related in a way.

Example:

The Cutie Mark related to Swim could be a couple of waves

A Cutie Mark doubles the chances of getting a Remarkable Success, so you need to roll a 30 or less, with a Normal Skill Check, or a 10 or less, during a Difficult Check.

Being a Blank Flank

You can choose that your character is a Blank Flank and he have no Cutie Mark at all. You don't obtain any of the bonuses you should get for having one.

You can still acquire one if you obtain the Trait Cutie Mark, that will cost 10 Character Points, but you have to earn it in some way, so you should talk to your GM about.



The Cutie Mark Holder:

The Cutie Mark Holder is a common item in the Equestrian Society: it consist in a simple piece of cloth with a drawing of the cutie mark of the owner, and it's usually held on the belt so that anyone can see it.

This is a useful thing that allows to show your cutie mark without being naked and it's important to those who their talents are related to Healing, Medicine or important things, since they can be called for emergencies.

Those who also have the rare capacity to use the Thaumaturgic Magic are obliged to have a Cutie Mark Holder related to their capacity.

Falsify a Cutie Mark Holder or deceive others to let you think you have a different Cutie Mark is considered a Crime in many Reigns, and can be even punished with prison for life or even worst, but it depends on the sentence and accusations.

For example falsify a Cutie Mark about bakery instead of fishing will just incur to a simple fine of few Bits, but pretending to have the ability to Heal Wounds when you are a simple merchant can be punished severely if you tricks others and get paid for something you actually can't do.

3) Careers and Character's Points

Instead of a class system, Seeds of Harmony uses a Career System. A Career is what the character have done his entire life or is trained for. The name of the Career doesn't really matter it's just a thing to actually define what you do, but is not necessarily used in-game. The Career Type is the important thing to choose, since it will allow to buy Feats with your *Character's Points* during the Character Creation and the *Free Character Points* you obtain during your adventures. Different careers have also access to particular feats that aren't available to others but still, you can acquire other Careers Feats if someone can train your character, even if it will cost you more points.

There are seven Careers available to choose: Academic, Arcane, Athletic, Civilian, Combat, Savage and Stealth.

The combat Career is divided in 4 different Choices: Agility, Enchantment, Might and Resistance.

When you create your character you choose one of those careers and then proceed to buy the feats you need.

Also, every careers guarantees some specific bonuses to your character, like bonuses To Hit, Dodge, more HP or even more MP and allows you to choose one or two Feats that will cost 0 Points instead of their normal Cost.

Lastly, the careers also determines how many skill ranks you'll get during the character creation (plus those you get by some careers).

Example:

A player decides to create an Earth Pony based on the Combat (Resistance) Career. Another decides to Create a Pegasi based on the Stealth Career. Even if the type of career is different, they inform the GM that their Career's Name is "Adventurer".

As you can see one is an Adventurer based on combat and defence, and the other one uses a more subtle approach instead.

Both choices makes sense so the GM tells them that's ok.

Career Examples:

Acolyte	Academic / Civilian
Adventurer	Combat (Any) / Savage / Stealth
Barber-Surgeon	Academic / Civilian
Courier / Messenger	Athletic / Civilian
Creature Hunter	Academic / Combat (Any) / Savage / Stealth
Maester	Academic / Civilian
Mage / Wizard	Arcane
Mercenary	Combat (Any) / Savage / Stealth
Rogue	Academic / Civilian / Combat (Agility) / Stealth
Shaman	Arcane / Savage
Sorcerer / Sorceress	Academic / Arcane / Civilian /Savage
Treasure Hunter	Academic / Stealth
Wild Pathfinder	Combat (Any) / Savage / Stealth

As you can notice, some careers have multiple options depending on the players choice and imagination. This allows a better customization for you character. Remember that those are only examples made for a better understanding, since the name isn't really important for the acquisition of new feats. But it's important to make sense on what you are doing, so don't take stupid names just because.



Careers Type and Feat Cost:

Even if a player chooses a certain career, the character can still acquire feats meant to be for other careers, except those who are restricted to a single or few careers. When a character wants to acquire a Feat from a Similar Career, the cost will be increased by +5 Points, while a Feat from a Different Career will cost +10 Points instead. As always, it's up to the GM to allow a character to acquire a certain Feat, but also you should keep in mind that it's better to justify the acquisition. For example a Rogue could train to better use a two handed sword, or a wizard could train himself to wear heavier armors.

Primary Career	Similar Career	Different Career
Academic	Arcane Civilian Stealth	Athletic Combat (All) Savage
Arcane	Academic Civilian	Athletic Combat (All) Savage Stealth
Athletic	Civilian Combat - Agility Combat - Might Combat - Resistance Stealth Savage	Arcane Academic Combat - Enchantment
Civilian	Academic Arcane Athletic Stealth	Combat (All) Savage
Combat (Agility)	Athletic Combat - Enchantment Combat - Might Savage Stealth	Academic Arcane Civilian Combat - Resistance
Combat (Enchantment)	Arcane Combat - Agility Combat - Might Combat - Resistance	Academic Athletic Civilian Savage Stealth
Combat (Might)	Athletic Combat - Agility Combat - Enchantment Combat - Resistance Savage	Academic Arcane Civilian Stealth
Combat (Resistance)	Athletic Combat - Enchantment Combat - Might Savage	Academic Arcane Civilian Combat - Agility Stealth
Savage	Athletic Combat (All) Stealth	Academic Arcane Civilian
Stealth	Academic Athletic Civilian Combat - Agility Savage	Arcane Combat - Might Combat - Resistance

Career Bonuses:

Each character obtains few bonuses during the Character Creation, as you can see in the Tables below.

Every character is created with a **Competent Rank**.

Advancing in a career will automatically grant the relative bonuses.

Notice that when the character can increase his Base ThR, Dodge or Parry, only one can be increased, not all, so choose wisely.

Academic / Civilian

Rank	Career Bonuses
Novice	None
Competent	+5 Skill Ranks
Advanced	+1 Hit Point, +5 Skill Ranks
Expert	+6 Skill Ranks
Epic	+7 Skill Ranks

Arcane

Rank	Career Bonuses
Novice	None
Competent	+1 Hit Point, +2 Magic Points, +5 Skill Ranks.
Advanced	+5 Magic Points. Can increase his ThR, Parry or Dodge by 1.
Expert	+2 Hit Points, +10 Magic Points, +5 Skill Ranks
Epic	+15 Magic Points, +10 Skill Ranks

Athletic

Rank	Career Bonuses
Novice	None
Competent	+1 Hit Point, +3% Bonus to one of his Skill related to Athletics (<i>for example: Jump, Swim, etc.</i>)
Advanced	+2 Hit Points, the Skill bonus is increased at +5%, +5% to Endurance Checks Both his Hand to Hand value (STR and DEX) are increased by 1.
Expert	The Skill bonus is increased at +7%. Can increase his ThR or Dodge by 1 One of his Hand to Hand value (STR or DEX) is increased by 1
Epic	+2 Hit Points, the Skill bonus is increased at +10%, the Endurance Checks bonus is increased at +10%. Can increase his ThR or Dodge by 1

Combat (Agility / Might / Resistance)

Rank	Career Bonuses
Novice	None
Competent	+1 Hit Point, the Base ThR is increased by 1
Advanced	+2 Hit Points, the Base ThR is increased by 1. Can increase his Parry or Dodge by 1
Expert	The Base ThR is increased by 1. Can increase his Parry or Dodge by 1. The character obtains a +1 to any Melee Damage he deals.
Epic	+2 Hit Points, the Base ThR is increased by 1. Can increase his Parry or Dodge by 1. The Melee Bonus Damage is increased at +2.

Combat (Enchantment)

Rank	Career Bonuses
Novice	None
Competent	+2 Magic Points, the Base ThR is increased by 1
Advanced	+2 Hit Points, the Base ThR is increased by 1. Can increase his Parry or Dodge by 1
Expert	The Base ThR is increased by 1. Can increase his Parry or Dodge by 1. +5 Magic Points
Epic	+2 Hit Points, +5 Magic Points. The Base ThR is increased by 1. Can increase his Parry or Dodge by 1.

Savage

Rank	Career Bonuses
Novice	None
Competent	+1 Hit Point, +3 Skill Ranks, Can increase his Base ThR, Parry or Dodge by 1.
Advanced	+1 Hit Point or +3 Magic Points, +5 Skill Ranks or he can increase his ThR, Parry or Dodge by 1.
Expert	+1 Hit Point or +5 Magic Points, +5 Skill Ranks. Can increase his Base ThR, Parry or Dodge by 1.
Epic	+5 Skill Ranks. Can increase his Base ThR, Parry or Dodge by 1.

Stealth

Rank	Career Bonuses
Novice	None
Competent	+1 Hit Point, +5 Skill Ranks. Can increase his Base ThR, Parry or Dodge by 1.
Advanced	+5 Skill Ranks, Can choose between a +1 to his Parry or Dodge
Expert	+1 Hit Point, +5 Skill Ranks. Can increase his Base ThR, Parry or Dodge by 1.
Epic	+10 Skill Ranks. Dodge is increased by 1.

Starting Character Points and how to spend them:

Every race have a starting value of Character Points to spend to acquire Feats. Each feat have a cost of 5, 10, 15 and other numbers that are multiple of 5 (easier to calculate, yay).

Example:

Earth Ponies starts with 30 Character Points while Unicorns starts with 25.

A character can also acquire one or more traits, who can reduce or add more Character points to the total.

A trait usually grants a small or noticeable bonus/penalty depending on what it does. Those who penalize the character will add more Character Points while those who help him, will subtract them.

Example:

The Wing Atrophy trait grants +10 Character points to a Pegasus, but it makes him unable to fly, and a little more vulnerable to attacks from behind.

You can balance positive traits with negative ones, even if they are not obligatory, but you can only obtain +10 character points with traits.

The starting age can grant more Character Points, but it will reduce one of you characteristics.

All characters starts at least at their maturity age.

Race	Maturity	Middle Age	Old	Maximum Age
Donkey	19 Years	50 Years	70 Years	95 Years
Earth Pony	18 Years	60 Years	95 Years	150 Years
Griffin	17 Years	35 Years	50 Years	60 Years
Minotaur	19 Years	70 Years	150 Years	200 Years
Mule	18 Years	45 Years	70 Years	90 Years
Night Pegasus	16 Years	30 Years	40 Years	50 Years
Pegasus	15 Years	25 Years	35 Years	40 Years
Unicorn	30 Years	150 Years	300 Years	450 Years
Zebra	18 Years	60 Years	115 Years	160 Years

Middle Age:

- 1 to Initiative
- 1 to one physical characteristic
- +10 Skill Ranks during the Character Creation
- +10 Character Points during the Character Creation
- Can assign up to 10 Skill Ranks to a single skill instead of 5
- If he acquires Arcane Magic, Nature Magic or Sorcery, during the Character Creation, he obtains an additional Spell (Competent).

Old:

- 2 to Initiative
- 1 to two physical characteristics and one is reduced by 2.
- +20 Skill Ranks during the Character Creation
- +20 Character Points during the Character Creation
- Can assign up to 10 Skill Ranks to a single skill instead of 5
- If he acquires Arcane Magic, Nature Magic or Sorcery, during the Character Creation, he obtains an additional Spell (Competent).

Free Feats:

During the Character Creation, the player can choose **one** of the options listed for his career.

Those Feats will cost 0 Character Points, since they represents the initial training that your character had while Novice.

Example:

A player creates an Adventurer Earth Pony, based on the Combat (Resistance) career. He decides to take the Armor Proficiency (Light) and Shield Proficiency option for his careers. Those feats are automatically written in his character sheet with the cost of 0.

If a feat acquired in this way can be Upgraded, the initial cost will always be 0, but the upgrades have a normal cost that will be written.

Academic Career:

- Artist
- Craftsman
- Education (Academic)
- Identify Plants and Herbs
- Surgeon

Arcane Career:

- Arcane Magic
- Education (Standard) or (Academic)
- Nature Magic
- Overwhelming Spell
- Sorcery
- Use Magic Wands
- Weapon Proficiency (Reinforced Staff)

Combat Career (Agility / Might / Resistance):

- Armor Proficiency (Light) and Shield Proficiency
- Armor Proficiency (Light) and Tough
- Weapon Proficiency for a One Handed Weapon and Armor Proficiency (Light)
- Weapon Proficiency for a One Handed Weapon and Shield Proficiency
- Weapon Proficiency for a Polearm Weapon
- Weapon Proficiency for a Two Handed Weapon
- Weapon Proficiency for a Weapon with the *Light* Special Rule and Ambidexterity

Combat Career (Enchantment):

- Armor Proficiency (Light) and Tough
- Combat Mage
- Education (Standard)
- Weapon Proficiency (Bastard Sword)
- Weapon Proficiency for a One Handed Weapon and Armor Proficiency (Light)

Stealth Career:

- Armor Proficiency (Light)
- Detect Traps
- Hunter
- Track
- Weapon Proficiency for a One Handed Weapon
- Weapon Proficiency for a Weapon with the *Light* Special Rule and Ambidexterity

Savage Career:

- Armor Proficiency (Light) and Tough
- Hunter
- Nature Magic
- Identify Plants and Herbs
- Sorcery
- Track
- Weapon Proficiency for a Polearm Weapon

Examples of Careers:

This list contains some examples of the career that a player can choose for his character. There are some suggestion for the common characteristics that should have the higher value, and the typical skills that the career would use. Any careers also obtains some free equipment plus some additional coins to use for some extras.

Adventurer: (Combat, Savage, Stealth)

There are many types of Adventurers, from those who prefer to resolve problem with a fight and those who are more subtle and cunning. The adventurer isn't really a specific career, since many people have different way to resolve things or to behave, still, they are commonly called Adventurers, since they usually travel for long distances, fighting strange creatures and bandits, or discovering ancient ruins.

Suggested Characteristics: Based on the type of adventurer, but usually Strength, Dexterity and Constitution.

Suggested Skills: Climb, Jump, Listen, Search, Sneak, Spot, Survival (Any)

Equipment: A weapon based on the character's proficiency, Bedroll, Cowl, Dagger, Flask filled with water (1 lt), Flint and Steel, Leather Armor, Pouch, Travel Rations (x3), Traveller's Outfit, 2d6+4 GB. If the character have the *Shield Proficiency*, he obtains a Small Shield (Wood).

Creature Hunter: (Academic, Combat, Savage, Stealth)

Dangerous creatures are common into the wild lands and the woods of every region, even if in the Easter Reign the number of monster and mutated animals are higher than usual. Creature Hunters are those who specialize to hunt down such dangerous creatures or at least to prevent them to harm villagers and farmers. Night Pegasi became Creature Hunters as an heritage of their hunting culture, while Griffins like the thrill of the hunt but also the gold they will get as payment.

Suggested Characteristics: Dexterity and Cunning

Suggested Skills: Climb, Hide, Jump, Knowledge (Monsters and Creatures), Library Use, Listen, Search, Sneak, Spot, Survival (x)

Equipment: A throwing weapon based on the character's proficiency, A one handed weapon based on the character's proficiency, Bedroll, Explorer's Outfit, Flask filled with water (1 lt), Cowl, Pouch, Travel Rations (x2), Whetstone, 2d6+6 GB.

Hired Spellblade / Combat Mage: (Combat - Enchantment)

Although the Combat Mages are original from the Crystal Empire and the Northern Reign, the most famous and large Academy is located in the Southern Reign, due to his turbulent regions and the fact that the larger cities are often at war with each other for their territories or other foolish reasons. A Combat Mage is trained to both combat and spell casting, still, this kind of training usually requires a lot of time, and the candidate usually is able to cast less spells, but his melee ability would be obviously better than the common wizard or sorcerer. Hired Spellblades are those kind of Combat Mages who became Mercenaries, and they just fight for gold without a real interest into politics or other things, even if some will simply wage this career since there is nothing else they can do, or want to do.

Suggested Characteristics: Constitution and Willpower

Suggested Skills: Authority, Concentration, Intimidate, Knowledge (Arcane), Knowledge (Military), Sense Motive

Equipment: A One Handed Weapon based on the character's proficiency, Arcane Crystal (Minor), Book of Arcane Notions (Student), Certificate of Arcane Competency (Student), Combat Mages Academy's Certificate, Leather Vest, Personal Spellbook, Scroll Case, 2d6+6 GB

Maester: (Academic)

Maesters are a group of scholars who dedicate their lives to help others with their knowledge in various subjects. Even if they are commonly mere advisors, the younger usually travel along with other adventures, as an opportunity to see new places and enrich their studies with practice on the field. Some of them are also healers, smiths or inventors, and the benefits of their knowledge is always welcome.

Suggested Characteristics: Cunning and Wisdom

Suggested Skills: Craft (Any), First Aid, Knowledge (At least 3 different arguments), Library Use, Persuade, Sense Motive

Equipment: Bandoleer, Leather Gloves, Shoulder bag, Study Testimonial, Traveller's Outfit, 2d6+5 GB

Mercenary: (Combat, Savage)

Mercenaries are those who will fight for gold, and nothing else. Griffins are commonly mercenaries, since their homeland lies in a miserable state and they only seek for more gold to earn, but actually anyone could become one. The difference is that usually mercenaries don't care for who they fight for, as long as the pay is enough.

Suggested Characteristics: Based on the type of mercenary, but usually Strength, Dexterity and Constitution.

Suggested Skills: Bargain, Intimidate, Listen, Sense Motive, Spot

Equipment: Traveller's Outfit

Pathfinder: (Savage, Stealth)

Even if those who lives into the wilds or far away from the equestrian society are commonly called Barbarians, Wildlings or savages, those who knows how to move in through dangerous regions are always appreciated and they usually became guides or Path-finders, as the common folk calls them. Pathfinders prefer to stay away from the civilization, even if some of them appreciate some aspects of it, they still prefer to simply earn gold and spend it for food and drinks.

Suggested Characteristics: Based on the type of pathfinder, but usually Strength, Dexterity and Constitution.

Suggested Skills: Climb, Intimidate, Jump, Listen, Search, Sneak, Spot, Survival (x)

Equipment: Battle Axe, Hybrid Light Armor, Small Shield (Wooden), Traveller's Outfit, 2d6+6 CB.

Can exchange the Small Shield with 3 Javelins.

Rogue/Scoundrel: (Civilian, Stealth)

Peasants and Countrymen are common in the equestrian society, and some of them learn how to live on the verge between legality and crime. Rogues and Scoundrels learn how to survive day by day, but also to adapt to every situation that presents.

Many of them could also become Bandits or even Brigands, but without evil intents, since they just try to survive or to earn some coins for their families.

Suggested Characteristics: Dexterity and Cunning

Suggested Skills: Bluff, Climb, Handle Devices, Hide, Jump, Listen, Lock-picking, Search, Sneak, Spot

Equipment: A one-handed weapon based on the character's proficiency, Cloak, Leather Armor, Pouch, Travel Ration, Traveller's Outfit, 1d3+4 CB

Shaman: (Civilian, Savage)

Shaman is a generic word used by the common folk to indicate a sort of Primitive Priest or a Wise Person who also uses Nature Magic and have various knowledge about herbs, creatures and potions. Even if not all shamans know how to cast spells, some of them could learn the Sorcery Magic instead of the Nature Magic. The Arcane Magic is only for those who study in the specialized academy, so shamans usually learn one of the other type of Magic.

Suggested Characteristics: Wisdom

Suggested Skills: Climb, Knowledge (Nature), Listen, Search, Survival (x)

Equipment: Leather Flask (1 lt), Pouch, Traveller's Outfit, Tribal Trinkets, Sickle, 1d6+6 CB

Shield Mare: (Combat, Savage)

In the Northern Reign (and sometimes in the Eastern too) it is common that anyone receives a basic melee training, to allow to even the common folk to be able to defend themselves by brigands or other creatures. Males and females alike are commonly able to use at least a simple weapon but still, it is common to send the young mares to one of the few fortresses held by the Valkyries, an Order composed only by females. While the training usually lasts one or two years, where they learn the basics of combat but also how to take care of the house, farming and notion about growing one or more child. Although many of the young mares will simply return home, after the period with the Valkyries, some of them will seek for adventure instead, for some years. Those are called Shield Mares, and are quite common in both the Northern Realm as the Eastern Realm, and they both became simple adventuresses or mercenaries. Some Shield Mares will remain in the fortress with other Valkyries, even if the organization actually encourages the young one to return home and live a normal life, it could happen that they just prefer to stay, or maybe because they no longer have a place to live any more.

Usually are Donkeys, Earth Ponies and Mules who became Shield Mares, still there are also Pegasi who sometimes will try this career.

Unicorns and Minotaurs are less interested in this type of career, while Griffins and Zebras have a totally different culture so this concept for them has no sense at all. Night Pegasi are more inclined to become Huntress or Creature Huntress, but still, it could happen that few of them will become a Shield Mare.

Suggested Characteristics: Constitution, Willpower

Suggested Skills: Knowledge (Common), Knowledge (History), Listen, Persuade, Sense Motive, Spot

Equipment: A One-Handed Weapon based on the character's proficiency, Bone Comb, Cowl, Decorative Trinkets, Flask (1 lt), Leather Armor, Traveller's Outfit, Pouch, Travel Ration, Small Shield (Wood)

Sorcerer/Sorceress: (Arcane, Civilian, Savage)

Sorcerers and Sorceresses are those spellcasters who learn the Sorcery Magic, but it's also used to indicate those who can use the Arcane Magic but are not members of the Arcanum. Many of them are simple charlatans who just know how to perform clever tricks or use simple spells to impress the common folk and earn some money with their travelling shows.

Suggested Characteristics: Mana

Suggested Skills: Climb, Jump, Listen, Search, Sneak, Spot, Survival (Any)

Equipment: Dagger, Empty Scroll (x4), Personal Spellbook, Scholar's Outfit, Scroll Case

Treasure Hunter: (Academic, Stealth)

Even if some people simply call them Grave-robbers, Treasure Hunters are those who explore ancient ruins, forgotten dungeons or abandoned towers to retrieve hidden treasures or ancient tomes. Many of them prefer to work alone, but they also travel along with other adventures to increase their chance of success but also their survivability.

Suggested Characteristics: Dexterity and Cunning

Suggested Skills: Climb, Handle Devices, Hide, Jump, Listen, Search, Sneak, Spot

Equipment: Backpack, Explorer's Outfit, Flint and Steel, Leather Gloves (Thick), Lock picks (x4), Machete, Rope (10 mt) with Grappling Hook, Small Shovel, Torch (x3), 1d6+5 GB

Wizard: (Arcane)

Wizards are those who study at the Arcanum, the only Academy who is allowed to teach magic to those who demonstrate to have an innate propensity, but also for those who can afford the cost of the inscription. Rich families usually send their members to study since they can afford it, and also to increase their prestige, those who are from poor families or orphans that demonstrate to have an innate talent, can study at the Arcanum, usually ending up as apprentices to older teachers or other type of servants.

Suggested Characteristics: Willpower and Mana

Suggested Skills: Concentration, Knowledge (Arcane), Knowledge (History), Library Use, Persuade

Equipment: Arcane Crystal (Minor), Arcanum's Outfit (Student), Arcanum's Study Certificate (Student), Book of Arcane Notions (Student), Empty Scroll (x3), Ink Pot (0,10 lt), Membership Certificate (Arcanum), Personal Spellbook, Quill Pen, Scroll Case, 2d6+5 GB

Create your own Career:

As already said, the career name isn't really important per Se, except to understand what the character actually does. You can create any career that comes in your mind, but still, remember to talk with your Game Master and see if he allows you to do so.

Usually simple careers are encouraged, like a generic soldier, a hunter or an apprentice mage, since your character will obtain experience during time. As basic rule, when you determine your career you should automatically obtain almost everything you need, but only the cheaper version of what you can obtain. For example if your character have the Shield Proficiency Feat, he will start with a Small Wooden Shield (still ask to the GM). You can use the examples of the other careers to understand what you could get.



Traits:

Traits are an optional way to additionally customize your character, but they will cost or add Character Points in exchange.

Remember that you can only obtain +10 Character Points from the sum of your Traits, so if you will obtain more than 10 Character points, you'll have to acquire some Negative Traits for balancing. Since those are examples, there is no description, but I think you can figure what they mean. Rare Traits are less common and must be allowed by the GM.

All Muscles but No Brain: (-10)

Requires: Earth Pony or Minotaur or Mule

The character increases his Strength by 1 but reduces his Cunning by 1

Arcane Vocation: (-15)

The Character obtains +10 MP and reduces the time needed for learning a new spell by one hour per Spell Rank.

Bulky: (-10)

Requires: STR 14+, CON 14+, be an Earth Pony, Minotaur or Mule

You consider your Character's Strength value higher by 2, when calculating the encumbrance the character can carry.

+3 to HtH (Strength). This trait replace the Earth Pony and Mule Trait about encumbrance.

Canterlottian Highborn (-5) Rare

Requires: Unicorn

The character is born in Canterlot or one of the cities of the Canterlot's Reign. Canterlottians Highborn are more slender and tall than other unicorns, so their common height is higher than the usual unicorns (reaching 190 cm or 6 ft). The character obtains another +5% Bonus to one of the following Skills: Bargain, Perform (Any) or Persuade. The character increases his MP by 3.

City-Born: (-5)

Requires: Night Pegasus

City-Born Night Pegasi are those who are born in the great cities or at least not born in the Underground.

City-Born Night Pegasi usually obtain a Cutie Mark as other ponies do, since they accept the equestrian culture more than the other Night Pegasi. They can also substitute the +5% Bonus to Listen to any of the following skills: Authority, Intimidate or Persuade.

This Trait replaces *Free-Runner* and count as the *Cutie Mark* Trait. If the player wants his City-Born Pegasi to be a Blank Flank, this Trait will cost +0 Character Points Instead.

Cutie Mark: (-5)

Requires: Night Pegasus or Zebra

The character can obtain a Cutie Mark.

This trait can be acquired even after the character creation, under the GM's approval, but grants no additional Skill Ranks.

Daredevil: (-10)

Requires: Griffin or Pegasus

The character increases his Willpower by 1 but reduces his Wisdom by 1

Dark-vision: (+0)

Requires: Night Pegasus

The character substitutes his *Low-light vision* Trait with *Dark-vision* (15 mt / 50 ft) that allows him to see even in total darkness.

This trait counts as *Photophobic* if under daylight but you can't take both.

Dweller: (+0)

Requires: Night Pegasus

Dwellers are considered the more fierce and savage kind of Night Pegasi, and also their appearance is more feral.

A Dweller Character can obtain a +5% to Intimidate or Sneak, but suffers a -5% penalty to Bluff or Persuade.

This trait replaces the *Free-Runner*. Dwellers are unable to obtain Cutie Marks since they don't care.

Dwellers usually also have *Dark-Vision* instead of *Low-light Vision*.

Gentle Voice / Warm Voice: (-5)

The character obtains a +5% Bonus to two of the following Skills: Diplomacy, Perform (Poetry), Perform (Speechcraft), Perform (Sing), Perform (Storytelling), Persuade.

Greed: (+5)

Requires: Griffin

The character is so obsessed by earning gold that he will never refuse to do something if paid with golden bits, or it would be very hard to resist. Since this behaviour will let him do nothing for others and keep everything he can for himself, he reduces by 5% all the positive bonuses to Morale he should grant or receive by others nearby. He also counts as *Not Trustworthy* for Fear and Terror Checks.

Grown Wings: (-10)

Requires: Night Pegasus

The character's wings are fully grown and is considered *Able to Fly*. He gains the same Flight Speed as a Pegasus.

Gullible: (+5)

-20% to Sense Motive and -10% to Bargain

Heritage (x): (-5) Rare

Requires: Mule

Some mules are born with a strong affinity to one of their parent's race. During the Character Creation the character can substitute his Characteristic Bonus and Penalty and obtain the same as the race of one of his parents, who must be specified in the Trait Description. The character will also be influenced by Spells or Feats who would interact with the selected race (for example *Nemesis*), but their efficiency would be halved.

Lammasu: (-10) Rare

Requires: Minotaur

The character can acquire the *Combat Mage* Feat, choosing between Nature Magic or Sorcery.

The character obtains +5 MP and +3 Skill Ranks to Concentration and Knowledge (Arcane).

Left-handed: (0)

Take a guess: your character's primary hand it's the left hand instead of the other one. That's all.

Leonine Appearance: (+5)

Requires: Griffin

Some griffins are born without wings, but in exchange they obtain a more feral appearance.

The character have no wings, but can have a mane if male (like a Lion).

This trait substitutes the *Wings* Trait.

Lion Heart: (-5)

Requires: Griffin

The character obtains a +10% bonus to his Fear and Terror Checks.

This trait substitutes the *Bring it On! Racial* Trait.

Lone Eye: (+10 or +5)

The character have lost one of his eyes by an injury or one of them is blind for some reason. The character suffers a -15% to all his Spot Checks and suffers a -3 penalty to his melee ThR or a -4 to his ranged ThR. You can decide that your character is used to have only one eye, reducing the Melee combat penalty to -1 and the ranged to -3, but the trait will only grant +5 Character Points instead.

Mind over Matter: (-10)

Requires: Unicorn

The character increases his Willpower by 1 but reduces his Constitution by 1

Optimistic: (+5)

Requires: Anyone but Griffins

The character obtains a +5% Bonus to Positive Morale Checks. Isn't that nice?

Photophobic: (+10)

The character suffers a -5 to his ThR, Parry and Dodge and a -30% to Search and Spot under Daylight. The character's eyes are pale or red. Wearing darkened-goggles can help to avoid or reduce the penalties.

Placid Grey: (+5)

Requires: Earth Pony or Diamond Dog

The character has contracted the Placid Grey disease in the past (probably when he was young or a filly), but have managed to survive with a cost. The character is almost unable to express any facial expression and his voice will always result emotionless. The character's coat is always grey (any degree), as indication of what he suffered. The character suffers a -5% to -10% (is up to the GM to decide) to any Social Skill he tries to use but also it will become harder to understand his emotion when he talks, so others will also suffer a -5% to a -10% to their Sense Motive Checks used against him. While the character can be scared or terrorized he will simply stand still or simply flee without running too fast. The character doesn't grant bonuses to Morale Checks to those who don't actually know him, so only good friends or allies who knows him from a long time will obtain that.

Short-sighted: (+10)

Can't use any Ability Modifier for Search and Spot. Search and Spot Check are always Difficult and Difficult ones will fail automatically.

-10% to others Skills that requires the use of sight (like Library Use, Sense motive, etc.).

-4 to ThR, Parry and Dodge. Wearing glasses remove those penalties. (You can agree with your GM to get a pair of glasses for free if your character is a mage, merchant or noble, since they are very expensive)

Sphinx: (-10)

Requires: Female Griffin

Even if the griffins are not able to cast or learn spells, sometimes a particularly gifted griffin will born, even if her appearance will become quite hieratic. It's still not known why only female griffins can became Sphinxes.

The character obtain the Sorcery Feat for free and +5 MP.

The character eyes becomes totally white like she's blind, but she can actually see.

Stubborn (-5)

Requires: Donkey

The character obtains a +5% Bonus to Sense Motive when used for a Counter Skill Check against Bluff and Persuade

Tapering Fingers: (-5)

The character can choose to obtain a +5% to: Lock-picking or Handle Devices, Perform (a Chord Instrument) or Sleight of Hand

Thin: (+10)

Constitution value can only be 10 or less. -5% to Constitution-Based Checks and -3 to Hand to Hand (Strength)

Well Mannered: (-5)

+5% to Diplomacy and Knowledge (Nobility), -5% to Survival (Any)

Wimp: (+5)

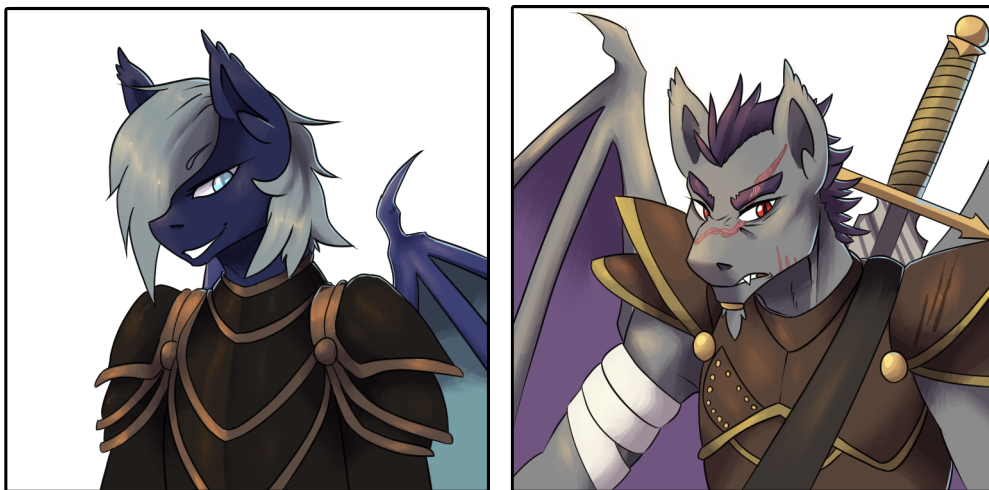
The character suffers a -10% to Fear and Terror Checks

This trait will substitute the *Bring it On!* Trait.

Wings Atrophy: (+10)

Requires: Pegasus

The character is unable to fly since he have small and weak wings. Attacks from Behind against him will inflict +1 Damage and have an increase of their Critical Chance of +2%. This trait substitutes the *Wings* trait.



City-Born and Free-Runner Night Pegasi

Feats:

This is a short list of available feats for the character. The Core Rulebook contains more Feats.

Acquiring feats from different careers have a specific additional cost, but to simplify Feats that are not of the same career cost +10 Character Points, except for Combat Careers. A Combat career that acquire a feat from another type of combat, adds only a +5 to the cost. Same applies to Academic and Arcane careers.

A Feat with more Career in the name count as available for all of them, and also grant to reduce the cost for other careers.

Feats without the Career described in the name, are for everyone, but some upgrades requires or are for a specific career.

Feats wit *ONLY* in the description are available only for the specified Career.

You can only acquire a Feat once, except for those Feats for a specific use like *Weapon Proficiency*, *Weapon Focus*, and similar.

Extra Damages inflicted by a weapon while using a particular feat (*for example Backstab, Power Strike*) are of the same type of the weapon used to inflict them.

A feat with (x) in the name usually means that you have to specify something when you write it in the character sheet.

Example:

Armor Proficiency (x) means that you have to specify in which type of armor your character can use, like Armor Proficiency (Medium).

Upgrading a Feat:

Some Feats can be upgraded if the requirements are met. The cost it's the same of the Base Feat unless it's specified in the requirements.



List of Feats:

Advanced Training (Brawler): (15 pts) Athletic / Combat (Any) / Savage Only

Requires: Advanced Rank, Fighter II. The character also needs a period of training.

A Character can only obtain a single Advanced Training.

When the character fights an opponent with a career rank inferior by one or a Medium sized creature (or smaller), in melee combat, he will obtain a +1 to his HtH (Strength or Dexterity) Roll

Upgrade II Requirements: Expert Rank

The character reduces by 1 the exceeded result during a HtH Manoeuvre, against opponent with a career rank inferior by one or a medium sized creature (or smaller). For example, during a Push he will move back his opponent by 1,5 mt (5 ft) with a result 4 point higher than the opponent's instead of 5. Against opponent with career rank inferior by two or Medium Sized Creatures with a STR score equal to 14 or less, the HtH bonus is increased at +2.

Advanced Training (Hunter): (15 pts) Combat (Any) / Savage / Stealth Only

Requires: Advanced Rank, Weapon Focus (Any Melee Weapon), 10 Ranks in Knowledge (Monsters and Creatures).

The character also needs a period of training. A Character can only obtain a single Advanced Training.

When the character fights a medium sized (or lesser) creature without any career rank, he will obtain a +1 to his ThR against it plus an increase of his Critical Chance by +3%.

Upgrade II Requirements: Expert Rank, 20 Ranks in Knowledge (Monsters and Creatures), 30 pts.

The ThR bonus and the Critical Chance increase also apply against Large and Huge Creatures. The character also obtains a +5% Bonus to Fear and Terror Checks caused by the same type of creatures. Against Medium Sized (or lesser) creatures, the Critical Chance is increased at +6%.

Advanced Training (Mage): (15 pts) Arcane / Combat (Enchantment) Only

Requires: Advanced Rank, Arcane Reserve II. Arcane Aim III or Overwhelming Spell. The character also needs a period of training.

A Character can only obtain a single Advanced Training.

When the character uses a spell who requires a ThR (Magic) against an opponent with a career rank inferior by one, he will obtain a +1 to his ThR. If the character have the Overwhelming Spell Feat, he will obtain a +1 to his HtH (Magic) Roll always against opponents with a career rank inferior by one.

Advanced Training (Warrior): (15 pts) Combat (Any) / Savage Only

Requires: Advanced Rank, Weapon Focus III (Any Melee Weapon). The character also needs a period of training.

A Character can only obtain a single Advanced Training.

When the character fights an opponent with a career rank inferior by one rank, in melee combat, he will obtain a +1 to his ThR and +3% to his Critical Chance against him. This feat has no effect against creatures who do not have a Career Rank.

Upgrade II Requirements: Expert Rank, Critical Strike (Any Melee Weapon), Weapon Focus IV (Any Melee Weapon)

When the character fights an opponent with a career rank inferior by one rank, in melee combat, and obtains a tie on his ThR against his Parry or Dodge Roll, he will be considered to have successfully Hit instead. He can also perform a Counter Attack (if he have the related feat) with a result higher than his opponent's by 4 instead of 5.

Against opponents with a career rank inferior by two ranks, the Critical Chance is increased at +6%.

Ambidexterity: (10 pts) Combat - Agility /Savage

Can use two weapons for an extra attack. The second attack uses the Base ThR plus additional feats modifiers.

Fighting with two weapons inflict penalties to the ThR as shown below. You can only use One Handed Weapons in each hand.

Condition	Primary Hand	Secondary Hand
Using Two <i>One Handed</i> Weapons	-2	-4
Secondary Weapon have the <i>Light</i> Special Rule	-2	-2
Both Weapons have the <i>Light</i> Special Rule	-1	-1

Arcane Aim: (5 pts) Arcane

Requires: Competent Rank, Able to Cast Spells

The character obtains a bonus of +1 to his ThR (Magic).

Upgrade II Requirements: 10 pts, Competent Rank

The bonus is increased at +2

Upgrade III Requirements: Advanced Rank, 15 pts

The bonus is increased at +3

Upgrade IV Requirements: Advanced Rank, 20 pts, Arcane Only

The bonus is increased at +4

Upgrade V Requirements: Expert Rank, 25 pts, Arcane Only

The bonus is increased at +5

Upgrade VI Requirements: Expert Rank, 30 pts, Arcane Only

The bonus is increased at +6

Arcane Magic: (10 pts) Arcane

Requires: WILL 13+, MAN 13+, 5 Ranks at Concentration and Knowledge (Arcane), Unicorn.

This Feat can only be obtained during the character creation and the character can't acquire other feats like Combat Mage, Nature Magic, Sorcery or Thaumaturgy.

The character is able to learn and cast Arcane Spells. If acquire by a non-Arcane Career, it only allows to learn Novice or Competent Spells. The character starts with four Novice Spells and three Competent spells of his choice.

Arcane Mastery: (15 pts) Arcane

Requires: Able to Cast Spells, MAN 16+, 10 Ranks at Concentration, Arcane Aim II, Advanced Rank

The Spellcaster increases the Attack Value of his spells by 1.

Upgrade II Requirements: MAN 18+, 15 Ranks at Concentration, Expert Rank

The Spellcaster increases the Attack Value of his spells by 2 instead, but only as long as he wears Light Armours or less.

Arcane Reagents: (15 pts) Arcane

Requires: 10 Ranks at Knowledge (Arcane), Competent Rank

The character is able to add Arcane Reagents during spellcasting. To properly use Arcane Reagents extracted from creatures is necessary to have at least 10 Ranks at Knowledge (Monsters and Creatures)

Arcane Reserve: (5 pts)

Requires: MAN 10+

The character permanently increases his MP by 5

Upgrade II Requirements: 10 pts, Competent Rank

The character permanently increases his MP by 5

Upgrade III Requirements: Advanced Rank, Able to Cast Spells, 10 pts, Arcane / Combat (Enchantment)

The character permanently increases his MP by 5

Upgrade IV Requirements: Advanced Rank, Able to Cast Spells, 15 pts, Arcane / Combat (Enchantment) Only

The character permanently increases his MP by 5

Upgrade V Requirements: Expert Rank, Able to Cast Spells, 20 pts, Arcane Only

The character permanently increases his MP by 5

Upgrade VI Requirements: Expert Rank, Able to Cast Spells, 20 pts, Arcane Only

The character permanently increases his MP by 10

Arcane Training (x): (10 pts) Arcane / Combat (Enchantment) Only

Requires: Able to Cast Spells, MAN 16+, Advanced Rank.

The character must also have studied the type of spell for a long time.

The the character acquires this spell, he must choose a Spell Descriptor except for [Arcane], [Nature] or [Sorcery].

All the spell with the chosen Descriptor will have their Base Cost reduced by 2 (min. 1), who can be combined to other Cost Reductions.

This feat can only be acquired Once.

Upgrade II Requirements: Advanced Rank, MAN 18+

The cost of Advanced Spells is reduced by 3 instead.

Upgrade III Requirements: Expert Rank, MAN 20+

The cost of Expert Spells is reduced by 5 instead.

Armor Proficiency (x): (5 pts)

The character can wear Light Armors without additional penalties.

Upgrade II Requirements: Competent Rank, 15 pts, Combat (Any) / Savage

The character can wear Medium Armors without additional penalties.

Upgrade III Requirements: Advanced Rank, 20 pts, Combat (Endurance / Might)

The character can wear Heavy Armors without additional penalties.

Armor Specialization: (20 pts) Only Combat (Might or Resistance)

Requires: Advanced Rank, STR 14+, CON 13+, Armor Proficiency (Medium)

The character reduces the Skill Penalty obtained by wearing Medium Armors, by 2%

Also, Medium Reinforced Armors aren't considered as Heavy for the purpose to use certain Feats.

Upgrade II Requirements: Armor Proficiency (Heavy), 15 pts

The character reduces the Skill Penalty obtained by wearing Heavy Armors, by 3%

Armoured Spellcaster: (15 pts) Arcane / Combat (Enchantment)

Requires: WILL 13+, MAN 15+, 10 Ranks at Concentration, Armor Proficiency (Light), Competent Rank, Able to Cast Spells.

Guild's Feat: Arcanum

The spellcaster reduces by 5 the additional Magic Points he must spend when cast spells while wearing a Light Armor.

Upgrade II Requirements: Advanced Rank, 15 Ranks at Concentration

The spellcaster reduces by 10 the additional Magic Points he must spend when cast spells while wearing a Light Armor.

Upgrade III Requirements: STR 12+, WILL 14+, 15 Ranks at Concentration, Armor Proficiency (Medium), One with the Armor, Advanced Rank.

The spellcaster reduces by 5 the additional Magic Points he must spend when cast spells while wearing a Medium Armor.

Upgrade IV Requirements: WILL 15+, MAN 16+, Expert Rank

The spellcaster reduces by 10 the additional Magic Points he must spend when cast spells while wearing a Medium Armor.

Upgrade V Requirements: STR 13+, WILL 16+, MAN 18+, Armor Proficiency (Heavy)

The spellcaster reduces by 10 the additional Magic Points he must spend when cast spells while wearing a Heavy Armor.

Backstab: (10 pts) Stealth

Requires: DEX 12+, 10 Ranks at Sneak

If the Character attacks a creature of at least the same size, unaware of his presence, from Behind with a One Handed Melee Weapon, he inflicts +1d6 damage to the first Attack he made. If the creature is aware he only inflicts +1d3 Damage. If the character is attacking from the sides, he only obtains a +1 Damage regardless from the opponent's awareness and size. The Damage obtained by attacking from the Side is always applied to any attack made.

Upgrade II Requirements: 20 pts, 25 Ranks in Sneak, DEX 14+, Expert Rank, Stealth Only

The bonus damage for attacking an unaware opponent from behind is increased at +2d6, but only against creatures who are at least one size larger than the character.

Balanced Combat (x): (20 pts) Combat (Might) Only

Requires: DEX 13+, Advanced Rank, Weapon Focus (Used Weapon) III

The character doesn't apply any more the *Out of My Way* Special Rule from the selected weapon, unless if he uses the weapon to perform a Spin Attack or a Broad Slash.

Brew Potions: (15 pts) Academic / Arcane / Savage

Requires: Competent Rank, Identify Plants and Herbs, 10 Ranks at Craft (Alchemy) and Knowledge (Alchemy), Education (Standard)

The character can brew Lesser potions and Lesser Infusions.

Upgrade II Requirements: 30 pts, 15 Ranks at Craft (Alchemy) and Knowledge (Alchemy), Education (Academic), Advanced Rank.

Academic / Arcane Only.

The character can brew Potions and Infusions.

Upgrade III Requirements: 45 pts, 25 Ranks at Craft (Alchemy) and Knowledge (Alchemy), Expert Rank. Academic / Arcane Only.

The character can brew Improved Potions and Improved Infusions.

Burglar: (10 pts) Academic / Stealth

Requires: 5 Ranks at Lock-picking

The character obtains a +5% Bonus to Lock-picking.

Combat Kick: (5 pts) Athletic / Combat (Any) / Savage

Requires: DEX 11+, Competent Rank

The Character is able to perform a Combat Kick (see page 10).

Combat Mage: (10 pts) Combat (Enchantment) Only

Requires: WILL 13+, MAN 14+, 5 Ranks at Concentration, 5 Ranks at Knowledge (Arcane), a Race that is allowed to learn and cast spells.

This feat also requires that the character is trained for a long time (like 5 to 10 years). The character can't acquire other feats like Arcane Magic, Nature Magic, Sorcery or Thaumaturgy.

The character have received a specific training to become a Combat Mage (or Spellsworn, or else).

The character can choose a type of Magic available for his race and then he will learn 3 Apprentice Spells and 1 Competent Spell.

A Combat Mage can only learn a single spell per Career Rank except for Epic spells. The spells will follow the spellcasting rules as usual and they can be Upgraded if the character meets the requisites.

Combat Spellcasting: (10 pts) Arcane

Requires: 5 Ranks at Concentration, Competent Rank, Able to Cast Spells

The character obtains a +5% Bonus to Concentration Checks, when tries to cast or maintain a spell after he suffers combat damage.

Counter-attack: (20 pts) Combat - Agility

Requires: DEX 12+, Advanced Rank

When the character successfully Parry a Melee Attack with a Melee Weapon, and he rolls a result at least 5 points above the one of his adversary, he immediately obtains an single Melee Attack as a Free Action, but suffers a -2 to his ThR.

A Counter-attack can't trigger another Counter-Attack or Special Action.

This feat can be used only once per Round.

Craft Alchemical Items: (20 pts) Academic / Arcane / Stealth

Requires: 10 Ranks at Craft (Alchemy), 5 Ranks at Knowledge (Alchemy), Education (Standard)

The character is able to create particular alchemical items if he knows the recipe and have access to the required resources.

Craft Handcrafted Items: (20 pts) Academic / Arcane / Stealth

Requires: 10 Ranks at Craft (Alchemy), 5 Ranks at Knowledge (Alchemy), Education (Standard)

The character is able to create particular alchemical items if he knows the recipe and have access to the required resources.

Critical Strike (x): (15 pts) Combat (Any) / Savage / Stealth

Requires: Competent Rank, Weapon Focus for the Melee Weapon to apply

The Critical Chance of the selected weapon is increased by +2%.

Cryomancy: (25 pts) Arcane Only

Requires: MAN 18+, Arcane Training (Cold), Elemental Synergy (Cold), 20 Ranks at Knowledge (Arcane)

Available only: Arcanium

The Character has greatly improved his knowledge of the Cryomancy Art. The character is able to modify his elemental spells to make them always inflict Cold Damage. The character is able to change the Elemental Damage of a Spell, into Cold Damage, by Spending 5 additional MP, when the spell is cast. If the Spell already deals Cold Damage, it will be increased by 2 instead.

If the spell deals Arcane Damage, it will also Deal +2 Cold Damage, but it can not be applied if the spell has the [Fire] Descriptor.

The Direct Damages are not increased by this Feat. When using this Feat, the elemental Descriptor of the Spell is changed to [Cold].

Dash: (15 pts) Athletic / Combat (Any) / Savage / Stealth

Requires: DEX 12+, Competent Rank

When the character moves or charges during his round, his movement value is increased by +1,5 mt (5 ft).

This feat can't be used while wearing Medium or Heavy Armors.

Dauntless: (15 pts)

Requires: Advanced Rank

The character obtains a +5% for Fear and Terror Checks.

Defending with Two Weapons: (20 pts) Combat - Agility / Savage

Requires: Advanced Rank, Ambidexterity, Improved Parry III

When fighting with two melee weapons, the character obtains a +1 to Parry.

Defensive Stance: (15 pts) Combat (Any)

Requires: Advanced Rank

The character can renounce to all his attacks to obtain a +2 to his parry when using Melee Weapons. Defensive Stance can be combined with *Counter-attack* allowing the character to make two counter-attacks per round instead of one.

This feat can't be used with *Power Strike*.

Detect Traps: (10 pts) Academic / Savage / Stealth

Requires: Competent Rank, 5 Ranks at Handle Devices and Search.

The character is able to find Rudimentary and Simple traps with a Search Check and is able to deactivate them with a Handling Devices Check.

Upgrade II Requirements: Advanced Rank, 10 at Handle Devices and Search, 5 Ranks at Knowledge (Dungeon) or Knowledge (Mechanisms), Academic / Stealth Only

The character is able to find Challenging Traps.

Diligent Student: (10 pts) Arcane

Requires: Competent Rank, Able to Cast Spells, 10 Ranks at Knowledge (Arcane)

The character obtains a +5% bonus to Checks while trying to learn from books and tomes.

Reduces the time needed to study a book/tome by 4 Hours.

Dodge Traps: (15 pts) Savage / Stealth

Requires: DEX 13+, Rapid Reaction II

The Character obtains a +5% Bonus to Dexterity and Initiative Checks against traps as long as he only wears a Light Armor or Clothings.

Upgrade II Requirements: Advanced Rank, 20 pts, Stealth Only

As long as the character wears a Light Armor or Clothings, he obtains a +1 to Dodge the Trap's Attack Value and reduces by 1 the Damage he suffers (minimum 1) except Direct Damage, Exhalation Damage or damage inflicted by secondary effects like being squashed or the effects of the lava.

Education (Illiterate / Rudimentary / Standard / Academic): (0 / 5 / 10 / 15 pts) Academic / Civilian

Illiterate: The character can't read or write, but obtains 2 Ranks at Knowledge (Common) if the feat is taken during the Character Creation.

Rudimentary: The character can perform simple calculations, read slowly and write with a simple calligraphy. He also obtains 5 Ranks at Knowledge (Common) if the feat is taken during the Character Creation.

Standard: The character can perform more complex calculations and can normally read and write. He also obtains 5 Ranks at Knowledge (Common) plus 5 Skill Ranks to use as he likes, but only if the feat is taken during the Character Creation. If not, he still obtains 5 Skill Ranks. Can't be acquired during the Character Creation by the Savage Career.

Academic: The character can make difficult calculations, and also reads and write faster than the common people. Academic education also grants access to the Knowledge (Medicine) and Medicate Skills by study. He also obtains 5 Ranks at Knowledge (Common) plus 10 Skill Ranks to use as he likes, but only if the feat is taken during the Character Creation. If not, he still obtains 10 Skill Ranks. Can't be acquired during the Character Creation by the Savage Career.

Note: this feat counts as a Generic Feat if acquired during the character creation.

Elemental Synergy (x): (10 pts) Arcane / Combat (Enchantment) Only

Requires: Able to Cast Spells, WILL 13+, MAN 14+, 15 Ranks at Knowledge (Arcane), Arcane Reserve II.

When the character acquires this feat, he must choose one Elemental Descriptor between [Acid], [Cold], [Electrical] or [Fire].

Every time the character casts a spell with the selected Descriptor who will deal the same Elemental Damage, he can spend 2 additional MP to obtain a +2 to the first Dice rolled for Damage.

Example:

The character casts a spell who should deal 1d6+3 Damage and decides to use this feat. He spends 2 additional MP and then rolls the dice, obtaining a 2 as result. Still, thanks to this feat the Dice is considered to have rolled a 4 instead, so the spell will inflict 7 Damages instead of 5.

Unfortunately all spells with the Opposite Descriptor will deal -2 Damage (min 0), so choose wisely.

Remember that since the +2 is added to the first dice, you should always specify to the GM which dice will obtain the +2 if you are up to roll more than one.

Extra Attack: (20 pts) Combat (Any) / Savage / Stealth

Requires: Advanced Rank, Weapon Focus (Selected Weapon) III

The character is able to make an additional attack during his round with the selected weapon. The additional attack suffers a -4 to the ThR and requires One Action. Is not possible to use this feat with Weapons that have the *Slow Special Rule*.

A character can make at least three attacks per round, if he combines this feat with *Ambidexterity* but only with a weapon that has the *Light Special Rule*. The attack made with the secondary weapon is considered a *Free Action* but only if the character doesn't move. The penalties to fight with two weapons are also applied to the Extra Attack.

Fierce Charge: (10 pts) Combat (Any) / Savage Only

Requires: Competent Rank

The Character obtains a +5% Critical Chance to his next Melee Attack performed after a Charge, but within the same Combat Round.

Fighter: (10 pts) Athletic / Combat (Any) / Savage

The character increases his HtH value (Strength) or (Dexterity) by 1

Upgrade II Requirements: Advanced Rank

The character increases his HtH value (Strength) or (Dexterity) by 1

Upgrade II Requirements: Expert Rank

The character increases his HtH value (Strength) or (Dexterity) by 1

Finish the Fallen: (10 pts) Combat (Any) / Savage / Stealth

Requires: Advanced Rank, Rapid Reaction, Weapon Focus (Any) III

The first Melee attack made by the Character against a Prone or Knocked Down Creature, will deal +2 Damage and will obtain a +2% to the Critical Chance.

Upgrade II Requirements: Expert Rank, Weapon Focus (Any) V, 20 pts, Combat (Any) Only

The Damage dealt is increased at +3 and the Critical Chance is increased at +6%.

Flight Speed: (20 pts) Racial Feat

Requires: Improved Flight, Stable Flight

The Character permanently increases his Flight Movement (per Round) by 1,5 mt (5 ft) randomly multiplying it by a d3.

Example:

While acquiring this feat, the player rolls a d3 and obtains a result of 2. So he will increase his Flight Movement by 3 mt (10 ft).

Focused Will: (20 pts) Arcane

Requires: Able to Cast Spells

The Character obtains a +2 to any Opposite Characteristic Roll based on his Willpower, when he casts spells.

Free Hand: (10 pts) Combat (Any) Only

Requires: DEX 13+, Weapon Proficiency (Any), Weapon Focus (Any) II

As long as the character is using a single One Handed Weapon during combat, while the other is free, he can use the free hand to hit his opponent with it and/or to perform a HtH Manoeuvre who requires the use of hands. Notice that even if the Unarmed Attack or HtH Manoeuvre still cost 1 Action, they does not count to the number of attacks made by the character.

This feat only works against opponents of the same size or smaller with a career rank.

Furious Charge: (10 pts) Combat (Any) / Savage Only

Requires: STR 13+, Competent Rank, Weapon Focus (Any Melee)

The Character deals +1 Damage to his next Melee Attack performed after a Charge, but within the same Combat Round.

The Damage Bonus only applies to any Weapon he is focused.

Handyman: (15 pts) Academic / Civilian

Requires: CUN 13+

The character can assign 5 Ranks in three different skills with 0 Skill Ranks for free, during the character creation.

He can only put ranks in those skills he is allowed to, depending on his Education. Those ranks are obtained after he finish to assign Skill Ranks to his Skills during the Character creation.

Example:

During a Character Creation, a Character obtains 62 Skill Ranks to assign to his Skills. When all of those Ranks are assigned, the player can choose up to three extra skills with 0 Ranks and assign 5 Ranks to them.

Identify Plants and Herbs: (5 pts) Academic / Civilian / Savage

Requires: Competent Rank, 5 Ranks at Knowledge (Herbalist)

The character is able to find and identify Common plants and herbs.

Upgrade II Requirements: Advanced Rank, 10 Ranks at Knowledge (Herbalist), 10 pts

The character is able to find and identify Uncommon plants and herbs.

Improved Dodge: (5 pts)

Requires: Competent Rank, DEX 12+.

The character increases his Dodge value by 1

Upgrade II Requirements: 10 pts, Competent Rank

The character increases his Dodge value by 1

Upgrade III Requirements: Advanced Rank, 15 pts, Athletic / Combat (Any) / Stealth / Savage

The character increases his Dodge value by 1

Upgrade IV Requirements: Advanced Rank, 20 pts, Athletic / Combat (Agility) / Stealth / Savage

The character increases his Dodge value by 1

Upgrade V Requirements: Expert Rank, 25 pts, Athletic / Combat (Agility) / Stealth / Savage Only

The character increases his Dodge value by 1

Upgrade VI Requirements: Expert Rank, 30 pts, Stealth Only

The character increases his Dodge value by 1

Improved Flight: (15 pts) Racial Feat

Requires: Able to Fly, Advanced Rank, DEX 13+, Stable Flight

Thanks to his training, the character obtains a +10% instead of a +5% when doing a Wing Dash while jumping and obtains +1d6 meters instead of only 1d3 (+1d20 Feet instead of +1d10) and his Vertical and Diagonal jump is increased by +1d3 mt (+1d10 ft).

Improved Parry: (5 pts)

Requires: Competent Rank, DEX 12+.

The character increases his Parry value by 1

Upgrade II Requirements: 10 pts, Competent Rank

The character increases his Parry value by 1

Upgrade III Requirements: Advanced Rank, 15 pts, Combat (Any) / Savage

The character increases his Parry value by 1

Upgrade IV Requirements: Advanced Rank, 20 pts, Combat (Any) Only

The character increases his Parry value by 1

Upgrade V Requirements: Expert Rank, 25 pts, Combat (Agility / Enchantment) Only

The character increases his Parry value by 1

Upgrade VI Requirements: Expert Rank, 30 pts, Combat (Agility) Only

The character increases his Parry value by 1

Interpose: (10 pts) Only Combat (Any)

Requires: Competent Rank, Improved Parry II

When intercepting an enemy's charge, the character obtains a +1 for Parry his attacks for one round.

Iron Will: (20 pts)

Requires: Advanced Rank

The character obtain a +2 when he tries to counter an Opposite Characteristic Roll based on Willpower, against Spells, Effects or Special Abilities. He also gains a +5% to his Willpower Checks.

Knock Down: (10 pts) Athletic / Combat (Might) / Savage

Requires: STR 13+, Competent Rank

The character obtain a +1 to his HtH when tries to Knock Down an adversary of the same Size or lesser.

Upgrade II Requirements: Expert Rank, STR 14+, 10 pts, Athletic / Combat - Might Only

The Bonus is increased at +2.

Leap: (25 pts) Combat (Agility / Might) Only

Requires: STR 13+, DEX 14+, Knock Down, 20 Ranks in Jump, Advanced Rank

If the character moves at his full Movement Speed with a straight line, he can perform a Leap forward of 1d3x1,5 mt (1d3x5 ft).

If with the result can reach or at least arrive directly in front of a creature of at least the same size, he can immediately perform a Knock-down against it, using all the available feats plus the character is considered to have performed a Charge. Against creatures who are Two Size larger (or more), the Knock-down will automatically fail, unless the character have certain Feats who allows to do so, or to be considered of a different size. If the victim successfully pass an Opposite Initiative Check, he can try to avoid the Leap with a Dodge Roll against an Attack Value of 10 plus the Unarmed ThR of the character who is performing the Leap.

Example:

A Character with an Unarmed Attack Value of +5, will set the Attack Value ad 15.

If the defender is not aware of the incoming leap, he will not be able to dodge it.

It's possible to use this feat only while wearing Light Armors or Clothings only.

If the character also have the Dash Feat, he can add the movement bonus to the Leap Distance instead.

Magic Affinity: (15 pts) Arcane

Requires: MAN 15+, Competent Rank, Ability to Cast Spells, 5 Ranks at Knowledge (Arcane).

Spell cost is reduced by 1 except for Apprentice and Racial Spells.

Magus (x): (15 pts) Arcane / Combat (Enchantment) Only

Requires: Able to Cast Spells, MAN 14+, WILL 14+, 11 Ranks at Knowledge (Arcane), Resolute, Thematic Spells (Chaos or Order)

The character must have studied the relative type of magic he want to use and also he needs to be a member of the relative order of Magi.

When the character acquires this feat, he must also choose which type of Magus he is:

- *Chaos:*
Chaos Magic can only be learned by those who are able to cast Nature Magic or Sorcery. From now on, they will always add the [Chaos] Descriptor to any Spell they cast, but are not able to cast [Runic] Spells.
- *Order:*
Order's Magic can only be learned by those who are able to cast Arcane Magic or Nature Magic. From now on, they will always add the [Order] Descriptor to any Spell they cast, but are not able to cast [Oniric] Spells.

Might: (20 pts) Combat (Might) / Savage Only

Requires: STR 16+, Diamond Dog / Earth Pony / Minotaur / Mule / Sabitian, Expert Rank

The Character reduces the Initiative Slowdown for the *Spin Attack* and *Mighty Strike* Feat by 1.

The Character also halves the Initiative Slowdown from *Slow* weapons.

The Character reduces the penalty to the secondary weapon, if using two One Handed Weapons without the *Light* Special Rule, from -4 to -2, but if he performs a third attack it's always resolved with an Initiative Slowdown of 4 and the ThR penalty is always -4.

Mighty Strike: (20 pts) Combat (Might) / Savage

Requires: STR 14+, Advanced Rank, Power Strike, Weapon Focus (Weapon Used) III

When the character uses the *Power Strike* Feat against a creature of a bigger size, it obtains a Bonus of +2 Damages per Creature Size, starting from Large, or subtracts 2 additional Resistance Points per Size. This Feat must be learned by someone who already have it.

Usually Monster Hunters or Juggernauts knows how to teach this feat.

Example:

If the character uses this feat against an Huge Creature, he inflicts 4 additional Damages or subtracts 4 additional Resistance Points.

Nature Magic: (10 pts) Arcane / Savage

Requires: WILL 13+, MAN 13+, 5 Ranks at Knowledge (Arcane) and Knowledge (Nature)

This Feat can only be obtained during the character creation and the character can't acquire other feats like Arcane Magic, Combat Mage, Sorcery or Thaumaturgy.

The character is able to learn and cast Nature Spells. If acquire by a non-Arcane or non-Savage Career, it only allows to learn Novice or Competent Spells. The character starts with four Novice Spells and three Competent spells of his choice.

One with the Armor: (15 pts) Combat (Endurance or Might)

Requires: STR 12+, CON 12+, Armor Proficiency (Medium), Competent Rank

The character reduces the ThR and Parry Penalty while wearing a Medium Armor by 1

Upgrade II Requirements: 15 pts, Armor Proficiency (Heavy), Only Combat (Might or Resistance).

The character reduces the ThR and Parry Penalty while wearing an Heavy Armor by 1

Overwhelming Spell: (10 pts) Arcane / Combat (Enchantment)

Requires: Able to Cast Spells, MAN 13+, Competent Rank

The Character increases his HtH (Magic) value by 1

Upgrade II Requirements: 15 pts, Advanced Rank

The Character increases his HtH (Magic) value by 1

Upgrade III Requirements: 25 pts, Expert Rank

The Character increases his HtH (Magic) value by 1

Pyromancy: (25 pts) Arcane Only

Requires: MAN 18+, Arcane Training (Fire), Elemental Synergy (Fire), 20 Ranks at Knowledge (Arcane)

Available only: Arcanium

The Character has greatly improved his knowledge of the Pyromancy Art. The character is able to modify his elemental spells to make them always inflict Fire Damage. The character is able to change the Elemental Damage of a Spell, into Fire Damage, by Spending 5 additional MP, when the spell is cast. If the Spell already deals Fire Damage, it will be increased by 2 instead.

If the spell deals Arcane Damage, it will also Deal +2 Fire Damage, but it can not be applied if the spell has the [Cold] Descriptor.

The Direct Damages are not increased by this Feat. When using this Feat, the elemental Descriptor of the Spell is changed to [Fire].

Power Strike: (10 pts) Combat (Might) / Savage

Requires: STR 13+, Competent Rank

When the character uses this feat with a Melee or Throwing Weapon (must be declared to the GM), he suffers a -2 to his ThR but inflicts +2 Damage and he also subtracts 1 additional Resistance Point. The adversary obtains a +1 to Dodge this attack if aware.

You can't use this Feat while in *Defensive Stance* or while using weapons with the *Light* Special Rule.

This attack is resolved with an Initiative Slowdown of 1.

Upgrade II Requirements: STR 15+, Expert Rank, 30 pts, Combat (Might) Only

The character can take up to a -4 to his ThR while obtaining a +4 to the Damages he inflicts. Opponents who are using a One Handed Weapon will suffer a -2 to Parry this attack. Throwing weapons will also consider the opponent's DR as is lesser by 1.

This attack is resolved with an Initiative Slowdown of 2.

Precise Throw: (10 pts)

The character obtains a +1 to his ThR when using Throwing Weapons with the *Small* Special Rule or objects of the same dimension, like Alchemical or Handcrafted Artefacts, if thrown within 9 mt (30 ft) or at their maximum range if lesser.

Rapid Reaction: (5 pts) Athletic / Combat (Any) / Savage / Stealth

The character permanently increases his Initiative Value by 1.

Upgrade II Requirements: 5 pts, Combat (Any) / Stealth, Competent Rank

The character permanently increases his Initiative Value by 1.

Rapid Shot: (20 pts) Only Combat (Agility) / Stealth

Requires: Advanced Rank, DEX 14+, Weapon Proficiency (Bows), Weapon Focus (Bow) IV

The character is able to shoot two arrows, one after the other, spending Two Actions.

Each arrow being shoot inflicts a -2 penalty to the Character's ThR and reduces the damage dealt by 2.

The character can also decide to use this feat to shoot the first arrow to a target and the second to another one, but only against targets who are in front of him who is able to see.

Resolute: (15 pts)

Requires: Competent Rank

The character gains a +5% Bonus when performing Negative Morale Checks

Retiarius: (10 pts) Athletic / Combat (Agility)

Requires: Competent Rank, DEX 13+

Note: The character must have received a specific training.

The character is able to use a Combat Net during Combat.

A Combat net Counts as a One Handed Weapon with the *Light* Special Rule.

Routine Spells: (15 pts) Arcane

Requires: Competent Rank, MAN 14+, Able to cast spells

Guild's Feat: Arcanium

The character can choose up to three Novice Spells he already knows, and reduce permanently their cost to 1 MP.

Shield Proficiency: (5 pts) Only Combat (Any) / Savage

The Character can use Small and Medium Shields during combat. Those without this feat can only use Bucklers.

Upgrade II Requirements: 10 pts, Competent Rank

The Character can use Large Shields in combat.

Shock Resistance: (15 pts)

Requires: Advanced Rank, CON 13+, WILL 13+, Tough

The character permanently increases his Shock Test Value by 5%.

Skill Improvement (x): (10 pts) Academic / Civilian

Requires: At least 1 Rank at the selected Skill

The character obtains a +5% to the selected Skill, as long as the relative skill does not obtains a Bonus from Racial Traits or other Feats.

This skill can only be acquired Once. Academic and Civilian Careers can acquire it twice.

Sneak Attack: (15 pts) Stealth

Requires: Advanced Rank, DEX 13+, Weapon Focus (for the used weapon) III, 10 Ranks at Hide

If the Character attacks a creature within 3 to 9 meters (10 to 30 ft) that is unaware of his presence, with a Ranged or Throwing Weapon, the attack deals +1d6 Damages. If the creature is aware of the incoming attack, it only obtains +1d3 Damage. Using a One-Hand Crossbow, Throwing Axes or Throwing Daggers allows to perform a Sneak Attack within 1,5 mt (5 ft).

The full damage can only be applied against creatures of at least one Size larger or lesser.

Upgrade II Requirements: Expert Rank, Backstab, Weapon Focus (Used Weapon) IV, 10 pts, only Stealth.

The character can use the additional Damage from the Backstab Feat instead, while using Throwing Weapons.

Notice that all the rules who apply to the Backstab will also apply to the Sneak Attack.

Sorcery: (10 pts) Arcane / Civilian / Savage

Requires: WILL 13+, MAN 13+, 5 Ranks at Knowledge (Arcane) and Knowledge (Occultism)

This Feat can only be obtained during the character creation and the character can't acquire other feats like Arcane Magic, Combat Mage, Nature Magic or Thaumaturgy.

The character is able to learn and cast Sorcery Spells. If acquire by a non-Arcane or Savage Career, it only allows to learn Novice or Competent Spells. The character starts with four Novice Spells and three Competent spells of his choice.

Spellcraft: (15 pts) Arcane / Combat (Enchantment)

Requires: Able to Cast Spell, 10 Ranks at Knowledge (Arcane), Advanced Rank

The character reduces the chances to obtain a Spell Failure by 5%

Upgrade II Requirements: 30 pts, 20 Ranks at Knowledge (Arcane), Expert Rank

The character reduces the chances to obtain a Miss-Cast by 5%

Spell Disruptor: (25 pts) Arcane / Combat (Enchantment) Only

Requires: Able to Cast Spell, WILL 14+, MAN 15+, 10 Ranks at Knowledge (Arcane), Competent Rank

The Character obtains an additional +2 when he tries to Counter a Spell

Upgrade II Requirements: 20 Ranks at Knowledge (Arcane), Advanced Rank

The Character obtains a +3 instead.

Upgrade III Requirements: Expert Rank

The Character obtains a +4 instead.

Spell Specialization: (15 pts) Arcane Only

Requires: Advanced Rank, Ability to Cast Spells, MAN 14+, 15 Ranks at Knowledge (Arcane)

While casting a spell that deals damage, the caster can spend 5 additional Magic Points to inflict +2 Damage of the same source.

If the spell inflicts different types of damage, the additional damage is added to the first source or the one who inflicts the higher dice.

Example:

A spell that inflicts 1d3 Fire Damage plus 1d6 Arcane Damage will add the +2 to the Arcane Damage since it's the higher.

If the spell inflicts 1d6 Fire Damage plus 1d6 Arcane Damage, the +2 is added to the Fire Damage since it's the First Source of Damage.

Stable Flight: (15 pts) Racial Feat

Requires: Able to Fly, DEX 12+, CON 11+, Competent Rank

The character have learned to fly correctly and is able to Fly for a number of hours, instead of minutes, as half of his Constitution Value, without making a Stability Check. He also obtains a +5% bonus to Stability Checks as long as he wears Light Armors or Clothings, but he must have the proficiency the armor he wears.

Upgrade II Requirements: Advanced Rank, CON 12+

The character is able to Fly for a number of hours equals to his Constitution Value. The Stability Check Bonus is increased at +10%.

Stealthy: (5 pts) Savage / Stealth

The character obtains a +5% at Hide and Sneak. This Feat can only be acquired during the Character Creation.

Stomp: (15 pts) Racial Feat. Athletic / Combat (Any) / Savage

Requires: Earth Pony / Minotaur / Mule, STR 14+, Competent Rank

Once per Round, the character is able to perform a Stomp Attack while spending 1 Action, against any *Knocked Down* or *Prone* opponent. The Stomp Attack is an Unarmed Attack who deals 1d6 Bludgeoning Damage plus the Character's Strength Modifier, with a Critical Chance of 25%. If the character is wearing an Heavy Armor, the Stomp costs 2 Actions, but the character obtains +2 Damages and +2% to the Critical Chance. The Stomp can also be used against wooden items/objects/creatures, and will subtract 2 additional Resistance Points. If the character also has the Brawler or Unarmed Combat Feat, he will deal +1 Damage with the Stomp (if he has both, he will obtain a +2).

Surgeon: (10 pts) Academic / Civilian

Requires: Ranks at 5 Knowledge (Anatomy), Competent Rank

The character obtains a +5% at First Aid. This feat can be acquired only during the Character Creation.

Target Focus: (15 pts) Combat (Agility) / Stealth

Requires: DEX 13+, Weapon Proficiency (Ranged) or (Throwing), Weapon Focus (Used Weapon) II, Competent Rank

The character reduces by 1 the ThR penalty when he tries to use the Ranged or throwing weapon selected, against enemies in Melee Combat with his allies, if he stands between 6 and 12 meters to them (20 and 40 ft)

Thaumaturgy: (15 pts) Academic / Arcane / Savage Only. Rare

Requires: Earth Pony, Unicorn or Zebra, MAN 14+, Arcane Reserve, The Character must have a Cutie Mark Related to Thaumaturgy.

This Feat can only be obtained during the character creation and the character can't acquire other feats like Arcane Magic, Combat Mage, Nature Magic or Sorcery.

The Character is able to heal wounds and treat health issues using a particular and extremely rare kind of magic. See page 103.

Upgrade II Requirements: Advanced Rank, MAN 16+, Arcane Reserve III, 25 pts

The Character can Heal 1 HP for every 7 MP he spends.

Upgrade II Requirements: Expert Rank, MAN 18+, Arcane Reserve IV, 45 pts

The Character can Heal 1 HP for every 5 MP he spends.

Tough: (5 pts)

Requires: CON 12+

The character permanently increases his Hit Points by 2

Upgrade II Requirements: CON 14+, 10 pts, Combat (Any) / Savage Only, Competent Rank

The character permanently increases his Hit Points by 2

Upgrade III Requirements: CON 16+, 20 pts, Combat (Resistance) Only, Advanced Rank

The character permanently increases his Hit Points by 2

Tough Skin: (10 pts) Combat (Endurance or Might), Savage

Requires: Competent Rank, CON 13+, Tough, Can't be obtained by Unicorns

The character permanently obtains a NDR of 1

Upgrade II Requirements: CON 15+, Tough II, 20 pts, Combat (Any) Only

The character's NDR is increased at 2.

Unarmed Combat: (10 pts) Athletic / Combat (Any) / Savage

Requires: Competent Rank, The character must have received a specific training.

The Character can now *Focus* and *Specialize* in Unarmed Combat and can use Ambidexterity to obtain an additional attack as he's using two weapons, but only if he have both hands free. Unarmed Combat attacks are considered to have the *Light* and *Small* Special Rule.

Unarmed Attacks inflicts 1d3+1 Non-Lethal Damage plus the character's Strength Modifier and have a 20% Critical Chance.

The Character can use the *Critical Strike*, *Fierce Charge*, *Furious Charge* and *Power Strike* Feats with his unarmed Attacks.

Without this feat a Character uses his Base ThR, but can't be *Specialized* or *Focused* in Unarmed combat or use the Feats listed above.

Griffins can decide to inflict Lethal Damage with their claws or simply punch/kick others.

Wearing a pair of Caestus is still considered Unarmed Combat that will inflict Lethal Damage, but the character must have the *Proficiency* to use them and have to acquire the *Focus* and *Specialization* for those items separately.

Weapon Focus (x): (5 pts)

Requires: Novice Rank, Proficiency in the selected Weapon. For an easier simplification, all Bows and Crossbows are from the same category, so you only need to Focus once, unless if the weapon have the Exotic Special Rule. For example if your character obtains the Weapon Focus (Bows) the feat applies to all type of Bows he will use.

The character obtains a Bonus of +1 to his ThR when he uses the selected weapon.

Upgrade II Requirements: Competent Rank, 10 pts, Combat (Any) / Savage / Stealth

The bonus for the selected weapon is increased at +2

Upgrade III Requirements: Advanced Rank, 15 pts, Combat (Any) / Savage / Stealth

The bonus for the selected weapon is increased at +3

Upgrade IV Requirements: Advanced Rank, 20 pts, Combat (Any) / Savage / Stealth

The bonus for the selected weapon is increased at +4

Upgrade V Requirements: Expert Rank, 25 pts, Combat (Any) Only

The bonus for the selected weapon is increased at +5

Upgrade VI Requirements: Expert Rank, 30 pts, Combat (Any) Only

The bonus for the selected weapon is increased at +6

Weapon Proficiency (Bastard Sword): (15 pts) Combat (Any) Only

Requires: DEX 12+, Competent Rank. The character also must have been trained for at least 5 months.

The Character can use a Bastard Sword in combat and uses a d20 while attacking instead of a d10.

Weapon Proficiency (Bows): (10 pts) Combat (Any) / Savage / Stealth

The character is able to properly use Short Bows in combat and uses a d20 while attacking instead of a d10.

Upgrade II Requirements: Combat (Any), Competent Rank

The character can now use Bows

Upgrade III Requirements: Combat (Any) Only

The character can now use Long Bows

Weapon Proficiency (Crossbow): (15 pts) Combat (Any)

The character is able to properly use Crossbows in combat and uses a d20 while attacking instead of a d10.

Upgrade II Requirements: 20 pts, Combat (Any) Only, Competent Rank

The character can now use Heavy Crossbows.

Weapon Proficiency (One-Hand Crossbow): (10 pts) Combat (Any) / Stealth Only

The character is able to properly use a One-hand Crossbow in combat. If the character also have the Ambidexterity Feat, can hold a One Handed Weapon in one hand and the One-hand Crossbow in the other.

Weapon Proficiency (One Handed): (5 pts) Combat (Any) / Savage / Stealth

The character is able to properly use the selected weapon in combat and uses a d20 while attacking instead of a d10.

This feat can be acquired multiple times, each time for a different One-Hand Weapon.

Weapon Proficiency (Polearm): (10 pts) Combat (Any) / Savage / Stealth

The character is able to properly use the selected weapon in combat and uses a d20 while attacking instead of a d10.

This feat can be acquired multiple times, each time for a different Polearm Weapon.

Weapon Proficiency (Throwing Weapon): (10 pts) Combat (Any) / Savage / Stealth

The character is able to properly use the selected weapon in combat and uses a d20 while attacking instead of a d10.

This feat can be acquired multiple times, each time for a different Throwing Weapon.

Weapon Proficiency (Two Handed Weapon): (15 pts) Combat (Any) / Savage

The character is able to properly use the selected weapon in combat and uses a d20 while attacking instead of a d10.

This feat can be acquired multiple times, each time for a different Two Handed Weapon.

Weapon Specialization (x): (15 pts)

Requires: Advanced Rank, Weapon Focus (Selected Weapon) II, This feat can only be applied to Melee and Throwing Weapons.

The character obtains a +1 to the Damages dealt with the selected weapon.

Weave Affinity: (20 pts) Arcane

Requires: Able to Cast Spells, WILL 14+, MAN 18+, Advanced Rank

As long as the character is wearing clothings or a Leather Vest, he will increase his MP by 10. Also, when uses Arcane Crystals to recover MP spent, he will obtain 1 additional MP per Crystal Purity, but only if the Crystal is full.

If the character became Disoriented, Exhausted or Tired, he will loose the additional MP until he fully recovers.

Use Magic Wands: (5 pts) Arcane

Requires: MAN 12+, Able to Cast Spells, 5 Ranks at Knowledge (Arcane)

The character can use Magic Wands.

Group Feats

Group Feats are a type of Feats that works only if there are other allies nearby, and usually grants useful benefits for everyone. Note that generally the Feat works only on the same Group of Characters or NPC.

Example:

A group of 5 Diamond Dogs have the Brothers in Arms feat. Even if there are more allies nearby, the Feat only works for the 5 of them and does not take count of the other allies, unless said otherwise. The Game Master can define who is part of the same group and be able to obtain the benefits.

If for some reason the member of the group loses his trust in his allies or sees them as enemies, the Feat will not grants his bonuses, unless he regains his trust/confidence or the mind-spell is broken.

Is always up to the Game Master to decide when the Feat is available or not.

Brothers in Arms: (5 pts)

This feat is available only for a group of characters who have travelled (and probably fought) along for some time. It's up to the Game Master to decide when this feat is available for players, but if the members of the group already know each other from their Back Grounds they can have access to this feat even during the Character Creation.

While in combat, all members of the same Group with this Feat will increase their *Fighting along with Allies* bonus from +5% to +10%.

They also obtains a +5% Bonus to Fear Checks if there are allies within 9 meters (30 ft) in their Line of Sight.

Those who are using a Banner will grant the bonus within 12 meters (40 ft) instead.

Combat Synergy: (10 pts) Combat (Any)

Requires: Advanced Rank, DEX 13+, Weapon Focus (Used Weapon) III

When a character with this feat attacks an opponent, he will grant a +1 ThR Bonus to any other ally of his group with the same feat, during the next Combat Round. This can only be used on a Single Creature per Combat Round, so if the character attacks multiple creatures, he have to inform the GM about against which one his allies will obtain the bonus.

Gust of Wind: (10 pts) Athletic

Requires: Race Pegasus, Able to Fly, MAN 12+, Arcane Reserve, Stable Fly

While flying, the character can spend 10 Magic Points to create a *Gust of Wind* with his wings, directed to a flying ally within 3 mt (10 ft).

For the rest of the Round, the ally increases his Flight Speed by 1d3x1,5 mt (1d3x5 ft) and obtains a +10% to all checks related to flight.

It's not possible to create a *Gust of Wind* while under the effect of the same feat created by another ally nearby.

Leadership: (15 pts)

This feat can be acquired only for one member of the Group that everyone sees or consider as a Leader.

Obviously all the Players must agree on which one is the Leader, or at least the majority of them. For NpCs the problem doesn't matter for obvious reasons.

Requires: WILL 13+, Brothers in Arms, 15 Ranks at Authority, 10 Ranks to at least one of the following: Diplomacy, Intimidate or Persuade.

The character is considered the Group Leader, or a similar commander.

The Group Leader can grant a +5% bonus to the first Morale Check the other group members must roll if within 4,5 m (15 ft) once per Combat. If the Group Leader Dies or is knocked unconscious, all the group members who sees him must immediately perform a Negative Morale Check with an additional -5% penalty to the roll.

Upgrade II Requirements: Once More Unto the Breach, 15 pts

The Group leader will also grant an additional +5% to the Willpower Check made by his allies for the *OMUtB* Feat, if within 9 m (30 ft).

The bonus also applies for Fear Checks.

Once More Unto the Breach: (10 pts)

Requires: WILL 13+, Brothers in Arms, Team Spirit

Once per Combat, when the character is at ¼ of his total HP, or is incapacitated in some way, and there is at least one of his *Brothers in Arms* within 9 m (30 ft) in his Line of Sight, he can perform a Hard Willpower Check. If he succeeds, he will immediately recover 1d3+1 HP or recover from his debilitation. When the combat ends he must make a Shock Test or became Exhausted. If he pass it, he will only became *Tired*.

Shield Brother: (20 pts) Combat (Any)

Requires: Advanced Rank, Shield Proficiency

When a character is in the left or right side of another character who also has this feat (and facing the same direction) and both are using a Shield, they both obtain a +1 to Parry while in melee combat. They also increase the cover from Medium or Large Shields by 5%.

Team Spirit: (10 pts)

Requires: Brothers in Arms

As long as the character is within 9 mt (30 ft) to his *Brothers in Arms* and is aware of their presence, he obtains a +5% Bonus to any Willpower Check he should perform.

Skills:

Skills represents the ability of a character or a creature to perform certain tasks, like Jumping, Finding an Hidden Trap or even remembering some useful details about an ancient legend.

Ranks and Modifiers:

Skill Ranks represents the experience gained by a character in a Skill, and more Ranks he have, the more successfully he will be while performing the Skill. A Skill Modifier is the sum of both Skill Ranks, Characteristic Modifiers and other bonuses.

Obtaining Skill Ranks during the Character Creation:

When creating a new character, you simply have to multiply his Cunning value by 3 or 4, depending on the character Career and the result is the total amount of Skill Ranks that you can distribute among your character's skills. Usually, any career have a group of typical skills he usually use, but also remember that the Character Education can allow or prevent him to assign Skill Ranks to certain Skills, like *Medicate*.

x3	x4
Athletic	Academic
Combat - Agility	Arcane
Combat - Enchantment	Civilian
Combat - Might	Savage
Combat - Resistance	Stealth

Example:
A Character with a Cunning value of 11 is created for a Combat (Might) Career. He will multiply his Cunning value by 3, for a total of 33 Skill Ranks to assign on his skills.

During the Character Creation you can assign up to 5 Skill Ranks to a single skill, even if some skills have multiple variations, like *Knowledge* or *Craft*. For every different skill you can assign you Sill Ranks.

Example:
You can assign 5 Ranks to Knowledge (Arcane) and 5 to Knowledge (History)

Some Feats will grant you additional skill ranks, and also the Cutie Mark. Note that all those extra Skill Ranks must be assigned before the Skill Ranks obtained by your Character's Cunning value.

Example:
A character with a Cutie Mark based on Hiding will obtain 5 Skill Ranks in Hide that will be assigned first. Also, since he have the Education (Rudimentary) Feat, he will obtain 5 Ranks at Knowledge (Common)

After all the Skill Ranks are assigned, you also have to add the Characteristic modifier to those skills who are based on, and the Bonuses or Penalties obtained from Race, Items and so on. The sum of all those value will be the Skill Modifier.

Skill	Ranks	Characteristic	Feats	Bonus	Penalty	Modifier	Check
Lock-picking	5	+1	+5%	-	-	+11%	61%

This example uses a character with a Cunning value of 12 and the *Burglar* Feat. As you can see, the player assigned 5 Skill Ranks, plus the +1 Modifier from his Cunning Value and the bonus gained from the *Burglar* Feat.

The Character's Skill modifier will be +11%, that he will add to a Normal and Hard Skill Check.

In the Character's sheet there is already a section for Skill Checks on Normal Difficulty, for an easy access. For Hard Checks you just reduce the total by 30%.

Example:
In this case, a Hard Lock-picking Check will be 31%, and the player will need to roll a 31 or less with a d100.

If the Skill Check reach a 0% probability of success, the character will automatically fail.

Feats and Skill Ranks:

If during the Character creation you acquire a Feat for you Character that requires a certain amount of Skill Ranks, you must assign the required number to those skills. If you are not able to do so, you must renounce to the skill and choose another one.

Improving Skill Ranks:

During a Skill Check, if the player passes it rolling a result of 50 or less, he will obtain a Success to sign in the apposite section on his character's sheet. Every 5 Successes in the same Skill, the character learns something and became better, increasing his Skill Rank by 1. For an Hard Skill Check he needs to roll a 20 or less.

Example:

A character obtains 5 successes in Spot. So he will increase his Skill Ranks from 5 to 6.

After that, the player must adjust the Skill modifier according to the new score. Note that this must be done after the game session or before starting a new one, even if some Game Master could allow to increase a Skill Rank during the game. Your choice.

Obtaining a Remarkable Success will grant 2 successes instead of only one.

Note that a Remarkable Success is obtained only by rolling a 15 or less for a Normal Skill Check and a 5 or less on an Hard Skill Check even if on skills modified by a Cutie Mark. Also the Skill Check must be successfully passed to obtain a success even with negative modifiers.

Example:

A character tries to Jump over a hole in the ground. He needs to obtain a result of 40 or less since he have a -10% penalty to his Jump Checks. The player obtains a 45, not enough to successfully jump over the hole, so the character will not be able to jump over (and probably hurt himself) but also he will not obtain any success to sign since he failed even if he rolled a result lesser than 50 with a d100.

Ranks Limit:

For each Career Rank there is a Limit for increasing a Character's Skill, as you can see in the following Table.

Career Rank	Ranks Limit per Skill
Novice / Character Creation	5
Competent	10
Advanced	20
Expert	30
Epic	35

As you can see, a Competent Character can increase his skills up to 10 Ranks, but he must wait until he will advance to the Next Career Rank to be able to increase his Skill Ranks up to 20.

A character can still have up to 4 Successes in his maxed Skill, before advancing in the next rank.

Social Skills and Social Status:

It's always important to remember the character's social status when he uses a Social Skill on other characters or NPCs.

A commoner will have lesser chance to impress a noble, while a rich man will probably more influential on others thanks to his position and money.

Example:

A character is trying to impress or persuade a Nobleman. Since the character is son of commoners, the Nobleman will be reluctant to listen to a plebeian, forcing the player to perform a Hard Persuade Check instead of a Normal one.

If the situation already requires to perform a Hard Check, the character will automatically fail.

Notice that this can apply to different situations, and it's up to the GM to determine which will increase the difficulty or reduce it.

Even so, the characters could obtain some minor bonuses depending on their Knowledge or Feats, for example even if the character is a plebeian, since he has the Education (Standard) Feat, perhaps the Nobleman will also consider that, as long as the character is able to demonstrate that he has received some sort of education.

Sometimes even the race or region of origin could increase or decrease the difficulty, so is always up to the GM to determine exactly which factors will modify the use of social Skills.

List of Skills:

Note that some skills have multiple choices, like Craft, Knowledge and Perform. Those skills can be acquired separately and are independent one from another. Some skills are based on a specific Characteristic and other requires a certain Education to be obtained or increased.

If there is no characteristic specified in the description, the bonus obtained is +0.

The (x) means that the skill have multiple choices, like Knowledge (Arcane), Knowledge (History) and Knowledge (Alchemy).

Is up to the Game Master to allow which type of Skills a player can choose.

Some skills can counter others, and are usually used in the appropriate Counter Skill Checks.

Some Skill can receive the Characteristic Modifier from two different Characteristic. You still have to choose which one, but after that you can't change it back.

Art (x):

Requires: Education (Standard)

This skills represents the ability to create something from the selected type of Art.

Examples: Panting on Canvas, Written Poetry, Marble Carving

Authority:

Counters: Authority, Sense Motive

This skill is used by characters to impose themselves on others, relying on their social or military status, like a nobleman or a Captain of the Guards. Still, the others should be able to recognize his status to be affected by this skill or they will probably ignore him or don't mind him at all. It's up to the GM to decide, but still, the character can look important even for those who have no idea about his social status.

This skill is considered a Social Skill.

Bargain: (Cunning or Wisdom)

Requires: Education (Standard)

Counters: Bargain

Bargain is used when buying or selling items and other things, and it allows to reduce or increase the price of an item.

It also used for trading and barter. A successful Skill Check could allow to reduce the price by 1d3 Bits (At least 1), while a Remarkable Success allows to reduce it by 1d6 (At least 1). This skill is considered a Social Skill.

Bluff: (Cunning)

Counters: Sense Motive

This skill is used to deceive someone or when lying to others. This is also used for distracting and to send non-verbal messages to others without being noticed. The Game Master can assign some Bonuses or Penalties based on how much credible is the lie, or if the listener trust the liar or not. This skill is considered a Social Skill.

Climb: (Dexterity)

This skill allows to climb a tree, wall or a similar task to a ¼ to the character movement value.

Failing the check by 5 or less, means that the character didn't made any progress, or is trying to figure where to go next. Failing by 6 or more means that the character slips down or even worse, he fall down.

Concentration: (Willpower)

Concentration determines the capacity to remain focused on what you are doing. It's mandatory for spellcaster since it's used to avoid the probability to loose a spell they are casting if they suffer damage or to maintaining it active during time.

If a character is trying to Maintain the Concentration, he can only walk slowly up to half his movement value, and can say brief words or sentences (for example: *Yes, No, Help Me, Get Out*)

Cook (x):

Culinary Arts are determined by this skill, that allows your character to cook different things.

This skill can be acquired multiple times, for different kind of meals.

Examples: Pastries, Fish, Simple Meal, Meat

Craft (x):

This skills allows to create a specific kind of objects, items and so on. The use of this skills usually requires a lot of time but also, a character must have the right equipment or there is the risk to be not able to do anything or to produce something with a Bad Quality.

Examples: Alchemy, Craft Leather Armors, Craft Wooden Furniture, Forge Iron Weapons

Diplomacy: (Wisdom)

Counters: Diplomacy, Sense Motive

Diplomacy is used during political meetings or when a character tries to resolve things with words, instead of weapons.

This skill is considered a Social Skill.

First Aid: (Wisdom)

Requires: Education (Standard), 2 Ranks at Knowledge (Anatomy)

First Aid allows to heal simple wounds or to perform quick interventions, such as fix a dislocated shoulder or to help expelling water from lungs, if the victim have almost drown. Notice that this skill allows only to heal simple or medium wounds, but for more complicated or severe injuries only medicate can do something. A successful use of this skill can heal 1d3+1 HP, but it can only made once per combat and only if the character have suffered damages. If the skill check fails the character did not recover anything at all. Using this skill always requires at least a Bandage. Anyone can learn the basics of this skill but only up to 5 Ranks, even if not meeting the requirements. Those who have the indicated requirements can increase the ranks in this skill above 5.

Handling Devices: (Cunning)

The use of this skill allows the character to handle small mechanisms, like traps, clocks or similar mechanical things. It's also used to find missing or broken pieces and allows to repair or substitute them with new parts, but only with the right tools. Remember that failing for three times to disarm a trap will cause the activation instead.

Hide: (Dexterity or Cunning)

Counters: Search, Spot

Hiding allows the character to not be seen, usually behind objects and obstacles, but also to camouflage into the woods or plants. It's not possible to hide in plain sight, but only nearby objects who are opposite to the watcher, large enough to cover him.

Intimidate: (Willpower)

Counters: Intimidate, Sense Motive

This skills allows the character to intimidate or scare his opponents and other people, but in some cases it could be used for preserve discipline in a military situation or even substitute the Authority Skill.

The intimidation should be supported by certain manners, actions or appearances, but it could even cause an opposite reaction or a violent reaction by those who resist the Intimidation. This skill can be considered a Social Skill.

Jump: (Strength)

This skill is used to determine the ability to Jump over pits, holes or else. The use of heavy armors can reduce the probability of success, and also, is required an adequate run-up before the jump to obtain a little bonus to the skill.

Knowledge (x):

Requires: Education (Standard)

Knowledge allows a character to remember various details or informations about a specific subject, usually the type of knowledge used.

This skill can be acquired multiple times, for different subjects or arguments. The skill can be also used to substitute another skill, but with a generic result.

Examples: Alchemy, Architecture, Anatomy, Arcane, Archaeology, Astrology, Carpentry, Common, Herbalist, Gems and Precious Stones, Geography, Geology, Engineering, Occultism, Math, Mechanisms, Medicine, Metallurgy, Military, Myths and Legends, Monsters and Creatures, Nobility, Religions, History, Tactics and Strategy.

Library Use: (Wisdom)

Requires: Education (Standard)

With this skill, the character is able to consult a library, an archive or something similar. He character is able to find books, tomes or bureaucratic papers. The skills allows to maintain a small library or archives in order, for an easy consultation, also, if the character have at least 10 Ranks in this skill, it will be able to remember few details about a generic argument about *Knowledge (Any)*, since he could have read few pages about the related argument, but it's up to the GM to let him know what he remembers.

Listen: (Wisdom)

Counters: Sneak

This skills allows the character to hear distant noises, and to detect sneaking creatures nearby.

Lock Picking: (Cunning)

Lock Picking allows the character to force or open closed locks without the proper key. The time required to do so is decided by the Game Master, but usually, simple Locks requires at least 2 Actions. Failing three times to open a lock, means that something has gone wrong, and the lock is blocked and needs to be repaired or smashed down, depending on the material. Not even the proper key will open it.

Some locks could require more or less check.

Medicate: (Wisdom)

Requires: Education (Academic), 5 Ranks at Knowledge (Anatomy)

The ability to medicate severe injuries is always admired and respected among all the cultures. Those who have access to this skill could do more than the simple First Aid Skill, like healing bone fractures, lethal injuries and so on.

A successfully skill check allows to Heal 1d3+2 Hit Points on the subject but it can only be done once per combat if the subject suffered at least 10 Damage or suffers for other serious injuries. Medicate can stop the Bleeding effect with the use of a needle and thread. Also the skill can only be used in certain situations, since is a delicate procedure.

Perform (x):

Perform allows the character to play instruments, tell stories or poetry, or a similar entertainment based on the choice of the skill. It's necessary to have the appropriate instrument or equipment to correctly use this skill, if needed.

Remember that not all the people who will watch the performance would be interested or appreciate it, but usually with a success at least the majority of them could like it, unless the performance is something too strange for them, for example telling silly jokes to Griffins or singing a poetry about the joy of life to a group of Night Pegasi hunters. This skill can be acquired multiple times, for different instrument or entertaining methods. This skill can be considered a Social Skill.

Examples: Acrobatics, Singing, Dance, Weapon Exhibition, Lyra, Speechcraft, Poetry, Tales, Cello, Flute

Persuade: (Cunning)

Counters: Sense Motive

This skill can be used to persuade others to do what you ask or at least convince them about your opinion. It can also be used to calm down scared people or convince them to tell their secrets. The more confident is the other, the higher is the probability that he will listen or do so. This skill is considered a Social Skill.

Repair (x): (Cunning)

Since armors, weapons and other objects can worn out, this skill allows the character to repair them or at least fix some minor issues. Usually the relative Tools are required for a proper repairing.

Examples: Metallic Armors, Leather Armors, One Handed Weapons, Shields, Wooden Furniture

Search: (Cunning)

This skill allows the character to search and find specific objects, notice hidden doors and traps or even find creatures who are hiding, but in that case, the modifier is halved.

Sense Motive: (Wisdom)

Counters: Authority, Bluff, Diplomacy, Intimidate, Persuade

This skill allows to perceive if someone is lying or to reveal his true intentions, but it could also be used to notice hidden messages of the body, that something is wrong with the behaviour of others or to notice that someone could be under a mind spell (but only with the adequate knowledges). This skill can be considered a Social Skill.

Sleight of Hand: (Dexterity)

Counters: Sleight of Hand, Spot

This skill allows the character to perform simple tricks based on a quick use of the hand or to pick pockets of those who are unaware.

Sneak: (Dexterity)

Counters: Listen

Sneaking allows the character to move silently without be heard by others. While using this skill the character must move up to half his movement value, since he tried to reduce all the noises he could made or is paying attention to not step on things.

Wearing armors can reduce the probability of success.

Swim: (Constitution)

This skill represent the ability of the character to swim. If a character have 0 ranks in this skill isn't able to Swim at all, and he can just floundering in the water. Failing this skill usually means that the character doesn't move or even he starts to sink and drown.

Spot: (Wisdom)

Counters: Hide, Sleight of Hand

Spot allows the character to find hidden creatures with his sight or to notice small details that could be important. It also allows to notice someone tries to pick your pockets or to notice an odd behaviour or gesture.

Survival (x): (Wisdom)

Survival is essential for surviving in different regions and places. It allows to gather food, orientate or to understand if something is edible or not, even if not properly since it's required the relative Knowledge. It's also used to find a good spot to set up a camp or to quickly find a shelter from the weather. This skill allows to find hidden paths or even tracks, but usually only those who have the related feat can do a better job and find more informations, while the others can only guess or find those who are more simple to spot.

This skill can be acquired multiple times, for different places. Also, is possible to use the skill for a similar environment, with an halved modifier.

Examples: Caves, Forest, Hills, Mountain, Tundra, Underground

EQUIPMENT

Money:

The currency used in the Equestrian Reigns is called Bit, and is used to buy equipment, food or to pay workers. The Bits are divided in Golden Bits (GB) and Copper Bits (CB). For every 20 CB you obtain 1 GB.

Trading, Barter and Gems:

In some poor or isolate regions the money isn't the only way to obtain goods. In certain villages or frontier areas it's possible to barter items in exchange of others, and sometimes it's possible to trade using small and common gems instead of money, but depends on the merchant or the buyer. Diamond Dogs prefer to trade using shiny gems and Griffins prefer only the use of Gold, instead of Copper, if possible.

Different Prices:

The cost of the items, food and equipment is considered a Base Value, that can increase or decrease depending on the quality or the zone where it is sold. For example a Long Sword could cost more if bought in a Large City than a small Village or vice versa, depending on the rarity of the item itself.

A Game Master can decide to increase/decrease the cost of the items sold as he prefer, for reflecting the difficulty to obtain it or the relative rarity of the item itself, or he can use the following table.

	Hamlet	Village	Small City	Large City	Metropolis
Alchemical Equipment	Not Available	Not Available	+1d6 Bits	+1d10 Bits	+1d10 Bits
Arcane Equipment	Not Available	Not Available	+1d6 Bits	+1d10 Bits	+1d10 Bits
Armors and Shields	Not Available	+1d3 Bits	+1d6 Bits	+1d6 Bits	+1d10 Bits
Foodstuffs	+1 Bit	+1 Bit	+1d3 Bits	+1d3 Bits	+1d3 Bits
Generic Equipment	+2 Bits	+2 Bits	+1d3 Bits	+1d6 Bits	+1d6 Bits
Weapons	Not Available	+1d3 Bits	+1d3 Bits	+1d6 Bits	+1d10 Bits

Notice that this is a generic Table. The GM can alter this content as he likes, for example there could be an alchemist in the hamlet the players are visiting, if he decides so. The same thing applies for the additional price.

Weapons and Armors Modifications:

Some armors and weapons could be crafted with a better quality or with a different material.

	Can be Applied to	Cost
Sharpened Weapon	Any Blade	¼ of the Base Cost
Balanced Weapon	Melee Weapons	Base Cost +½
Mastercrafted Weapon	Any Weapon	Base Cost x2,5
Hunting Weapon	Javelin, Spear, Half-Spear	+½ of the Base Cost
Steel Weapon	Any Weapon	+½ of the Base Cost
Steel Armor	Metallic Armors	+¾ of the Base Cost
Apply Reinforcements	Any Armor except Hybrid and Minimal	+½ of the Base Cost

A Sharpened weapon will increase the Critical Chance by 5%. This condition will wore off during time, if the weapon is used.

A Balanced Weapon grants a +1 to the ThR.

A Mastercrafted Weapon grants a +1 to the ThR and Damage and will increase the Critical Chance by 2%

A Mastercrafted Bow will also increase the Strength required to *Draw* it by 1.

A Hunting Weapon will always consider the opponent's NDR as if it's lower by 2 points.

A Steel Weapon will inflict +1 Damage and will increase his Critical Chance by +2%.

A Steel weapon also maintains the +1 Damage while trying to damaging items and will remove 1 additional Resistance Point.

A Steel Armor will increase the DR by 1 and allows to reduce the Skill penalty by 6% instead of only 5%. The Weight is reduced by 1 kg (2 lb) per Armor Type. The DR bonus from steel is not combinable with the Reinforcements.

Reinforcements can be applied to any armor except for hybrid Armours and Minimal Armours.

A Reinforced Armor will increase his DR by 1, but will also increase the Skill penalty by 2%.

Melee Weapons

	Cost	Critical	Weight	Type	Category	Special Rules
Bastard Sword	26 GB	22%	2,5 kg / 5.5 lb	Slashing	Variable	One Hand and Half, *Wieldy
Battle Axe	12 GB	21%	2,5 kg / 5.5 lb	Slashing	One Handed	Axe, Shield Crusher
Bayonet	Variable	23%	0,5 kg / 1 lb	Slashing	Small	Small, <i>Inflicts only 1d3+2 Damages</i>
Berdiche	15 GB	22%	3,5 kg / 7 lb	Slashing	Pole-arm	Axe, Reach, Shield Crusher
Club	12 CB	22%	1,5 kg / 3 lb	Bludgeoning	One Handed	Stun
Dagger	10 CB	23%	0,5 kg / 1 lb	S/P	Small	Light, Quickly, Small
Falchion	9 GB	22%	3 kg / 6 lb	Slashing	One Handed	
Flail	16 GB	22%	2,1 kg / 4.2 lb	Bludgeoning	One Handed	Crushing, Over the Shield
Gladius	5 GB	22%	1,1 kg / 2.2 lb	Slashing	One Handed	Light
Glaive	13 GB	23%	4 kg / 8 lb	Slashing	Polearm	Reach
Guisarme	9 GB	24%	3,5 kg / 7 lb	Slashing	Polearm	Guisarme, Reach
Halberd	18 GB	24%	5 kg / 10 lb	S/P	Polearm	Crushing, Reach
Half Spear	4 GB	23%	1,5 kg / 3 lb	Piercing	One Handed	
Heavy Flail	10 GB	23%	4,5 kg / 9 lb	Bludgeoning	Two Handed	Crushing, Slow
Heavy Lance	20 GB	24%	5 kg / 10 lb	Piercing	Polearm	Anti Infantry
Heavy Mace	14 GB	21%	4 kg / 8 lb	Bludgeoning	One Handed	Crushing
Heavy Pick	14 GB	22%	2 kg / 4 lb	B/P	One Handed	Pierce, Shield Crusher
Long Sword	12 GB	22%	2 kg / 4 lb	Slashing	One Handed	Wieldy
Mace	10 GB	23%	2 kg / 4 lb	Bludgeoning	One Handed	
Machete	6 GB	24%	1 kg / 2 lb	Slashing	One Handed	Light, Small
Pike	16 GB	22%	2,5 kg / 5.5 lb	Piercing	Polearm	Counter Charge, Extended Reach, Unwieldy
Pole-axe	18 GB	21%	3 kg / 6 lb	Piercing	Polearm	Counter Charge, Reach
Rapier	13 GB	24%	1 kg / 2 lb	Piercing	One Handed	Fast, Light, Wieldy
Reinforced Hatchet	6 GB	20%	1,5 kg / 3 lb	Slashing	One Handed	Axe, Light
Reinforced Staff	1 GB	21%	1,6 kg / 3.2 lb	Bludgeoning	Polearm	<i>Inflicts only 1d6+1 Damages</i>
Sabre	11 GB	23%	2,1 kg / 4.2 lb	Slashing	One Handed	
Short Sword	8 GB	21%	1 kg / 2 lb	Slashing	One Handed	Light, Wieldy
Spear	22 CB	21%	2 kg / 4 lb	Piercing	Polearm	Counter Charge, Reach, <i>Inflicts only 1d6+1 Damages</i>
Stiletto	12 CB	24%	0,5 kg / 1 lb	Piercing	Small	Fast, Light, Small
Two Handed Axe	26 GB	20%	3 kg / 6 lb	Slashing	Two Handed	Axe, Heavy, Out of My Way, Shield Crusher, Slow
Two Handed Hammer	35 GB	20%	4 kg / 8 lb	Bludgeoning	Two Handed	Crushing, Heavy, OoMW, Slow
Two Handed Sword	34 GB	22%	3 kg / 6 lb	Slashing	Two Handed	Heavy, Out of My Way, Slow
War Hammer	15 GB	21%	3 kg / 6 lb	Bludgeoning	One Handed	Crushing
Whip	6 GB	24%	1 kg / 2 lb	Slashing	One Handed	Overbalance, Small, Quickly, <i>Inflicts only 1d3+1 Damages</i>

Damage:

A weapon have a base value of damage, based on his type, unless specified otherwise or modified by certain Special Rules.

Small	One Handed	Polearm	Two Handed
1d3+1	1d6+1	1d10+1	2d6+1

There are many factors who can increase or decrease the Damage dealt by a weapon, such as the Strength modifier, the material, etc.

Exotic Weapons

	Cost	Critical	Weight	Type	Category	Special Rules
Caestus	22 GB	23%	1 kg / 2 lb	Bludgeoning	One Handed	Exotic, Light, Pair, Overlay
Fell Blade	35 GB	24%	7 kg / 14 lb	Slashing	One Handed	Exotic, Requires STR 14
Khopesh	45 GB	23%	1,7 kg / 3.4 lb	Slashing	One Handed	Exotic, Fast
Nocturnal Blade	32 GB	23%	1,1 kg / 2.2 lb	S/P	One Handed	Exotic, Fast, Light, Pair
Reinforced Claw	30 GB	23%	1 kg / 2 lb	Slashing	One Handed	Exotic, Pair, Overlay
Scimitar	30 GB	24%	1,1 kg / 2.2 lb	Slashing	One Handed	Exotic, Light
Small-sword	31 GB	25%	0,8 kg / 1.6 lb	Piercing	One Handed	Exotic, Light, Quickly
Two Handed Fell Blade	50 GB	23%	12 kg / 26 lb	Slashing	Two Handed	Exotic, Heavy, Out of My Way, Slow, Requires STR 17

All the weapons listed above count as Exotic Weapons, and can be used correctly only with the relative Feat.

Notice that learning how to use those weapons will require a in game justification, unless the character is able to consider the Exotic Weapon as a simple One Handed Weapon, as listed below.

Caestus are considered as One Handed Weapons by Diamond Dogs and Night Pegasi.

Fell Blades are considered as One Handed Weapons by Diamond Dogs and Night Pegasi.

Khopesh are considered as One Handed Weapons by Sabitians and Zebras or by those who are native from the Deep South.

Nocturnal Blades are considered as One Handed Weapons by Night Pegasi.

Reinforced Claws are considered as One Handed Weapons by Griffins and are only meant to be used by them.

Scimitars are considered as One Handed Weapons by those who are native from the Saddle Arabia.

Small-swords are considered as One Handed Weapons by those who are native from the Southern Reign.

Two Handed Fell Blades are considered as Two Handed Weapons only by Diamond Dogs.

Special Rules:

Anti Infantry:

The weapon deals +1d6 additional Damages during a charge, if used by someone mounted on a creature.

Axe:

The weapon subtracts 2 additional Resistance Points to Wooden Items/Creatures.

Counter Charge:

The weapon deals +1d6 additional Damages to Opportunity Attacks against charging creatures while standing still in front of them.

The Damage is increased to +1d10 against mounts, mounted characters or Large Creatures (or bigger).

Crushing:

Weapons with this Special Rule consider the DR of Heavy Armor as lesser by 1 point. They also subtract 2 additional Resistance Points against objects, except for those who need to be cut, and they obtain +1 Damage to pass the item's Hardness.

Exotic:

This kind of weapon isn't available everywhere and it can only be used by those who have the appropriate feat or by those races who are allowed to consider it a normal weapon. The cost is indicated if bought as an exotic weapon, while if bought in a region/place where it's produced, the cost is reduced to a similar weapon. It's up to the GM to decide.

Extended Reach:

All Weapons with this Special Rule increase the wielder's Reach by 3 mt (10 ft)

(Medium Sized Creatures have a Base Reach value of 1,5 mt)

Fast:

During an Initiative Tie, a weapon with this Special Rule allows the character to attack first, unless the opponent is using a *Fast* Weapon.

Attacks made with this weapon allow to hit the opponent even if he rolls the same result as the attacker while Parrying, unless the opponent is using a Medium Shield (or larger) to block the attack.

Guisarme:

A Weapon with this Special Rule has a Base Damage Value of 1d6+1, but the weapon can be used during melee combat instead of the Unarmed Attack required while trying to *Knock Down* mounted characters, obtaining a +3 to do so.

Heavy:

All Weapons with this Special Rule require a Strength value of 14 to be used correctly, otherwise they will inflict a -4 to the ThR, Parry and Damage. Weak characters or creatures can't even use them in combat.

Light:

A weapon with this Special Rule reduces certain penalties when used to combat with Two Weapons.

The weapon also reduces its Base Damage by 1 (e.g.: *1d6 Damage instead of 1d6+1*).

Ranged or Throwing Weapons with this rule inflict Damage only within one Range Increment.

One Hand and Half:

Weapon with this peculiar Special Rule can be used with one or two hands. While used with One Hand, the weapon Base Damage is 1d6+1 and if used with Two Hands, the Base Damage is 1d10+1 but it reduces the user's Initiative by 1 while used in combat.

Using a weapon with this Special Rule with Two Hands is still considered as an attack made by a One Handed Weapon.

If the weapon is used with any type of Shield, except for a Buckler, inflicts a -1 to Parry Melee Attacks.

The weapon applies the *Wieldy* Special Rule only when used with Two Hands.

Out of My Way (OoMW):

When an enemy successfully dodges an attack made by a weapon with this Special Rule, those who are on the Left Side or Right side of the wearer, randomly chosen with a d100, must try to Dodge the same attack or begin hit instead. It's up to the GM to decide at which direction the attack goes (e.g.: 01 - 50 Left 51 - 00 Right).

Over the Shield:

Weapons with this Special Rule consider the Parry Bonus from Shields as lesser than 2 (minimum 1).

Overbalance:

A Weapon with this Special Rule can be used to *Overbalance* creatures of the same or lesser size within 3 mt (10 ft). If the attacker successfully hits the adversary, he can immediately start a Hand to Hand check, based on (Strength) or (Dexterity) as he prefers.

Parrying with Medium or Large Shields negates this Special Rule.

Overlay:

A weapon with this Special Rule is designed to completely cover the wielder's hand and are considered as Gauntlets. Their Unarmed Attacks with hands inflict 1d3+3 Lethal Damage, that can be increase by the Strength Modifier, the Material and so on, as a normal weapon. Those who have proficiency in this kind of weapon can also take the *Weapon Focus* and *Weapon Specialization* Feat, and the Unarmed Attacks made using those weapons are normally used for Hand to Hand checks and manoeuvres, but the player must declare that he will use the weapon with this rule to do so. It's possible to use and fire with a Crossbow and a Heavy Crossbow with Reinforced Claws (with a -1 penalty to ThR) and even hold any kind of bow, but it's impossible to knock and arrow without cutting the string.

Pair:

This kind of weapon are usually sold in pairs, and the price represent the cost of both. If a character wants to acquire only one, the price is halved.

Pierce:

Weapons with this Special Rule consider the DR of Heavy Armor as lesser by 1 point.

Quickly:

During an Initiative Tie, a weapon with this Special Rule allows the character to attack first, unless the opponent is using a *Fast* or *Quickly* Weapon. Attacks made with this weapon allows to hit the opponent even if he rolls the same result as the attacker while Dodging.

Reach:

All Weapons with this Special Rule increase the wielder's Reach by 1,5 mt (5 ft)
(Medium Sized Creatures have a Base Reach value of 1,5 mt / 5 ft)

Shield Crusher:

Weapons with this Special Rule subtracts 2 additional Resistance Points to Shields and wooden items.
Even if the weapon can't pass over the Shield's Hardness, the Shield still loses 1 RP.

Slow:

A weapon with this Special Rule reduces the user's Initiative by 4 if he attacks with it during melee combat and is unable to perform Counter Attacks.

Small:

All Weapons with this Special Rule can't Parry attacks from Polearms or Two Handed Weapons. If using two small weapons it's allowed to parry those attacks with a -2 to Parry and suffering 2 Non Lethal Direct Damage even if the attack is been parried or not.
Using a weapon with this Special Rule with any Shield or One Handed Weapon, allows to normally Parry without the penalties and additional Damage.

Stunning:

The Critical Chance of the weapon is increased by +10% against creatures of the same Size or lesser, but if scoring a Critical Hit the weapon will *Stun* the opponent to 1 round, while inflicting 1d3 Direct Damages. It's not possible to obtain other effects except for Stun. It's also possible to use the weapon to just beat your opponent and ignoring this Special Rule.
Those who wear any type of Helm negate this special rule and the user must be able to reach the opponent's head to Stun him.

Unwieldy:

Weapons with this Special Rule can't be used against enemies within 1,5 mt (5 ft). The user is also forced to attack only those enemies in front of him, and needs to turn his facing direction if he wants to attack those on his left or right side.

Wieldy:

A weapon with this Special Rule grant a +1 to Parry against any melee weapon except Two Handed Weapons and grant a +1 to the ThR while performing a Counter-attack against the same weapon types. Bastard Sword are considered as One Handed even if used with two hands for the Parry and Counter-Attack bonuses.

Ranged Weapons

	Cost	Damage	Critical	Weight	Range	Type	Special Rules
Short Bow	8 GB	1d6+4	23%	1 kg / 2 lb	15 m / 50 ft	Piercing	Draw
Bow	20 GB	1d10+3	24%	1,5 kg / 3 lb	21 m / 70 ft	Piercing	Pierce, Draw
Long Bow	30 GB	1d10+5	24%	2,1 kg / 4.2 lb	30 m / 100 ft	Piercing	Draw, Armor Pierce
Crossbow	20 GB	1d6+4	23%	2 kg / 4 lb	21 m / 70 ft	Piercing	Pierce, Slow Reload
Heavy Crossbow	40 GB	1d10+6	24%	3,8 kg / 7.6 lb	27 m / 90 ft	Piercing	Armor Pierce, Slow Reload
Sling	3 CB	1d3+1	24%	0,1 kg / 0.2 lb	6 m / 20 ft	Bludgeoning	Small
Slingshot	12 CB	1d6+2	25%	0,2 kg / 0.4 lb	12 m / 40 ft	Bludgeoning	Crushing, Small
Composite Bow	+10 GB	+2	+3%	+1 kg / +2 lb	+3 m / +10 ft	Piercing	Composite

Exotic Ranged Weapons

	Cost	Damage	Critical	Weight	Range	Type	Special Rules
One-Handed Crossbow	35 GB	1d3+3	24%	1,1 kg / 2.2 lb	6 m / 20 ft	Piercing	Light, Small, Pierce, Quickly
Rapid Crossbow	70 GB	1d6+6	22%	4 kg / 8 lb	24 m / 80 ft	Piercing	Armor Pierce, Fast Reload, Rare

Throwing Weapons

	Cost	Damage	Critical	Weight	Range	Type	Special Rules
Javelin	5 GB	1d6+2	24%	1 kg / 2 lb	9 m / 30 ft	Piercing	Pierce, Throw
Throwing Axe	3 GB	1d3+3	25%	1,1 kg / 2.2 lb	4,5 m / 15 ft	Slashing	Heavy, Throw, Shield Crusher
Throwing Dagger	13 CB	1d3+2	25%	0,3 kg / 0,66 lb	4,5 m / 15 ft	Piercing	Small, Throw

Ammunitions

	Weight	Cost	Quiver
10 Quarrels	0,5 kg / 1 lb	5 GB	8 CB
10 Steel Quarrels	0,6 kg / 1.2 lb	7 GB	8 CB
20 Quarrels	1 kg / 2 lb	8 GB	12 CB
10 Arrows	0,2 kg / 0.44 lb	2 GB	10 CB
10 Steel Arrows	0,4 kg / 0.88 lb	4 GB	10 CB
20 Arrows	0,4 kg / 0.88 lb	4 GB	15 CB
5 Lead Bullets	0,5 kg / 1 lb	4 GB	-
10 Lead Bullets	1 kg / 2 lb	8 GB	-

Weapon Description:

One-handed Crossbow:

A One-Handed Crossbow is, as the name suggests, a small version of a crossbow that can be used with a single hand. It is possible to use two One-Handed Crossbows, one for each hand, and the character is considered to be using Two One Handed Weapons. It is possible to use the *Ambidexterity* Feat, who will apply the same modifiers, and to shoot with the One-Handed Crossbows to the same target or to shoot with one to a single target with the first Crossbow, then to another one with the other. It is not possible to shoot at opponents who are behind the character unless the character turn first. Firing a One-Handed Crossbows requires one action. Reloading a One-Handed Crossbow requires only one action, but also needs a free hand.

Rapid Crossbow:

The Rapid Crossbow where invented 200 years ago, during the War of the Two Sister, by a brilliant inventor of the Southern Reign. Unfortunately during the war, the weapon was considered too strange or complicated to be build quickly, so the original idea was discarded until recently. A Rapid Crossbow is always considered Mastercrafted and needs only One Action to be Reloaded, but is not possible to Fix a Bayonet on it, unless compromising the entire reloading mechanism.

Special Rules:

Armor Pierce:

The Damage Reduction guaranteed by Armors is ignored within the weapons range and halved within the double of the weapon's range. Natural Damage Reduction is always halved within the double of the weapon's range and ignored if 2 or lesser. Arrows and quarrels will subtract 1 additional Resistance Point to items and creatures made of metal.

Composite:

Any Bow with this Special Rule increase the minimum Strength required by the rule *Draw* by 1. Arrows will subtract 1 additional Resistance Point to wooden items and creatures.
(e.g.: a *Composite Long Bow* requires a STR Value of 15)

Draw:

Bows require a minimum Strength value of 12 to be used correctly, who is increased by 1 for each size category starting from Short Bows.
(e.g.: a *Bow* Requires a STR value of 13 and a *Long Bow* 14)

Fast Reload:

Reloading this weapon requires only 1 Action instead of 2.

Heavy:

The weapon requires a Strength value of 12 to be thrown with the right force.

Pierce:

Weapons with this Special Rule consider the DR granted by Armors as lesser by 1 point, when hits up to the double of his range. Arrows and quarrels will subtract 1 additional Resistance Point to items and creatures made of metal.

Rare:

The item is extremely rare and is only available to specialized artisans.

Slow Reload:

The particular mechanism of the weapon requires Two Action for Reloading the Crossbow.

Throw:

Weapons with this Special Rule can add the Strength Modifier to the weapon's damage but they can only be thrown up to the double of the weapon's range, but in that case they will only receive a +1 Damage from Strength and suffer a -1 to the Ranged ThR.

Armors

	Cost	Weight	Type	Skill Penalty	Max. Dodge	Special Rules
Studded Armor	14 CB	5 kg / 10 lb	Light	-8%	None	Studded
Gambeson	20 CB	6 kg / 12 lb	Light	-7%	None	Studded
Leather Armor	25 CB	7 kg / 14 lb	Light	-5%	None	
Chain Shirt	15 GB	10 kg / 20 lb	Light	-10%	None	Ringmail
Hide Armor	20 GB	10 kg / 20 lb	Medium	-9%	+6	Studded
Hauberk	37 GB	17 kg / 34 lb	Medium	-17%	+6	Ringmail
Scale Mail	30 GB	13 kg / 26 lb	Medium	-11%	+6	Scale Mail
Splint Mail	55 GB	21 kg / 42 lb	Heavy	-18%	+4	Reinforced
Banded Armor	75 GB	16 kg / 32 lb	Heavy	-16%	+4	
Plate Armor	100 GB	18 kg / 36 lb	Heavy	-17%	+4	Reinforced
White Sun Cuirass	160 GB	16 kg / 32 lb	Heavy	-16%	+5	Fluting, Reinforced
Mourning Hold Cuirass	160 GB	17 kg / 34 lb	Heavy	-18%	+5	Fluting, Reinforced
Leather Vest	30 CB	0,5 kg / 1 lb	Clothing	-1%	None	Leather Vest
Chest Plate	5 GB	2,1 kg / 4.2 lb	Light	-4%	None	Chest Plate
Hybrid Armor	Variable	Variable	Variable	Variable	Variable	Hybrid Armor

Wearing an Armor:

Wearing an armor offers the indicated Damage Reduction, but wearing an armor without the relative proficiency, inflicts additional penalties: -2 to the ThR and Parry and a -2 to Dodge per Armor Type (i.e.: A Medium Armor inflicts a -4 to Dodge).

A Light Armor grant a Damage Reduction of 2

A Medium Armor grant a Damage Reduction of 3

A Heavy Armor grant a Damage Reduction of 4

Armor Penalties:

Wearing certain armor can make difficult to perform certain skills, that is represented to the Armor Penalty value.

The values is applied to the Skill Modifier of the relative Skill.

Wearing Metallic Armors doubles the Armor Penalty for Swim.

A Medium Armors reduces the wearer's movement by 1,5 mt (5 ft) and imposes a -1 to ThR and Parry

A Heavy Armors reduces the wearer's movement by 3 mt (10 ft), imposes a -2 to ThR and Parry and set a a limit to the Dodge Bonus.

Certain Feats, Special Abilities or even the Armor's material can reduce or remove those penalties.

Wearing Multiple Armors and the Natural Damage Reduction:

A character can wear up to two different armors who are called Primary and Secondary Armor.

The Primary Armor is considered the one who grants the Highest Damage Reduction, and also is the armor who determine the movement reduction. The Secondary Armor grants only a +1 to the wearer's DR regardless of his true DR.

It's only possible to wear two Light Armors at the same time or a Light Armor and a Medium Armor or a Light Armor and a Heavy Armor.

While wearing two armors, the player must consider the weight of both, but only the worst Armor Penalty is applied to the wearer's Skill and the other is ignored.

Example:

If wearing an Armor with a -13% as Armor Penalty and another with only a -5%, the -13% is the Armor Penalty used while the -5% is ignored.

The same thing applies to the Natural Damage Reduction (NDR) and Magic Damage Reduction (MDR). If the MDR or NDR is the higher, is used the entire value, if not, grant only a +1.



Gambeson, Studded Armor, Chain Shirt, Hauberk

Shields

	Cost	Parry Bonus	Weight	Special Rules
Buckler	2 GB	+1	1,5 kg / 3 lb	-
Pavise Shield	30 GB	-	5 kg / 10 lb	Pavise
Small Shield	8 GB	+2	2,2 kg / 4.4 lb	Cover
Medium Shield	12 GB	+3	3,6 kg / 7.2 lb	Cover
Large Shield	20 GB	+4	5 kg / 10 lb	Cover
Modification: Iron Shield	+5 GB	-	+2 kg / +4 lb	-
Modification: Ironwood Shield	+15 GB	-	+0,6 kg / +1.2 lb	-
Modification: Steel Shield	+8 GB	-	+1 kg / +2 lb	-

Shields:

The Parry Bonus granted by shield is only applied during Melee Combat. Against Ranged Attacks and Throwing Weapons, a shield grants a Cover, but also allows to use *Parry* instead of *Dodge*, against Ranged Attacks and Throwing Weapons.

Bucklers are too small to grant a Cover or to allow the character to Parry a Ranged Attack or a Throwing Weapon.

Shields made with different materials will only obtain an higher Hardiness and more Resistance Points.

Armor and Shield Special Rules:

Chest Plate:

Chest Plates are small armors made of metal, who simply cover the torso of the wearer and nothing else. A Chest Plate grants a +1 to the wearer's DR as long as he is only wearing clothings or a Light Armor. A Chest Plate counts as a Light Armor but it doesn't requires a proficiency. Usually a Chest Plate is made of iron.

Cover:

A Shield grant a Cover to the wielder against attacks coming from where the shield is faced (usually from the front).

A Small Shield grants a 25% Cover, a Medium Shield 50% and a Large Shield 75% against Ranged Attacks and Throwing Weapons.

Hybrid Armor:

Hybrid Armors are often the result of attempt to personalize a certain armor, by adding, removing or changing certain pieces, or are those kind of armors who where damaged several times and then repaired with salvaged pieces from other armors. Hybrid Armors are always based on another armor, like a Chain Shirt who have the arms pieces substituted by those took from a Gambeson and the legs protections from a Hide Armor. To simplify things, a Hybrid Armor uses the same stats as the original armor who is based on and it can't be Mastercrafted any more but can be Reinforced. The Hybrid Armor can maintain his original special rule or can be changed by apposite modification to another one from the same Armor Category. It's not possible to wear a different armor upon or beneath an Hybrid Armor, but it can be disassembled and then implemented in the Hybrid Armor. If so, the Hybrid Armor will obtain the +1 to his DR, but the character is considered only to wear a Primary Armor that will ignore any other DR he obtains, unless higher.

Leather Vest:

A Leather Vest grants a +1 to the wearer's DR as long as he is only wearing clothings or a Light Armor. A Leather Vest counts as a Light Armor but it doesn't requires a proficiency. Is an item made of Leather.

Pavise:

Typical of the Southern Reign, this particular shield is commonly used to grant cover against the enemies marksmen.

The Pavise is a sort of large wooden shield, usually rectangle-shaped, with a central piece made of iron with a small pointy edge who allows the pavise to be planted on the ground, so it can be used as a cover while reloading a crossbow.

As long as the wielder is behind the Pavise he obtains a 45% Cover against attacks from the opposite direction, who is increased at 75% if crouching. Notice that the pavise only grants a cover against ranged attacks coming from the opposite direction, as long as the wielder stays directly behind it. If the cover successfully protects the wielder, the pavise will be hit instead. If the attack misses the wielder at all, nothing will happened. During melee combat, the Pavise grants only a 25% cover against opponents directly on the other side.

A Pavise is made by wood, but it can be made of iron. An Iron Pavise cost and weight is doubled.

Planting or removing a Pavise requires Two Actions.

Reinforced:

Weapons and Natural Weapons who have the *Small* Special Rule, can only inflict Minimum Damage against those who wear an armor with this Special Rule, except for Critical Damage. When the Armor is created, the artisan can choose to grant a +1 to the armor's DR against Bludgeoning or Slashing Damage.

Ringmail:

Weapons and Natural Weapons who have the *Small* Special Rule and deal Piercing or Slashing Damage, can only inflict Minimum Damage against those who wear an armor with this Special Rule, except for Critical Damage. Against other type of weapons who deal Piercing or Slashing Damage, the Armor's DR is increased by 1. This increment is granted only against one of the two choices, chosen during the armor creation or decided by the GM.

Studded/Scale Mail:

Weapons and Natural Weapons who have the *Small* Special Rule and deal Bludgeoning Damage, can only inflict Minimum Damage against those who wear an armor with this Special Rule, except for Critical Damage. Against other type of weapons who deal Bludgeoning Damage, the Armor's DR is increased by 1.

Gauntlets

Gauntlets are particular pieces of armor who can grant protection to the wielders hands.

All armors, except for the Plate Armor and the Cuirasses, do not include gauntlets.

A Metallic Gauntlet guarantees a 50% chance to prevent the wielder to be disarmed, but inflicts a -10% to Craft (Art), Handle Devices, Lock-picking, Sleight of Hand or similar skills who requires the use of fingers.

Reinforced Gauntlets will prevent the wielder to be disarmed at all but also they don't allow to move the fingers freely, only allowing to open or close the hand, so they can't let the wielder perform any skills who requires the use of fingers.

It is possible to open the hand and drop the weapon as a free action, except for reinforced gauntlets who will cause Attacks of Opportunity.

Mastercrafted Gauntlets are created to both guarantee the relative protection for the hands and the disarming, but they also grant the ability to use fingers with a minor penalty of -3%. Only Metallic and Reinforced Gauntlets can be Mastercrafted, while Leather Gauntlets simply are just decorated or made with a more expensive material.

The cost listed in the table is referred for a single Gauntlet.

Wearing Gauntlets does not requires any Armor Proficiency.

Leather Gauntlet	5 GB	0,2 kg / 0.4 lb	Light Armor
Metallic Gauntlet	10 GB	0,5 kg / 1 lb	Medium Armor
Reinforced Gauntlet	15 GB	0,8 kg / 1.6 lb	Heavy Armor

Helmets

An helmet grants protection to the wearer's head, allowing him to at least reduce the damage when stuck on the head (probably saving his life). However, an helmet also limits the visual and the hearing of the wearer, unless there are specific modification to reduce or remove those penalties. Wearing heavier helmets also could grant that the wearer didn't need to perform a Shock test, or at least it could reduce the negative effects.

	Cost	Weight	DR	Type	Penalties
Light	8 CB	0,5 kg / 1 lb	2	Light Armor	-5% Search and Spot
Mixed	6 GB	1 kg / 2 lb	3	Medium Armor	-5% Listen, Search and Spot
Metallic	9 GB	1,5 kg / 3 lb	4	Heavy Armor	-10% Listen, -15% Search and Spot

Listen Penalty only applies if the Helmet also covers the wearer's ears, while Search and Spot Penalty only apply if the Helmet is closed. By default, all helmets are considered to be closed, but it's up to the GM to determine if they also cover the ears or not.

Helmet Modifications

	Cost	Weight	DR
Decorations	2 - 25 GB	Variable	-
Open Helmet	-¼ of the Base Cost	-0,2 kg / -0.4 lb	-1
Reinforcement	+½ of the Base Cost	+0,2 kg / +0.4 lb	+1
Visor	+¼ of the Base Cost	Same	-

Decorations:

Decorations are made only for the purpose to impress others or to show the wearer's status to others.

Decorations can grant a Bonus to Authority and/or Intimidate by +2% to +5% (up to the GM choice).

Obviously to also obtain those bonuses the decoration should also have a sense to the viewer or it will simply look silly to him.

Open Helmet:

An Open Helmet removes the Search and Spot penalties, but also reduces the DR by 1.

Reinforcement:

An helmet can be reinforced to allows a better protection.

Visor:

A Visor allows to raise the helmet's part who covers the wearer's face/muzzle, while the rest is still on the head.

When the visor is raised, Search and Spot penalties are reduced to 0 for Light and Mixed Helmets, and -5% for Heavy Helmets, but they will be considered as an *Open Helmets* (-1 DR).

Gladiatorial or Minimal Armors

Armors who do not offer an adequate protection for at least the torso are considered Minimal Armors. While minimal armors do offer a better agility and a lesser Skill Penalty, their DR is extremely low so they should not be taken seriously by those who want to sustain a lot of damage. Minimal Armors can not reduce their weight or Skill penalty Further unless made by a different material. Mastercrafted Minimal Armors are just good looking. Minimal Armors can not be Reinforced. It is possible to wear a Minimal Armor only over a Light Armor.



	Cost	Weight	Type	DR	Penalty	Max. Dodge	Special Rules
Light	-¾	-4 kg / -8 lb	Clothing	0	-2%	None	Minimal
Medium	-½	-½	Light	1	-4%	+10	Minimal
Heavy	-¼	-½	Medium	2	-6%	+8	Minimal

Special Rules:

Minimal:

A Minimal Armor does not grants any DR against a Critical Strike.



Standards, Flags and Banners

	Weight	Cost	Effects
Flag	0,8 kg / 1.6 lb	Min. 3 GB	
Standard (Simple)	1,1 kg / 2.2 lb	8 GB	<i>Guarantees a +5% to Morale Checks</i>
Standard (Decorated)	2,2 kg / 4.4 lb	20 GB	<i>Guarantees a +10% to Morale Checks</i>
Banner	2,4 kg / 4.8 lb	22 GB	<i>Guarantees a +5% to Morale, Fear and Terror Checks</i>
Banner (Decorated)	4,5 kg / 9 lb	40 GB	<i>Guarantees a +10% to Morale, Fear and Terror Checks</i>
Back Pennant	1,4 kg / 2.8 lb	10 GB	<i>as a Simple Standard, but with a 4,5 mt (15 ft) radius</i>
Macabre / Intimidatory	Variable	+3 GB	<i>See Description</i>

Standards and banners can be held with one or two hands, depending on their weight and if the character is moving or standing.

A Simple Standard can be held with one hand even if moving.

A Back Pennant is basically a Simple Standard latched on the wielder's back.

A Standard guarantees a +5% Bonus to Morale Checks to allies within 9 m (30 ft), if they are able to see it or at least are aware of the Standard-Bearer presence nearby. Those who can see the Standard but are too afar, will only obtain a +1%.

A Banner grants the same effects within 12 m (40 ft) plus the effect also applies to Fear and Terror Checks.

Waving a Standard or Banner always requires two hands while it is possible to simply hold it with one hand during combat unless moving.

Waving a Standard or a Banner will increase his effect's radius by +3 mt (10 ft) and allows to the Allies who can see it, with a Negative Morale Score, Panicking or Fleeing to perform a new Morale Check (with all the modifiers as usual) while trying to calm them down or at least stop them from running away. It's not possible to Wave a Back pennant for obvious reasons.

Macabre or Intimidating Standards and Banners:

This type of standards are created with the purpose to scare instead of inspiring.

A Macabre/Intimidatory Standard or Banner does not guarantees any morale bonus (unless stated otherwise in his description), but inflicts a -5% (or -10%) Penalty to Morale, Fear and Terror Checks caused by the Standard-Bearer and/or his unit.

A Macabre/Intimidatory Standard count as +5 Creatures during a Charge, while a Banner counts as +10.

A Back Pennant counts only as +2.

Loosing and Capturing Standards and Banners:

If the Standard-Bearer is severely injured or even killed, the Standard will fall off unless someone gets it in the same or next round.

A Fallen Standard or Banner causes a Negative Morale Check to the entire unit or allies within with a -10% Penalty.

This can also cause the unit/allies to panic and/or flee immediately.

A Back Pennant does not inflict the penalty to the Negative Morale Check and causes the Negative Morale Check only to the allies within.

Capturing the enemy's Standard allows an immediate Morale Check to the entire Unit/Allies within, and a success grants a +1 to the unit's Morale and can also cause an "Exalted" result. A Back Pennant can captured, but without any other effect.



Standard (Simple) and Back Pennant

Healer's Equipment

	Cost	Weight	Requires
Antidote (Variable)	Variable	0,1 kg / 0.2 lb	Create Poison
Bandage	2 CB	0,1 kg (0.2 lb) every 5	-
Healer's Bag	5 GB	0,7 kg / 1.4 lb (if empty)	-
Healing Balm (Lesser)	15 CB	0,1 kg / 0.2 lb	Brew Potions
Healing Balm	5 GB	0,3 kg / 0.6 lb	Brew Potions
Healing Potion (Lesser)	15 GB	0,3 kg / 0.6 lb	Brew Potions II
Healing Potion	35 GB	0,5 kg / 1 lb	Brew Potions III
Natural Painkiller	1 GB	-	Brew Potions II
Needle and Thread (Sterilized)	7 CB	-	-
Panacea	1000 GB	0,4 kg / 0.8 lb	Brew Potions III

Bandages are always necessary when trying to heal someone with both First Aid or Medication. It's still possible to try heal an injury without them, but the character will suffer a -10% penalty, unless using something similar like healing herbs.

A Lesser Healing Balm grants a +5% to First Aid and Medicate while used during the healing, but it will consume a dose.

A Healing balm grants a +8% instead. Lesser Healing Balm contains 3 doses, while the Healing balm contains 5.

A Lesser Healing Potion can immediately heal 1d6+1 HP and will stop a *Bleeding* or *Bleed-out* state. It has a Toxicity of 5.

A Healing Potion heals 1d6+4 HP instead, can close any injury but has a Toxicity of 7.

Needles and Threads are necessary to close deep wounds, to stop a *Bleeding* and *Bleed-out* state and are needed for Medicate.

Panacea can heal any kind of natural poison and disease. Can also close any wound, repair any bone fracture within 1d6+3 rounds.

Will also heal 1 HP.

A Natural painkiller grants a +10% bonus to resist the effect of injuries or while the character has low HP.

It has the collateral effect to cause drowsiness after half an hour and has a Toxicity of 2.

Handcrafted Items

	Weight	Cost	Requires
Acid Sphere	0,2 kg / 0.4 lb	9 GB	Craft Alchemical Items
Alchemical Web	0,6 kg / 1.2 lb	10 GB	Craft Alchemical Items
Archbomb	2 kg / 4 lb	60 GB	Craft Alchemical Items
Bear Trap	2 kg / 4 lb	6 GB	Craft Handcrafted Items
Blinding Sphere	0,3 kg / 0.6 lb	2 GB	Craft Alchemical Items
Bolas	0,5 kg / 1 lb	5 GB	Craft Handcrafted Items
Caltrops	0,4 kg / 0.8 lb	5 GB	Craft Handcrafted Items
Chronosphere (Lesser)	0,2 kg / 0.4 lb	20 GB	Craft Enchanted Items
Chronosphere	0,4 kg / 0.8 lb	300 GB	Craft Enchanted Items
Combat Net	2 kg / 4 lb	6 GB	Craft Handcrafted Items
Combatant's Cloak	0,7 kg / 1.4 lb	10 GB	Craft Handcrafted Items
Corrosive Vial	0,3 kg / 0.6 lb	8 GB	Craft Alchemical Items
Detecting Salve	0,2 kg / 0.4 lb	50 GB	Craft Enchanted Items
Hunter's Net	5 kg / 10 lb	9 GB	Craft Handcrafted Items
Incendiary Bomb	0,3 kg / 0.6 lb	8 GB	Craft Alchemical Items
Mutagenic	0,4 kg / 0.8 lb	Variable	Craft Alchemical Items
Oily Liquid	0,7 kg / 1.4 lb	10 GB	Craft Alchemical Items
Pyrotechnic Sphere	0,4 kg / 0.8 lb	6 GB	Craft Alchemical Items
Revealing Powder	0,2 kg / 0.4 lb	8 GB	Craft Alchemical Items
Shredding Sphere	0,4 kg / 0.8 lb	15 GB	Craft Handcrafted Items
Solar Hand Grenade	1 kg / 2 lb	400 GB	Craft Enchanted Items
Smoke Grenade	0,3 kg / 0.6 lb	2 GB	Craft Alchemical Items
Soporific Vial	0,1 kg / 0.2 lb	10 GB	Craft Alchemical Items
Stink-Bomb	0,3 kg / 0.6 lb	25 CB	Craft Alchemical Items

Bombs, Grenades, Spheres, and Vials are considered *Small Items*, that can be thrown to a distance of 4,5 m (15 ft) without penalties, or up to 9 m (30 ft) while suffering a -2 to the ThR. Throwing a *Small Item* will follow the same rules as the Throwing Weapons.

The character who wants to throw a Small Item must use his Base ThR.

If the target is within 1,5 m (5 ft) he obtains a +2 to the ThR, even if the target is larger the GM can allow to hit even from afar.

It's possible to simply throw a Small Item on the ground within the target without a ThR if within 3 m (10 ft)

Notice that in the description the target isn't necessarily a creature, but any surface hard enough to broke the item thrown.

The smoke or gas generated by Alchemical Items usually covers at least an area of 1,5 m (5 ft) and it's 2 m (7 ft) tall, but it's possible that it propagates, covering a larger area. If the smoke or gas is generated inside a closed or narrow space, his effect will last for 1d3+1 additional rounds.

Acid Sphere:

This small sphere contains a particular acid that will deal damage during time.

When the Sphere hits something, it deals 1 Bludgeoning Damage then it shatters, splashing the substance all around.

The substance deals 1d3 Acid Damage, plus 1 Direct Acid Damage for 1d3+1 Round. It's possible to wash off the acid with enough water.

Bear Trap and Caltrops:

Those items are described in the *Adventure Compendium*.

Blinding Sphere:

When this sphere hits the target, it deals 1 Bludgeoning Damage and then it will shatter releasing a flash.

All creatures within 1,5 m (5 ft) will become *Dazzled* for 1d3 Round, suffering a -1 Penalty to their ThR.

Shadow Creatures within 1,5 m (5 ft) will also suffer 1d6 Radiant Damage, while those with *Shadow Subtype* only suffer 1d3 Radiant Damage Instead. Notice that a creature who is not directly looking in the same direction of the impact, will not become Dazzled.

Combat Net:

Combat Nets are created with the purpose to hinder or entangle an opponent, when thrown. A Combat net is considered a Throwing Weapon, but is only possible to obtain a Weapon Focus (Combat Net) of II. The net can be thrown to an opponent of the same Size or smaller within 4,5 m (15 ft) performing the usual ThR. Notice that before throwing the net, a player must declare to the GM what he is trying to do. It's possible to target the Opponent's Head, Weapon, Legs or simply thrown the net to him.

The opponent can decide to Dodge or Parry with his weapon or shield, but if he succeeds to parry, the net will automatically wrap around it.

- While a weapon is wrapped is not possible to use it and the wielder must perform a HtH (Dexterity) Counter Check to release it, spending One Action. If he succeeds, the weapon is released and it can be utilized as usual.
- If the net successfully wraps around the opponent's head, he will suffer a -15% Penalty to Search and Spot, his visual is reduced to 6 m (20 ft) and all the creatures he tries to hit, will automatically obtain a 50% Concealment. If the wrapped creature is wearing an helmet, the Concealment is increased at 75%. It's possible to remove the net with a HtH (Dexterity) Counter Check, spending Two Actions.
- If the net successfully wraps around the opponent leg (or legs), it is possible to perform a HtH (Strength) to trying to trip him. If the opponent fails his roll, he became Unbalanced. If he fails the roll by 8 or more he will be Knocked Down instead. It's possible to remove the Net with a HtH (Dexterity) Countercheck, who requires One Action per leg wrapped.
- It's also possible to simply throw the net to the opponent without a particular aim, obtaining a +1 to the ThR. If the net successfully hit the opponent, he will suffer a -1 to his ThR, Dodge and Parry, and all the actions he will perform will be resolved with an Initiative Slowdown of 2. It's possible to remove the net with a HtH (Any) Counter Check, who requires One Action.

Once the net as been thrown, it needs to be regained and folded up to use it again. If not Folded Up, a net can still be thrown to an opponent but only as a simple throw. Folding Up a Combat Net requires Two Actions. A Mastercrafted Net will grant a +1 to the wielder's HtH. It is also possible to attach a small rope (+1 GB) who will allow to regain the net spending Two Actions

A Combat net is considered a One Handed Weapon, and is possible to use it with One Hand if the character also acquires the Ambidexterity Feat without any penalty.

Corrosive Vial:

Another sabitian invention, this small vial can be thrown and it will inflict 1 Bludgeoning Damage on impact, before shattering and splashing the substance inside who deals 1d3+1 Acid Damage and automatically subtracts 1d3+1 RP to the item or creature stuck.

There is a 35% chance that the acid will corrode the item, permanently reducing the Hardiness by 1.

If an item's hardiness reaches 0, it's automatically destroyed.

Detecting Salve:

This strange and odourless green salve, when applied on a creature, will start to glow and change colour if the creature is under the effect on an illusory spell or if his shape has been morphed.

The salve will became purple if the creature is under the effect of a spell, while it will became orange if the creature is a shape-shifter.

If applied by a creature with a high Mana value, the colour will became brighter. This salve was created by the Zebras many millennia ago, but is still used by the Night Pegasi Dwellers nowadays, even if the purpose is not clear.

Actually even the Night Pegasi does not know why they use it on themselves, since it simply became a part of the traditional preparation for a hunt, so they don't actually care about his origin.

Incendiary Bomb:

This particular alchemical item was invented by a sabitian with an unhealthy passion to set things on fire.

An Incendiary Bomb requires to be lighted up then thrown within 1d3 round or it will simply deflagrate on the wielder's hand.

When an incendiary bomb hits something it will deal 1 Bludgeoning Damage, then it will explode, dealing 2d3+1 Fire Damage.

The fire damage will set on fire flammable items and objects.

The improved version requires also Brew Potions II to be crafted, and his cost and weight is doubled.

An Improved Incendiary Bomb deals 2d6+2 Fire Damage to anything within a 1,5 m (5 ft) radius from the impact, with a 35% chance to set on fire the creature stuck. There is still a 25% Chance that the bomb will explode while mid-air.

Revealing Powder:

This fine light-blue powder is made with pulverized Arcane Crystals through a specific alchemical process.

When a dose of this powder is strew on a surface, item or creature, it will change colour becoming blue or violet depending on the arcane aura they have. This allows to understand if the item or creature have been enchanted, cursed or are under the effect of a spell, and they also grant a +5% to any Knowledge (Arcane) or (Occultism) made while trying to figure it out. The powder is usually sold inside a small pouch who allows to use it 5 times. It's also possible to cast the powder on an invisible creature, outlining his shape, while a second dose will force the effect to fade temporarily for 1d3+2 round, allowing the creature to be seen or at least partially.

Shredding Sphere:

Created by the Diamond Dogs, this particular sphere is often used inside narrow places, to increase his effectiveness.

When the sphere hits any hard surface, will immediately shatter, casting small and sharpened metal pieces all around.

The Sphere deals 2 Slashing Damage to any creature within 1,5 m (5 ft), ignoring any DR from Light Armors (except those made of metal) or any NDR by 3 or lesser. Those injured by the shards will also *Bleed* for 1d3+1 Rounds. There is a 30% chance that the Sphere will deal 4 Slashing Damage Instead and will cause the *Bleed* to last for 2d3+2 Rounds. If the sphere is thrown in a narrow place, the Chance is increased at 60%. Those who wear Medium/Heavy Armor or with a NDR higher than 3, of stuck by the sphere while it deals 4 Damage, they will suffer 1 Direct Slashing Damage and *Bleed* for 1d3 Rounds. Those who wear clothes or minimal armor, will automatically suffer the 4 Damage effect.

Solar Hand Grenade:

"Oh Celestia, bless this hand grenade that, with it, Thou mayest blow Thine enemies to tiny bits in Thy mercy.

First shalt thou take out the Solar Pin. Then, shalt thou count to three. No more. No less. Three shalt be the number thou shalt count, and the number of the counting shall be three. Four shalt thou not count, nor either count thou two, excepting that thou then proceed to three. Five is right out. Once the number three, being the third number, be reached, then, lobbest thou thy Solar Hand Grenade towards thy foe, who, being naughty in Her sight, shall snuff it"

Considered as Holy Reliquaries from the War of the Sister, those alchemical items were created specifically to kill, or at least severely injure a Nightmare Knight. When the pin is removed, the grenade will emit a particular sound then deflagrate. The explosion's radius within 1,5 m (5 ft) deals 3d6+3 Radiant Damage plus 3d6+3 Fire Damage, while everything between 1,5 m and 6 m (20 ft) will only receive the Fire Damage. The deflagration is so powerful that all the creatures within 6 m must immediately make a HtH (Strength) Counter Check, as they were pushed by a Large Creature with a +22 to his HtH. Small and Tiny creatures are automatically thrown back and Knocked Down. Any creature within 9 m (30 ft) from the explosion must also make a Shock Test (Magic) or become Disoriented for 1d3 Round, Stunned for 1 Round and Deafened for 1d3 Round. A Creature who passes the roll becomes only Deafened for 1 Round.

Any kind of Hare, Jackalope and Rabbit stuck from the explosion will consider all the Damage received as Radiant Damage and then doubled.

Smoke Grenade:

When this item hits the target, it will shatter dealing 1 Bludgeoning Damage and then releasing a thick smoke.

The smoke will immediately spread all around within an area of 1,5 m (5 ft), then it will propagate by an additional 1,5 m for 1d3+1 rounds.

Those inside the cloud will gain an 50% Concealment but also the creatures outside the Cloud will gain the Concealment against them.

Breathing the smoke will also cause the creature to cough, imposing a Shock Test to resist. If the test is failed the creature will simply cough, losing One Action per round as long as he remains inside. Holding Breath can prevent the Shock Test but is only possible to do that if the Shock Test was successfully passed and within the same round.

Stink-Bomb:

Stink-Bombs are often used to scare off particular beasts and animals, but can be also used against other creatures.

When a stink-bomb hits his target, it will shatter dealing 1 Bludgeoning Damage and releasing a nasty gas within 1,5 m (5 ft), who will Spread for an additional 1,5 m for 1d3+2 rounds.

Those who breathe the exhalations are forced to make a Hard Constitution Check or become Sick for 1d6, increasing their Toxicity by 2. If the Check is passed they become sick for 1 Round and they only increase their Toxicity by 1. Covering the mouth and the muzzle will grant a +10%. Animals and non-sentient Creatures with the *Scent* Special Rule are also forced to make a Negative Morale Check while suffering a -15%. If the Check is failed they are forced to flee or at least stay away from the gas.

Potions

	Weight	Cost	Requires
Bad-Back Brew	0,1 kg / 0.2 lb	14 CB	Brew Potions
Bad Bones Brew	0,1 kg / 0.2 lb	15 CB	Brew Potions
Berserkergang Potion	0,3 kg / 0.6 lb	Variable	Brew Potions II
Brawling Potion	0,2 kg / 0.4 lb	5 GB	Enchant Potions II
Bloodseeker	0,2 kg / 0.4 lb	25 GB	Brew Potions III
Catalyst	0,1 kg / 0.2 lb	15 CB	Brew Potions
Distorting Infusion	0,2 kg / 0.4 lb	30 GB	Enchant Potions III
Fresh Breath	0,1 kg / 0.2 lb	10 CB	Brew Potions
Good Heavens	0,1 kg / 0.2 lb	10 GB	Enchant Potions II
Mane Lotion	0,1 kg / 0.2 lb	12 CB	Brew Potions
Mnemonic Potion	0,3 kg / 0.6 lb	60 GB	Enchant Potions III
Nimble Strike Brew	0,2 kg / 0.4 lb	4 GB	Enchant Potions
Nocturnal Potion	0,3 kg / 0.6 lb	20 GB	Brew Potions II
Potion of Indomitable Courage	0,2 kg / 0.4 lb	10 GB	Enchant Potions II
Potion of Invisibility	0,2 kg / 0.4 lb	25 GB	Enchant Potions II
Potion of Magic Resonance	0,3 kg / 0.6 lb	30 GB	Brew Potions III
Potion of Resistance (x)	0,2 kg / 0.4 lb	Min. 10 GB	Enchant Potions I or II
Talent Enhancer	0,8 kg / 1.6 lb	Variable	Brew Potions III
Teeth Restorer	0,1 kg / 0.2 lb	4 GB	Enchant Potions II
Vino Veritas	0,5 kg / 1 lb	70 GB	Enchant Potions III

Drinking a potion will increase the Character's Toxicity by a certain value.

A potion must be drink completely to obtain his effects.

Brawling Potion:

This potion makes those who drink it more aggressive but also a little dizzy. The potion grants a +2 Damage bonus to any Melee Attack performed by those who drink it, but inflicts a -2 to any Melee ThR. The potion lasts for 1d6+2 Rounds and have a Toxicity value of 6.

Drinking a *Nimble Strike Brew* after this potion will neutralize his effects, but will also cause *Sickness* and *Poisoning* to the drinker.

Bloodseeker:

This enchanted potion has a particular effect on the drinker's eyes. The potion allows to visualize the bloodstream of a living creature, with a particular highlighting effect. Unfortunately it will also alter his colour perception, inflicting a -10% to any Skill Check based on sight, and will slows his reflexes, reducing his initiative by 2. As long as the potion is active it grants a +5% to the Critical Chance of any Melee attack performed, who can be increased at +10% if the character pass a Hard Knowledge (Anatomy) Check. The potion lasts for 5 minutes and it has a Toxicity of 8.

Nimble Strike Brew:

This potion makes those who drink it a little more agile but also tipsy. The potion grants a +2 Bonus to any Melee ThR performed by those who drink it, but inflicts a -2 to any Melee Damage dealt. The potion lasts for 1d6+2 Rounds and have a Toxicity value of 6. Drinking a *Brawling Potion* after this brew will neutralize his effects, but will also cause *Sickness* and *Poisoning* to the drinker.

Potion of Indomitable Courage:

Those who drink this potion will start to feel more confident and brave. The potion grants a +10% to any Fear and Terror check for 10 minutes. It has a Toxicity Value of 5.

Potion of Resistance (x):

A Potion of Resistance is usually made to resist certain effects, like Hot/Cold Temperatures or elemental damages.

The effect lasts for 10 minutes and the potion has a Toxicity of 8

Examples:

- *Potion of Resistance (Heat): grants a +10% to Constitution Checks made to resist Heat and to Shock Test (Heat) for 1d3+1 Hours.*
- *Potion of Resistance (Cold): grants a Damage Resistance (Cold) 5 for 30 minutes.*

Poisons

	Weight	Cost	Category	Requires
Love Poison	0,6 kg / 1.2 lb	Variable	Ingestion	Create Poison III
Murder Joke Extract	0,5 kg / 1 lb	35 GB	Ingestion	Create Poison III
Scourge	0,3 kg 0.6 lb	70 GB	Contact	Create Poison II
Spider Poison	0,1 kg / 0.2 lb	8 GB	Wound	Create Poison
Stun Sphere (Lesser)	0,2 kg / 0.4 lb	10 GB	Exhalation	Create Poison
Stun Sphere	0,3 kg / 0.6 lb	30 GB	Exhalation	Create Poison II
Venomous Sphere	0,3 kg / 0.6 lb	15 GB	Contact	Create Poison II

The Poison's Category indicates how the poison have to be applied to obtain the effect.

To successfully apply a Wound Poison, the character must pass a Hard Cunning Check for trying to not wasting the poison or to actually poisoning himself.

Characters with at least 15 Ranks at Knowledge (Alchemy) will obtain a +10% to the roll.

Contact poisons will only have effect on exposed body parts.

It's possible to apply a Wound Poison to a Weapon with the Small Special Rule, and even Arrows, Quarrels and Throwing Daggers but they can only be thrown within their initial range or the poison will be wasted or could evaporate.

Wound Poisons have effect only if the weapon actually deals damage to the creature. If the damage is negated by the armor, the poison have no effect.

Spider Poison:

This common poison is obtained from the poison glands of giant spiders. When successfully applied to a weapon, the first time the weapon wounds it forces the victim to perform a Shock Test (Poison) or suffer a -1 to his ThR for 1d6+4 Rounds, while increasing his Toxicity by 1d6+1. If the Shock Test is passed, the victim only increases his Toxicity by 1d3. Stronger version of this poison will inflict the penalty for 2d6+5 Rounds, while increasing the Toxicity by 1d6+4, but their cost is tripled.

Stun Sphere:

When this sphere hits a target, it will deal 1 Bludgeoning Damage then it will shatter, releasing a purple cloud with a radius of 1,5 m (5 ft) from the impact. Those who breath the gas are forced to perform a Hard Constitution Check (based on Poison) or being *Stunned* for 1d3+1 Rounds, increasing their Toxicity by 1d3+1. The lesser version will *Disorientate* the victim instead.

Venomous Sphere:

When this sphere hits a target, it will deal 1 Bludgeoning Damage then it will splash the substance inside who deals 1d3+1 Acid Damage who ignores any NDR of 2 or lesser and any DR from clothings. If the acid successfully pass the DR/NDR of the victim, it will also deal an additional d3+1 Poison Damage, increasing the Toxicity by 2. The Poison have no effect against creatures immune or resistant to Acid.

Generic Equipment

	Cost	Weight	Features
Backpack (Empty)	5 CB	0,1 kg / 0.2 lb	<i>The adventurer's best friend</i>
Bag	2 CB	0,1 kg / 0.2 lb	<i>Thieve's best friend</i>
Bandoleer	8 CB	0,1 kg / 0.2 lb	<i>Can hold up to 3 Small items. Taking an item from the bandoleer is a Free Action</i>
Barrel	15 CB	Variable	<i>4 kg (8 lb) empty, 104 kg (208 lb) full</i>
Basket (Wicker)	14 CB	0,9 kg / 1.8 lb	
Bedroll	4 CB	2 kg / 4 lb	
Blanket	4 CB	1,5 kg / 3 lb	
Blanket (Winter)	6 CB	3 kg / 6 lb	
Bolghon Feed	10 CB	5 kg / 10 lb	<i>A Dahan eats about 3 sacks per week</i>
Book (Generic)	6 CB	0,2 kg / 0.4 lb	
Bowl	1 CB	0,1 kg / 0.2 lb	
Brush for Animals	6 CB	0,1 kg / 0.2 lb	<i>"Brushie Brushie"</i>
Bucket	3 - 8 CB	1 kg / 2 lb	
Candle	2 CB	-	<i>Last for 1 hour. Illuminates a 1,5 m (5 ft) area with Dim Light</i>
Canteen	6 CB	0,5 kg / 1 lb	<i>Contains up to 1,5 lt</i>
Cloak	11 CB	0,3 kg / 0.6 lb	<i>Grants a +3% to Constitution Checks (Frost)</i>
Cloak (Winter)	19 CB	0,7 kg / 1.4 lb	<i>Grants a +5% to Constitution Checks (Frost)</i>
Comb	2 - 15 CB	0,1 kg / 0.2 lb	<i>The material determine the cost</i>
Cowl	8 CB	0,5 kg / 1 lb	<i>Grants a +2% to Checks against Frost</i>
Cutie Mark Holder	1 CB	-	<i>Small item that shows a Cutie Mark</i>
Dahan Feed	18 CB	5 kg / 10 lb	<i>A Dahan eats about 2 sacks per week</i>
Dahan Saddle	20 GB	2 kg / 4 lb	
Demijohn (25 lt)	12 CB	Variable	<i>2kg Empty - 27 kg Full</i>
Drinking Horn	10 CB	0,3 kg / 0.6 lb	
Fan	15 CB	-	
Firewood	5 CB	10 kg / 20 lb	<i>Enough for a Day</i>
Fishing Rod	2 CB	0,2 kg / 0.4 lb	
Flask (Empty)	4 CB	0,3 kg / 0.6 lb	<i>Contains up to 2 lt. Weighs 2 kg (4 lb) when full</i>
Flint and Steel	2 CB	-	<i>It's more easy to light up a fire camp</i>
Gaming Dices (Ivory)	12 CB	-	
Gaming Dices (Wood)	5 CB	-	
Glasses	10 GB	-	<i>Allows to wearer to compensate a sight defect</i>
Gloves (Leather)	15 CB	0,1 kg / 0.2 lb	<i>Cover for the hands, but does not protect too much</i>
Gloves (Thick)	20 CB	0,1 kg / 0.2 lb	<i>Protects the hands from scratches and small cuts</i>
Goggles	25 CB	0,1 kg / 0.2 lb	<i>Allows a clear sight during flight</i>
Goggles (Artic)	20 GB	-	<i>Reduces the Spot Penalties during Blizzards</i>
Goggles (Desert)	14 GB	-	<i>Grants protection from sun glare. -5% to Search and Spot</i>
Grappling Hook	1 GB	2 kg / 4 lb	<i>Grants a +10% bonus to Climb if used with a rope for climbing</i>
Herbalist Tools	5 GB	0,4 kg / 0.8 lb	<i>Used to gather herbalism ingredients</i>
Hood	4 CB	0,1 kg / 0.2 lb	<i>Grants a +2% to Checks against Frost</i>
Hood (Winter)	12 CB	0,3 kg / 0.6 lb	<i>Grants a +4% to Checks against Frost</i>
Holy Book / Sacred Text	Min. 10 CB	0,4 kg / 0.8 lb	<i>Generic sacred text or holy book</i>
Holy Symbol	10 CB	0,1 kg / 0.2 lb	<i>+1% to Fear and Terror Checks (if believer)</i>
Horn	10 CB	0,4 kg / 0.8 lb	<i>Emits a Flat Sound</i>
Horn (Hunt)	15 CB	0,4 kg / 0.8 lb	<i>Emits a High-Pitched Sound</i>
Horn (War)	10 GB	0,8 kg / 1.6 lb	<i>Emits a Loud Sound +10% to Morale Checks for allies within 15 mt for 1d3+1 round</i>
Ink Pot (0,20 lt)	1 GB	0,1 kg / 0.2 lb	
Jug	11 CB	1 kg / 2 lb	
Knife (Carving)	5 CB	0,1 kg / 0.2 lb	
Knife (Kitchen)	4 CB	0,1 kg / 0.2 lb	
Ladle	1 CB	-	
Lantern	8 CB	0,9 kg / 1.8 lb	<i>Illuminates an area of 9 mt (30 ft) in front of the wielder</i>
Lantern Oil (Barrel)	75 CB	22 kg / 44 lb	<i>The price is for a full Barrel with 20 Litres</i>
Lantern Oil (1 lt)	4 CB	1 kg / 2 lb	

Lapis	3 CB	0,1 kg (0.2 lb) /10	<i>A medieval pencil</i>
Leather Stripes	1 CB	0,1 kg (0.2 lb) /5	
Lock pick	15 CB	0,1 kg / 0.2 lb	<i>Allows to Pick Locks. 40% that it breaks</i>
Lucky Charm	5 CB	-	<i>A simple trinket. It doesn't mean that it really works</i>
Mat	11 CB	2 kg / 4 lb	<i>Allows to avoid the soil moisture</i>
Mining Pickaxe	8 CB	2,5 kg / 5 lb	<i>"Diggy diggy hole"</i>
Mirror (Metal)	8 CB	0,2 kg / 0.4 lb	
Mortar and Pestle	3 GB	0,2 kg / 0.4 lb	
Mug (Metal)	4 CB	0,4 kg / 0.8 lb	
Mug (Wood)	2 CB	0,2 kg / 0.4 lb	
Pan / Skillet	12 CB	2 kg / 4 lb	
Paper Sheet	13 CB	-	
Parchment	6 CB	-	
Pen	4 CB	-	
Pitchfork	5 CB	2 kg / 4 lb	<i>Used by farmers and by angry mobs</i>
Pot (Cast Iron)	10 CB	2,5 kg / 5 lb	
Pouch	3 CB	-	
Repairing Tools	5 - 25 GB	1 - 4 kg / 2 - 8 lb	<i>Needed to make repairs. Notice that the tools can differ</i>
Repairing Tools (Professional)	9 - 55 GB	1,5 - 5 kg / 3 - 10 lb	<i>Grants a +10% to Repairing when used</i>
Rope	3 CB x 1 mt / 3 ft	Variable	<i>4 kg (8 lb) every 15 m (50 ft) of rope</i>
Scarf (Wool)	5 CB	0,1 kg / 0.2 lb	<i>Useful against cold and to reassure apprehensive grandmas</i>
Scroll Case	5 CB	0,3 kg / 0.6 lb	<i>Can contain up to 10 Parchments / Scrolls</i>
Shovel	8 CB	2 kg / 4 lb	
Shovel (Portable)	4 CB	1 kg / 2 lb	<i>Smaller than the normal version, easier to transport</i>
Shoulder bag	5 CB	0,1 kg / 0.2 lb	<i>Contains up to 4 Tomes or smaller items</i>
Skewer (Metal)	9 CB	0,4 kg / 0.8 lb	
Soap	6 CB	-	<i>Remember to take a bath if you want to encounter a noble</i>
Spade/Hoe	5 CB	2 kg / 4 lb	
Tent	20 CB	7 kg / 14 lb	
Thieve's Tools	45 CB	0,5 kg / 1 lb	<i>Allows to Pick Locks Halves the chance to loose a Lock pick when used</i>
Thieve's Tools (Professional)	15 GB	1 kg / 2 lb	<i>+10% to Lock-picking Checks +5% to Handle Device Checks There is no need to use Lock-picks</i>
Torch	3 CB	0,5 kg / 1 lb	<i>Illuminates an area of 4,5 m (15 ft) within</i>
Tub (Cast Iron)	4 GB	16 kg / 32 lb	<i>Remember to take a bath</i>
Tub (Wood)	1 GB	10 kg / 20 lb	
Quill Pen	2 CB	-	
Quiver / Case	8 CB	-	<i>Contains Arrows or Quarrels</i>
Weapon Sheath	Variable	0,1 kg / 0.2 lb	<i>It Costs 4 CB per Weapon Size (except Polearms)</i>
Whetstone	1 CB	-	
Wooden Pipe	8 CB	0,1 kg / 0.2 lb	<i>Remember that smoking is bad for your health (or your PC's)</i>
Wooden Spoon	1 CB	-	<i>There is no spoon</i>

Clothings

	Value	Weight	Note
Acolyte's Vestments	8 - 19 CB	1,3 kg / 2.6 lb	
Arcanium's Clothing	2 - 40 GB	1 kg / 2 lb	<i>Available only for the members of the Arcanium</i>
Artic Outfit	3 GB	5 kg / 10 lb	<i>+15% to Checks against Frost Counts as a Leather vest with the Studded Special Rule</i>
Artisan's Outfit	7 - 25 CB	1,2 kg / 2.4 lb	
Courtesan's Dress	3 - 45 GB	1,4 kg / 2.8 lb	<i>+3% to Diplomacy and Perform (Speechcraft)</i>
Desertic Outfit	13 CB	1,1 kg / 2.2 lb	<i>+5% to Checks against Heat</i>
Duellist's Uniform	4 - 60 GB	1,1 - 3 kg / 0.2 - 6 lb	<i>+3% to Authority and Intimidate</i>
Explorer's Outfit	3 GB	2 kg / 4 lb	<i>+5% to Checks against Frost and +5% to Survival (Any)</i>
Explorer's Outfit (Desert)	3 GB	1,5 kg / 3 lb	<i>+5% to Checks against Heat and +5% to Survival (Any)</i>
Explorer's Outfit (Improved)	6 GB	2,5 kg / 5 lb	<i>Same as the Explorer's Outfit They are considered as a Leather Vest with the Studded Special Rule</i>
Fashionable Dress	15+ GB	Variable	<i>The weight and cost is variable, based on the dress itself</i>
Grand Galloping Gala Dress	20 - 360 GB	1,6 kg / 3.2 lb	
Jester Clothing	Variable	0,8 kg / 1.6 lb	<i>+5% to Perform (Any), -8% to Persuade</i>
Merchant's Outfit	2 - 25 GB	1,2 - 4 kg / 2.4 lb	
Military Uniform (Variable)	2 - 30 GB	1,3 - 6 kg / 2.6 lb	<i>+1% to +5% to Authority (depending on the military rank)</i>
Noble's Dress	20 - 210 GB	1,4 - 5 kg / 2.8 - 10 lb	<i>+1% to +5% to Authority and Persuade</i>
Priest's Outfit	3 - 80 GB	0,9 - 5 kg / 1.8 - 10 lb	<i>+1% to +5% to Authority or Persuade</i>
Roadwarden's Uniform	4 GB	1,9 kg / 3.8 lb	<i>Only for Roadwardens. Thick Gloves and a Cloak included</i>
Scholar's Outfit	15 CB	1,1 kg / 2.2 lb	
Simple Clothes	6 CB	0,6 kg / 1.2 lb	
Surgeon's Outfit	30 CB	0,7 kg / 1.4 lb	
Traveller's Outfit	1 GB	1,5 kg / 3 lb	<i>+3% to Checks against Frost</i>
Wedding Gown	2 - 220 GB	1,2 - 5 kg / 2.4 - 10 lb	<i>Wedding Rings not included</i>
Wonderbolt's Uniform	-	0,4 kg / 0.8 lb	<i>Available only for Wonderbolts. Goggles included.</i>
Winter Clothes	2 GB	3 kg / 6 lb	<i>+10% to Checks against Frost</i>

Some clothings or dresses could have a different price, based on their quality or depending for whom they are made for.

Example:

A Military uniform for a Soldier only grants +1% to Authority and costs 2 GB, while a General's Uniform would grant a +5% and will cost 30 GB

Trinkets

	Cost
Anklet	3 - 34 GB
Bracelet	4 - 35 GB
Choker Necklace	1 - 35 GB
Earrings	2 - 75 GB
Necklace	2 - 325 GB
Ring	2 - 215 GB
Ring (Wedding)	8 - 235 GB
Tattoo	Variable



Gems and Precious Stones

	Value	Rarity	Type
Amber	10 GB	Uncommon	Precious Stone
Amethyst	10 CB	Common	Precious Stone
Baby Blue Sapphire	5 CB	Common	Gem
Diamond	400 GB	Rare	Gem
Emerald	200 GB	Rare	Gem
Fire Ruby	350 GB	Rare	Gem
Garnet	25 GB	Uncommon	Precious Stone
Green Opal	60 GB	Rare	Precious Stone
Jade	45 GB	Rare	Precious Stone
Jasper	15 CB	Common	Precious Stone
Lapis Lazuli	50 GB	Rare	Gem
Onyx	10 GB	Uncommon	Precious Stone
Pearl (River)	5 CB	Common	Precious Stone
Pearl	40 GB	Uncommon	Precious Stone
Pearl (Black)	120 GB	Rare	Precious Stone
Quartz	5 CB	Common	Gem
Ruby	250 GB	Rare	Gem
Sapphire	150 GB	Rare	Gem
Tiger Eye	15 CB	Common	Precious Stone

Notice that the Type column is only for the purpose to indicate that Diamond Dogs are only interested in what they consider “Gems”. Those indicated as Precious Stones are worthless to Diamond Dogs, so they are not interested to buy or sell them.

Foodstuff

	Cost
Apple Cider (1 lt)	10 CB
Apples (0,5 kg / 1 lb)	4 CB
Asparagus (0,2 kg / 0.4 lb)	1 CB
Bread (1 kg / 2 lb)	2 CB
Cake	11 CB
Cake (Fine)	Variable
Carrots (0,5 kg / 1 lb)	6 CB
Celeries (0,2 kg / 0.4 lb)	1 CB
Cereals (1 kg / 2 lb)	2 CB
Cheese Wheel ($\frac{1}{4}$)	8 CB
Cheese Wheel ($\frac{1}{2}$)	16 CB
Cheese Wheel	30 CB
Cupcake	2 CB
Fish (0,1 kg / 0.2 lb)	13 CB
Flat Bread	2 CB
Flour (1kg / 2 lb)	2 CB
Legumes (1kg / 2 lb)	2 CB
Mead (1 lt)	12 CB
Meat (1kg / 2 lb)	11 CB
(Quality) Meat (1kg / lb)	2 GB
Muffin	2 CB
Muffin (Chocolate)	6 CB
Onions (3)	1 CB
Sachet with Fried Bugs (0,2 kg / 0.4 lb)	6 CB
Salami (0,1 kg / 0.2 lb)	6 CB
Salami (1 Piece - Excellent Quality)	14 CB
Tomatoes (3)	1 CB
Travel Ration (1 Day - 0,5 kg / 1 lb)	8 CB
Trufflerock	Variable
Zap Apple	2 GB
Zap Apple Cider (1 lt)	16 GB
Zap Apple Jam	10 GB



OTHER RULES

Damaging Items and Objects

Damaging an item or an object can be done with any weapon or spell who deals damage, while the rules are slightly different.

All inanimate items and object, and some creatures like constructs or undeads, have an Hardiness Value.

When the character hits an object he must roll the weapon's damage, while trying to pass the Item's Hardiness.

If the character succeeds, he reduces the Resistance Points of the item/object by a certain number.

If an item/object/creature reaches 0 RP, it's destroyed or broken.

When damaging an item, only the weapon base damage, the character's strength and the weapons material are considered.

If the result is equal or lesser than the Item's Hardiness, the item simply resists the impact.

Example:

A Character with a STR value of 14 is using a Long Sword who has a Base Damage of 1d6+1.

The character then rolls a 1d6+3 when he tries to damage an item/object/creature with Resistance Points.

Small Creatures or weapons/attacks with the Small Special Rule, will subtract 0 RP

One Handed Attacks/Weapons, Polearms, Arrows and Quarrels will subtract 1 RP

Halberds, Javelins, Guisarme Throwing Axes and Two Handed Attacks will subtract 2 RP

Attacks made by Large Creatures will Subtract 3 RP

Attacks made by Huge Creatures will Subtract 5 RP

Attacks made by Gargantuan Creatures will Subtract 8 RP

Attacks made by Colossal Creatures will Subtract 10 RP

The Strength modifier is added to the number of RP subtracted

Materials who add damage to the weapon will also add the same value to the RP subtracted

Some weapons or attacks have special rules who could further increase the RP subtracted by a weapon or attack.

It's possible to restore lost RP only by repairing the item/object, but it will require specific materials, tools and knowledge to do so.

List of Hardiness and Resistance Points

	Hardiness	Resistance Points
Alchemical Sphere	2	1
Armor	Based on the Material	Damage Reduction x5
Axe (Two Handed)	8	5
Bows / Crossbows	5	2
Buckler	8	4
Dagger	8	1
Hatchet	5	2
Hewn Stone (90 cm thick)	9	324
Improvised Weapon	Based on the Material	1 or 2
Iron Door (5 cm thick)	8	6
Stone Wall (30 cm thick)	8	108
Short Sword	8	2
Long Sword	8	3
Two Handed Sword	8	5
Small Shield (Wood)	4	4
Small Shield (Iron)	8	9
Small Shield (Steel)	10	13
Medium Shield (Wood)	4	7
Medium Shield (Iron)	8	12
Medium Shield (Steel)	10	16
Large Shield (Wood)	4	11
Large Shield (Iron)	8	18
Large Shield (Steel)	10	21

Arcane Crystal	4	2 for every 2 cm (0.80") of thickness
Bronze	6	2 for every 0,5 cm (0.20") of thickness
Fakestone	6	3 for every 2 cm (0.80") of thickness
Glass	1	1 for every 2 cm (0.80") of thickness
Hardened Leather	2 for every 1 cm (0.40") of thickness	2 for every 1 cm (0.40") of thickness
Hewn Stone	9	9 for every 2,5 cm (1") of thickness
Ice	1 for every 3 cm (1.20") of thickness	3 for every 2 cm (0.80") of thickness
Iron	8	3 for every 0,5 cm (0.20") of thickness
Ironwood	6	3 for every 1,5 cm (0.60") of thickness
Leather	1 for every 1 cm (0.40") of thickness	1 for every 1 cm (0.40") of thickness
Lunar Silver	9	4 for every 0,5 cm (0.20") of thickness
Paper / Cloth	0	1 for every 4 cm (1.60") of thickness
Rock	8	12 for every 2 cm (0.80") of thickness
Rope	0	1 for every 2,5 cm (1") of thickness
Rope (Thick)	1	2 for every 2,5 cm (1") of thickness
Solar Steel	12	6 for every 0,5 cm (0.20") of thickness
Star Metal	11	5 for every 0,5 cm (0.20") of thickness
Steel	10	4 for every 0,5 cm (0.20") of thickness
Telluric Crystal	7	4 for every 2 cm (0.80") of thickness
Wood	4	2 for every 1,5 cm (0.60") of thickness

Combat Morale, Fear and Terror

The Morale is an important part during combat, since it could turn even a simple skirmish into a complete disaster.

During combat it could happen that the characters will suffer from particular and traumatic events or they could also realize that despite the odds, they are winning.

Usually it is up to the GM to determine when a character should perform a Morale or Negative Morale Check.

Morale Checks are used for positive or generic events, and is performed to understand if the character will be affected positively by that.

Negative Morale Checks are the opposite, and should be rolled during negative situations or events.

If the Morale Check is passed, the character increases his Morale Level by 1.

The Morale Level grants a temporary bonus during combat for a certain period of time.

A Positive Morale Level is reduced by 1 for every 10 minutes passed without fighting, until it reaches 0.

Still, if in the previous combat the character had a Positive Morale Level, the next time he should roll for another Morale Check, he will obtain a +5% Bonus, that can be applied only once.

Negative Morale Level is more difficult to recover, and is increased by 1 every 24 hours passed without fighting.

A character can be reassured or could receive help by others with certain actions, helping him to calm down and restoring his Morale Level to 0. It is up to the GM to determine how.

If a character who had a negative morale, will enter combat with a Morale Level of 0, the next time he will roll for a Morale or Negative Morale Check, he will suffer an additional -5%.

Animals, Beasts or Creatures with a Cunning Value of 4 or lesser, are not influenced by Morale Levels, and they always have a Morale Level of 0.

Performing a Morale or Negative Morale Check:

A Morale Check is based on the Character's Willpower Modifier, with a Base value of 50%, plus other modifiers from feats, items, spells and events who can occur during combat. Read the Table below.

Negative Morale Check will use a 45% instead.

Morale Check: 50% + WILL Modifier + Feats + Modifiers from Events, Spells or else.

Negative Morale Check: 45% + WILL Modifier + Feats + Modifiers from Events, Spells or else.

Example:

A Character with a Willpower value of 14 (+2 Modifier) needs to obtain a result of 52 or less on a d100 for a Morale Check, and a result equal or lesser than 47 on a d100 for a Negative Morale Check

Combat Morale Modifiers:

Remember that it is up to the GM to determine which event occurs.

Multiple events can occur during combat, so the modifier can be increased or even reduced.

Example:

Being Outnumbered (-5%) by opponents who Cause Fear (-10%) will inflict a -15% to the Morale and Negative Morale Checks.

Event	Modifier
Allies and/or Trustworthy People are nearby during combat	+5%
Fighting along with People the character does not trust	-5%
Numerical Superiority	+5%
Being Outnumbered	-5%
Morale Level: Confident or higher	+5%
Morale Level: Doubtful or lower	-5%
Witness the death of an ally	-5%
Witness the death of a good friend/beloved person (substitutes Ally Death)	-15%
Majority of the group/band/unit has been wiped out (substitutes Ally Death)	-10%
An ally is killed by Massive Damage	-10%
The Opponent (or Opponents) causes <i>Fear</i>	-10%
The Opponent (or Opponents) causes <i>Terror</i>	-20%
Despite the odds, the combat is going well	+10%
The enemy is easily defeated and/or it can't offer a significant withstand	+5%
The enemy is too powerful and it's hard to fight	-5%
Performing an Ambush or Surprise Attack (Only for the First Combat Round)	+5%
Suffering an Ambush or Surprise Attack (Only for the First Combat Round)	-10%
Receiving aid from another group/unit during combat	+10%

Morale Level:

+5/+6	Exalted!	+2 to the ThR, +1 Damage dealt by Melee and Throwing Weapons. 60% to ignore any negative event that occurs nearby as long as the character is in combat (still the GM can decide about). The character is also eager to continue the fighting and he will probably chase down fleeing enemies or assault other enemies nearby without thinking. It's possible to try to resist the urge to fight with a Willpower Check, but doing so will reduce the Morale Level by 4, since the character will simply calm down. Notice that this Morale Level can only occur during particular events.
+3/+4	Purposeful	+2 to the ThR, +1 to Parry for 1d6+4 Rounds. Initiative is increased by 1 until the end of combat. It's not possible to further increase the Morale Level unless during particular situations.
+1/+2	Confident	+1 to the ThR for 1d3+2 Rounds
0	Neutral	Everything is fine.
-1/-2	Doubtful	-1 to the ThR for 1d6+3 Rounds. The Initiative is Reduced by 1 until the end of combat
-3/-4	Shaken	-2 to the ThR for 1d6+6 Rounds, -1 to Parry and Dodge. The Initiative is Reduced by 1 until the end of combat. Spellcaster must pass a Hard Concentration Check to successfully cast a Spell. If the concentration Check is failed with a result of 80+, the spell caster will <i>Loose Control</i> of the Spell.
-5/-6	Panic!	Same as Shaken, plus the character must immediately pass Hard Willpower Check or start to <i>Flee</i> as far as possible from combat. The character is too afraid to try to cast any spell. It's possible to calm down Fleeing characters or rally allies with a Hard Authority Check, but it's up to the GM to determine how. It's still possible that the character will simply stand still and do nothing, instead, since is too scared to think or do something until someone shakes him up.

Examples of Morale Checks:

- Inflict Damage with a *Critical Strike*
- Obtaining a *Remarkable Success* many times in a row
- Obtaining help from allies
- The characters are doing well during combat

Negative Morale Checks:

- Suffer a *Critical Strike*
- Obtaining a *Critical Failure* many times in a row
- Witness the Death of Allies/Friends
- Allies/Friends are *Fleeing*
- Being *Outnumbered* by 5 or more Creatures/Enemies



Fear and Terror

Fear and Terror are similar to the Morale Check, and they will reduce the Morale Level of the character.

Fear and Terror will also influence Animals and Creatures with a Cunning Value of 4 or lesser, but they will simply scare them.

A scared creature will not attack or will simply run away. It's up to the GM to decide.

Fear Check: 45% + WILL Modifier + Feats + Modifiers from Events, Spells or else.

Terror Check: 25% + WILL Modifier + Feats + Modifiers from Events, Spells or else.

Failing a Fear Check will immediately reduce the Morale Level by 1, or 2 if the roll is failed with a 80+ result.

A Terror Check will reduce the Morale Level by 1, if the Check is passed, or by 2 if failed.

Panicked characters will automatically fail any Terror Check and they will *Flee* immediately.

It's still possible to reassure or calm down, characters and creatures who are afraid or with a Negative Morale Level caused by Fear or Terror.

A Creature who causes Fear counts as 2 Creatures during a Charge, or as 5 Creatures for each Size Category the creature is larger.

Example:

A Large Creature counts as 5 Creatures if it charges medium-sized creatures, or counts as 10 Creatures if charges Small-Sized Creatures.

A Creature who causes Terror counts as 3 Creatures during a Charge, or as 7 Creatures for each Size Category the creature is larger.

Fear and Terror Modifiers:

Event	Malus
The Character is Alone	-10%
There are other people nearby	+0%
There are other people nearby, but the character does not trust them	-5%
Illumination is only guaranteed by lights like fire, candles and torches	-5%
Deep Darkness or Dim Light	-10%
It seems there isn't a way for safety	-10%
Thinking to being followed	-5%
Be certain of being followed by someone or something	-10%
The character already faced the same situation who causes Fear, but he succeeded or he passed a similar Check	+5%
The character already faced the same situation who causes Fear, but he has been defeated or he failed a similar Check	-5%
The character already faced the same situation who causes Terror, but he succeeded or he passed a similar Check	+0%
The character already faced the same situation who causes Terror, but he has been defeated or he failed a similar Check	-5%
The character suffered for a trauma caused by a similar situation, in the past	-10%
The character suffered for a trauma caused by a similar situation who caused Terror, in the past	-15%
The character suffers for a Phobia against the source who causes Fear or Terror	-15%
The character is prepared to face the source who causes Fear	+5%
The source who causes Fear successfully injures the character's allies	-5%
The source who causes Terror successfully injures the character's allies	-10%
The source who causes Fear successfully defeats one or more of the character's allies	-10%
The source who causes Terror successfully defeats one or more of the character's allies	-15%

Paralysed by Fear:

Failing a Fear or Terror Check with a result of 95+, will force the character to simply do nothing for 1 round.

He will only try to dodge with a -2 to the roll.

Flying Creatures

Creatures who are able to Fly will gain a Flight Speed, who allows a faster type of movement.

A Creature Able to Fly should never carry more than his Light Encumbrance or Medium/Heavy Armor, if he wants to fly properly or to be able to fly at all. It's not possible to fly while carrying a Heavy Load or while wearing a Heavy Armor.

Creatures with Wings are able to perform a Wing Thrust, while jumping, to obtain a +5% to Jump and adding +1d3 m (+1d3+2 ft) to the distance covered by the jump.

Wearing medium Armors (or carrying a medium encumbrance) will only grant +1 m (+2 ft) to the distance and the bonus is reduced to +2%. Heavy armors and/or heavy encumbrance will negate the bonus.

Creatures with wings are also able to Glide, allowing them to reduce the falling distance or, if with enough space, to safely reach the ground without being hurt. If a creature is paralysed or touches a wall during a Glide, it will start to fall down. Gliding requires enough space to allow the wings to be completely spread and to let the creature glide.

It's possible to fly for a number of minutes equal to half the Character's Constitution, unless the character has certain feats who allows to fly for a longer time. After that, the character is forced to land within 2 minutes or it will become Tired, then Exhausted after 2 minutes. If the character does not land after being Exhausted it will faint and then fall.

A creature who wants to Fly Up, needs enough space to run-up then fly of at least 6 m (20 ft) for a medium sized creature. Larger creatures will require a longer distance.

It's also important to consider the wingspan of a creature. A medium-sized creature usually has a wingspan of 3 m (5 ft).

This is important if the creature wants to fly through narrow spaces, since it's forced to tilt his flight stance, with a Dexterity Check.

A creature can also increase his flight speed by flapping his wings faster, but that will follow the same rules as Running.

While doing so, the Flight Speed is increased by +6 m (+20 ft) per round.

Flight Stability Check:

While flying a creature must perform a Flight Stability Check to remain stable.

The stability check is based on Dexterity, but it became Hard of the character is carrying a medium load or armor and it's impossible with an heavy load or armor. Usually only one Stability check is required, but is up to the GM to decide when.

Climatic Conditions:

Flying with different climatic conditions could be harder for a creature.

The following table shows the Flight Modifiers

Wearing a Medium Armor or carrying a medium load will inflict an additional -10% penalty to the check.

	Flight Speed Modifiers	Stability Check
Blizzard	- 6 m (-20 ft)	Hard Check every 10 Minutes
Breeze	None	None
Fair-wind	+1,5 m to +3 m (+5 to +10 ft)	None
Headwind	-1,5 m to -3 m (-5 to -10 ft)	Normal Check every 10 Minutes
Rain	-1,5 m (-5 ft)	Normal Check every 15 Minutes
Storm	-4,5 m (-15 ft)	Hard Check every 10 Minutes

Flight and Aerial Combat:

When a creature uses his Flight Speed as a Movement Action, is considered to performing a Soar Movement unless it decides to land. The creature is forced to continue moving in the successive rounds he is flying, but if for any reason is no longer able to Fly it's forced to land or it will fall down. A Soaring Creature obtains a +2 to his Dodge and it's not possible to attack it with melee weapons, unless the attacker is able reach it somehow. If both creatures are flying they can attack each other with melee attacks, as long as they can reach each other, but it's still important to remember that both are moving. If one of the creature uses attacks with weapons with the Reach or Extended Reach Special rule, it can deny the Dodge bonus to the other creature. It's not possible to use Ranged weapons while flying, unless the character also acquires a relative Feat who still inflicts a -6 to his ThR or -3 if using a Throwing Weapon.

Hover:

A creature with wings can also decide to Hover. In this case the creature can stay away from the ground but it will be able to also do something else, like talk to others, cast spells, attack and so on. It's possible to hover for a number of Rounds equal to the creature's Constitution value, who is reduced by if the creature is wearing a medium armor and/or if carrying a medium load. Hovering requires a Free Action as long as the creature is aware of what it's doing and is not flying fast. If the creature is flying fast or it needs to stops immediately, it requires one action plus the creature needs to pass a Dexterity Check or it will not stop in time. Hovering requires a Stability Check only if performed under negative Climatic Conditions, to avoid to be blown away.

A Hovering creature can attack another hovering creature, if it's able for each it, with melee attacks while suffering a -1 to his ThR.

A Hovering creature who uses a Ranged Weapon suffers a -3 to his ThR, while using a Throwing Weapons only inflicts a -1.

Healing Wounds

Healing wounds is an important part of the game, since the characters will become hurt or injured during combat or for other reasons. Every time a character suffers any amount of combat damage, it's possible to try to heal him only once per combat, but only when the combat ends. A failure indicates that the healer wasn't able to heal him or probably he were only able to bandage him.

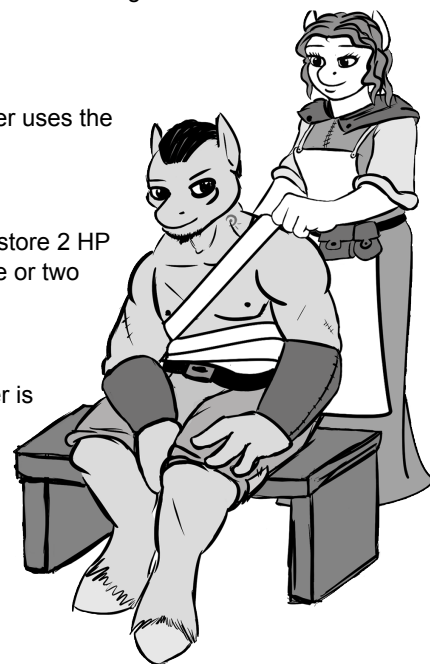
There are Two Skill who allows to restore HP lost: *First Aid* and *Medicate*.

- First Aid will restore 1d3+1 HP but it can be only applied to generic injuries or wounds.
- Medicate will restore 1d3+1 HP but it can be used to heal everything, as long as the healer uses the right tools.

A Character will restore 1 HP every 3 days of rest, while those who are healed by Medicate, will restore 2 HP instead. Notice that to obtain the increased healing, the Medicate check should be made every one or two days, also it's important to change and clean the bandages from the wounds.

Medicate can also be used to stop a Bleeding Effect or a Bleed Out Condition, but only if the healer is using a needle and thread to close the wound.

When a character reaches $\frac{1}{4}$ of his HP, he will become *Staggered*



Deep Wounds:

Some wounds are too severe to heal properly and they need more time for a correct recover.

Deep Wounds usually must be closed using a needle and thread, but also, it's important to remember that performing excessive movement or action could cause the Deep Wound to start to bleed again.

A Deep Wound can be closed with a Hard First Aid Check or a Medicate Check. It can also be cauterized, but doing so will force the creature to make a Shock Test (Fire) or become unconscious.

Bleed-out:

When a character or a creature reaches 0 HP, it's forced to immediately perform a Shock Test (Bleeding) or become Unconscious.

If the creature reaches -1 or less HP, she will enter in the Bleed-out condition. Bleed-out will force a Shock Test (Bleeding) or suffer 1 Direct Damage. A creature can sustain an amount of negative HP equal to her Constitution Value +1, and after that threshold, she will die.

If the creature is still conscious while at 0 HP or in a Bleed-out condition, it's able to perform a single action per round if she successfully pass a Shock Test. If the test is failed the creature will become unconscious and the Bleed-out will continue.

It's possible to cure a Bleed-out with a Hard First Aid or Hard Medicate check. If the Medication is performed while in a proper place (up to the GM discretion) the skill check will become Normal.

Light and Visibility

A character is able to see clearly if inside an area with Bright Light or see through it.
Dim Light can still allow to see, but the visibility would be less clear.
A Light source usually emits both a Bright and a Dim Light. The Bright Light is usually emitted within the source, while the Dim light is simply the zone nearby.

Example:
A Torch illuminates an area of 12 m (40 ft), but only the first 6 m (20 ft) are considered Bright Light, while the other 6 are only Dim Light

Searching while inside an area illuminated with Dim Light will inflict a -10% to the Skill Check.
Creatures who are hiding within an area with Dim Light will gain an additional +5% to their Hide Check.
It's possible to hide inside an area with Bright Light only if the character manages to cover himself behind (or inside) something.
Shadow Creatures usually hates to stay inside an area with Bright Light, and they try to avoid it.

Low-Light Vision:

Character and creatures with Low-Light Vision while standing inside an area with Bright Light, they will consider the Dim Light zone nearby as Bright Light but only if up to 6 m (20 ft). If the Dim Light Area is shorter, they will consider Bright Light the equal amount, and then add +1,5 m (5 ft) as Dim Light.

Example:
A Torch illuminates an area of 12 m, where only 6 m are considered Bright Light. Those with Low-Light Vision will consider as the torch illuminates the area of 12 m as Bright Light and then add +1,5 m as Dim Light nearby.

If the character with Low-Light is inside an area illuminated by Dim Light, they will consider it as +6 m larger

Example:
A Creature with Low-Light Vision who is inside an area of 6 m (20 ft) illuminated with Dim Light, it will consider as the area is 12 m (40 ft) instead

	Bright	Dim	Duration
Candle	-	1,5 m	1 Hour
Lamp (Common)	4,5 m (15 ft)	9 m (30 ft)	6 Hours every 0,5 l
Lantern (Bullseye)	Cone of 18 m (60 ft)	Cone of 36 m (120 ft)	6 Hours every 0,5 l
Lantern (Hooded)	9 m (30 ft)	18 m (60 ft)	6 Hours every 0,5 l
Torch	6 m (20 ft)	12 m (40 ft)	1 Hour
Spell: Light	6 m (20 ft)	12m (40 ft)	Variable
Spell: Floating Light	3 m (10 ft)	6 m (20 ft)	1d3+1 Hours

Darkness and Concealment

Darkness, Fog, Gas and other similar situation could make difficult for a character to see clearly.
Concealment is the percentage that an attack would automatically miss the target, since the attacker can't see him clearly.

The Concealment is applied after the attack should have successfully hit the opponent.
If the result is equal or lesser, the attack miss the target instead.
If a creature is able to ignore the source of the Concealment, he can also ignore the Concealment itself.

Example:
A Creature with Dark-Vision, can ignore the concealment of a creature who is standing in Total Darkness, but only if the creature is within the range of the ability.

	Melee	Ranged	Search / Spot Penalty
Blizzard / Sandstorm	20%	25% every 3 m (10 ft)	-30%
Darkness (Total)	80%	90%	Automatic Failure
Darkness (Partial)	45%	70%	-40%
Dim Light	-	-	-10%
Fog (Light) / Vapours	-	25%	-10%
Fog	-	50%	-25%
Fog (Thick) / Smoke	35%	80%	-40%



Research and Studying

Doing researches or studying a book could greatly help a group of adventurers, since many informations are written in old tomes and manuscripts.

Characters who are able to read clearly can do researches with books they have, or try to find informations inside a library, only if they have access to one.

The *Library Use Skill* is commonly utilized to find books with the informations needed, but it could also help to find documents, maps or similar parchments.

Note that not all the libraries have the necessary books for what the characters are looking for, so it's up to the GM to determine what kind of information they could find. Also you should remember that commonly a library is private or held by important people, so it's also necessary their permission to do a research.

Depending also on the library dimension, its also necessary to spend a certain amount of time for doing a research. The larger the library, the more time is needed for a successful research, but it's not guaranteed that the character will find what it's looking for.

Library Size	Research Time
Private: Placed inside a small room	4 Hours
Small: Situated inside a large room	8 Hours
Common: Situated inside three or more rooms.	1 Day
Large: It occupies three or more floors	2 Days
Huge: It occupies an entire building, like the Canterlot Library	4 Days
Extensive: occupies a large building, like the library of the Crystal Empire	8 Days

Studying a book, a tome or even a spell requires time, as listed below.

Performing a study while inside a library could reduce the time needed to complete the study, but it's up to the GM to decide how. Even so, the time needed can be reduced up to half the time but not more.

It's still needed that the library contains the relative informations needed for the study.

The Character wants to	Time Required
Learn a new Spell	5 Hours per Spell Rank
Study a Simple Book or with limited informations	12 Hours
Study a Tome	2 Weeks
Study a Complex Book or Tome	4 Weeks
Study a Series of Book or Tomes	10 Weeks



Books

	Study Time	Weight	Price	Rarity
A Simplified Book of Equine Anatomy	1 Week	1,6 kg / 3.2 lb	20 GB	Uncommon
Academic Study on Creatures	Variable	1 kg / 2 lb	Variable	Variable
Astronomical Almanac	2 Weeks	2 kg / 4 lb	7 GB	Common
Beginners Guide to Alchemy	1 Week	0,4 kg / 0.8 lb	15 GB	Uncommon
Book of Easy and Tasty Recipes	6 Hours	0,4 kg / 0.8 lb	17 CB	Common
Book of Specific Knowledges	1 Week	0,3 kg / 0.6 lb	20 GB	Variable
Brief Guide to the Perfect Gentle-pony	5 Hours	0,3 kg / 0.6 lb	15 GB	Common
Manual of the Aspiring Herbalist	2 Days	0,5 kg / 1 lb	15 GB	Common
Principles of Magic	3 Weeks	1,3 kg / 2.6 lb	30 GB	Uncommon

Books and tome can be studied to learn new things.

Usually, studying a book will increase a certain amount of Ranks in one or more Skills, but after that, the book can not grant any other Skill Ranks. A Book can still be consulted to find specific arguments or to obtain a certain bonus from it, but only after studying it.

Notice also that those who have many Ranks in a certain skill will no longer benefit from certain books, since they already know about.

Education (Standard) is required for an appropriate learning, while those with Education (Rudimentary) could still try to learn something, but the time needed for the study is increased and they also have to pass a Cunning Check to understand the book. It's up to the GM to decide.

A Simplified Book of Equine Anatomy:

This book can be consulted for 1d3+1 Minutes to obtain a +5% Bonus to First Aid or Medicate, if the reader has at least 1 Rank in it.

It can also guarantee a +2% Bonus to Knowledge (Anatomy).

If the reader has 10 or more ranks at *First Aid* or *Medicate* he will not receive the relative bonus any more.

If the reader has 10 or more ranks at *Knowledge (Anatomy)* he will not receive the relative bonus any more.

Academic Study on Creatures:

This type of books usually are wrote with a single argument, usually a study on a specific creature, beast or monster.

The book can grant a +5% Bonus to Knowledge (Monsters and Creatures) related to the selected creature, or it could even have more informations. It's up to the GM to determine the cost, rarity and bonuses granted by these books.

Astronomical Almanac:

Also known as the Astronomical Astronomer's Almanac to All Things Astronomy, this book will grant 2 Skill Ranks at Knowledge (Astronomy) after being studied. The book can still used to obtain a +5% to Knowledge (Astronomy). If the reader has 10 or more Ranks at Knowledge (Astronomy) he will not receive any bonus any more.

Beginners Guide to Alchemy:

The common read to anyone who is interested to become an alchemist or at least to learn something on alchemy.

The book will grant enough successes at Knowledge (Alchemy) to obtain 2 Ranks at it. It can be also read to obtain a +5% while creating Simple Alchemical items or when Brewing simple Potions (Brew Potions I).

If the character has 5 or More Ranks at Knowledge (Alchemy) he will not obtain any bonus any more.

Book of Specific Knowledge:

The name is used to indicate a book related to a specific type of Knowledge, but it's up to the Gm to determine which one.

The book will grant a number of Successes on the relative skill enough to reach 5 Ranks at it. If the character already has 5 or more ranks, he won't learn anything new.

Example:

A Book of Historic Knowledge will grant successes at the Knowledge (History) Skill.

There are also ancient tomes who will grant the increase of a specific skill, but that kind of tomes are more rare, and usually hard to find.

Manual of the Aspiring Herbalist:

The book will grant enough successes at Knowledge (Herbalism) to obtain 2 Ranks at it. It can be also read to obtain a +5% to the same skill. If the character has 10 or More Ranks at Knowledge (Herbalism) he will not obtain any bonus any more.

Experience Tomes

	Study Time	Weight	Cost	Rank	Rarity
Almanac of the Aspiring Adventurer	10 Hours	0,6 kg / 1.2 lb	15 GB	Competent	Uncommon
Adventurer's Manual	35 Hours	1,8 kg / 3.6 lb	45 GB	Advanced	Uncommon
Tome of Adventure	1 Week	3 kg / 6 lb	100 CB	Expert	Rare
Almanac	16 Hours	0,4 kg / 0.8 lb	10 GB	Competent	Common
Manual	50 Hours	1,5 kg / 3 lb	30 GB	Advanced	Uncommon
Tome	18 Days	2,6 kg / 5.2 lb	75 GB	Expert	Rare

These particular books usually contains many notions and informations that can be used to improve the character's knowledges. These type of tomes are usually related to a certain type of career, like the Mage's Almanac or the Combatant's Manual.

These books will grant a certain amount of Character Points only if the reader has the same career.

It's possible to only read a Career's Book per Career Rank.

The GM can also grant the learning of certain Feats by reading these kind of books or could allow the character to obtain an Elite Career from it, or make it a requirement for becoming one. For example, to become a Weapon master is also obligatory to read a relative tome.

Studying an Almanac grants 10 Character Points, a Manual 20 and a Tome 30.

Status Effects

Status effects are particular conditions that can alter the character's condition. Some spells, feats, skills or actions could cause or cure those conditions.

Bleeding:

The creature will suffer 1 Direct Damage caused by Bleeding per Round.

The Bleeding effect will persist until the wound is treated or cauterized, unless the effect already has a duration, like the Bleeding caused by a Critical Strike. Bleeding Damage is cumulative, but the duration will not increase.

Example:

During the first Round, the character suffers a Critical Strike, who causes him a Bleeding Effect for 5 Rounds.

During the next Round, he suffers another Critical Strike who causes another Bleeding, but this time only the Bleeding Damage is added, while the Bleeding Duration remains unchanged. He will then suffer 2 Direct Damages per round instead.

In some cases the GM could allow a Constitution Check to stop the Bleeding Effect.

Blinded:

A Blinded creature will automatically fail any skill check who requires the use of sight, unless it's able to compensate somehow.

Opponents obtains a 90% concealment against him, unless the creature successfully passes a Listen Check to determine where they are.

Even so, it suffers a -4 to Parry and Dodge, and if it is not able to determine their exact position it would probably get hit automatically.

If the creature is blinded by light, the effects will wore out only 1d3+1 rounds that the creature has reached a place away from it, like creatures with Dark Vision who get blinded by sunlight.

Crippled:

The creature have suffered some form of injury to one (or both) of his legs, or hooves (or paws).

As long as the creature is crippled, it can only move up to half his movement value and it's not allowed to perform a charge.

The creature is able to Walk Fast but no more than 1d3+2 Rounds. The creature also suffers a -15% to Jump and to Dexterity Checks to remain balanced.

Dazzled:

As long as the creature is Dazzled, it suffers a -1 to his ThR, Dodge and Parry, also his Initiative value is reduced by 1.

It also suffers a -10% to Search and Spot.

Deafened:

A Deafened creature will automatically fail any Listen Check and any Dexterity Check made to remain balanced will became Hard.

If the Dexterity Check it's already Hard, the creature will automatically fail it.

The creature's Initiative is also reduced by 2.

Diseased:

The creature is afflicted by a Disease or an Infection.

Disoriented:

The creature has some difficulties to focus his actions and thoughts.

The creature is able to move and Move Fast without difficulties (at the GM discretion).

During combat she suffers a -3 to his Parry (if able to do so), and needs to pass an Initiative Check if it wants to Attack or Dodge.

As long as the creature is Disoriented, it will also loose any Positive Skill Modifiers, except for Racial Bonuses (and penalties) and Skill Ranks granted by the Cutie Mark. The Initiative value is also reduced by 2.

Drunk:

Inebriated by alcohol, the creature has a noticeable difficulty to coordinate thoughts and actions.

A Drunken creature will suffer the same penalties as a Tipsy creature, but doubled.

All Skill Check became Hard Skill Checks, and any Hard Skill Check that should be performed by the creature will automatically fail.

The creature has a 40% chance to automatically fail any action it tries to perform and she would probably have difficulties to correctly comprehend what is going on around him (more or less).

The creature can move at half her movement value, and if it tries to run she will probably fall and tumble after few meters (feet).

A Drunken Spellcaster will have serious difficulties to cast spells and it's forced to perform a Hard Concentration Check or he will simply be unable to cast the spell. If the Concentration check is failed by 25 or more, the spellcaster will obtain Spell Miss-cast instead.

It's not possible to cast Expert or Epic Spells while Drunk.

Exhausted:

An Exhausted creature is not able to Run, Charge and Fly, and his movement speed is halved.

An Exhausted creature consider his Strength value as 4 points lower, to determine his encumbrance.

The creature also loses all positive Bonuses granted by characteristics for his ThR, Dodge, Parry and Damage.

Skill Checks are always Hard, and if the creature should perform a Skill Check who was already Hard, it will fail automatically.

After at least four hours of rest, the creature became Tired.

Intoxicated:

As long as the creature is Intoxicated, it will reduce each Characteristic Value, except Mana, by 1 point. Constitution is Reduced by 1d3 Points instead.

Knocked Down / Prone:

A Prone or Knocked Down creature suffers a -2 to his ThR and Dodge during Melee Combat, but obtains a +3 to Dodge against any ranged attack instead, as long as the attacks came from a distance equal or higher than 6 m (20 ft).
Melee Attacks will obtain a +1 to their ThR against it.

Out of Balance:

The creature have lost her balance and there is a risk that she fall down. As long as the creature is considered Out of Balance it can not perform Attacks, Attacks of Opportunity and Cast Spells. The creature only has 1 Action per Round, that can be spent to regain his balance freely unless it's wearing a Medium or Heavy Armor, or it's carrying a Medium or Heavy Load.
The creature also suffers a -2 to Parry and any HtH Counter Check made to trying to Push or Knock her Down will obtain a +4 to the roll.
The creature is able to Dodge, but it will automatically Fall Down at the end of the Combat Round.
If the creature, while Out of Balance, obtains this effect again, it will automatically Fall Down.

Paralysed:

A Paralysed creature is unable to move or to perform any action. If the creature became Paralysed while walking, there is a 35% chance that will fall down. If the creature where running or flying, it will fall down automatically. Creatures who are able to Hover, Levitate or Flutter by an innate or arcane ability will simply stop moving, but they will not fall down, unless the ability is interrupted.
A Paralysed creature is unable to talk, but is able to move her eyes, listen and breathe, unless the effect also stops those functions.

Poisoned:

If a creature suffers at least 1 Poison Damage, it became Poisoned. While every poison could have different effects, all Poisoned creatures are not able to Recover HP by resting. HP restored by Magic, Fast Healing and Potions are halved.
HP restored by Regeneration are reduced to 1 every 5 hours.

Sick:

A Sick Creature can only perform 1 Action per Round. The creature also Suffers a -2 to his ThR, Parry and Dodge also his initiative is reduced by 2. Any Skill Check performed will suffer a -10% penalty.

Staggered:

A Creature who suffers more than half of his total HP as Non-Lethal Damage became staggered and can only move up to half his movement value. The creature is not able to Move Fast, Run or performing a Charge.
The creature suffers a -2 to her ThR, Parry and Dodge. His initiative value is reduced by 2 and also suffers a -2 to any HtH Check it should make. Skill Check will suffer a -10% penalty.

Stunned:

As long as the creature is Stunned, is not able to Attack or defend itself. It's possible to only move up to 3 m (10 ft) per Round if the creature successfully pass a Hard Willpower Check.

Tipsy:

The creature is a little drunk, but is still able to do things (more or less).
The creature suffers a -1 to her ThR, Parry, Dodge and his initiative value is lowered by 1.
All Skill Checks will suffer an additional -5% Penalty.

Tired:

A Tired Creature will suffer a -2 to his ThR and Parry, a -4 to Dodge and a -1 to the any Melee Damage dealt.
The creature also consider his Strength value as 2 points lower, to determine the encumbrance it can carry.
Any Skill Check will suffer a -15% penalty. If a Tired Creature performs another Action who causes Tiredness, it will become Exhausted instead. After 8 hours of rest, the creature will return at his normal state.
It's still possible to try to ignore the tiredness if successfully pass a Hard Constitution Check every 5 minutes. A failure will make the creature Exhausted.

Weary:

The creature is a little tired, but is still able to do things.
The creature Suffers a -1 to his ThR and Dodge and a -5% to any Skill or Characteristic Check.
After 20 minutes of rest, the creature will return to his normal state.
If a Weary Creature performs another action who causes Weariness, it will became Tired instead.

Additional Traits

Additional traits can be obtained in different ways, but only the GM can decide when. Usually physical traits are obtained by injuries, while Behaviour traits are obtained in different situations or could be even a result of a high Corruption Score. Notice that some traits requires to specify their source, for example *Hatred (Earth Ponies)* means that the Character is influenced by the trait only towards Earth Ponies.

Negative Traits:

Bloodthirsty:

Each time the character scores a Critical hit, he will obtain a +5% Bonus to his next Morale Check, but he will then also inflict a -5% penalty to any Morale Check his allies who see him within 4,5 m (15 ft), since he exceeds with violence or because he viciously (or maniacally) laughs. Bloodthirsty allies will not be bothered by that but they could be a little grumpy since he took all the "fun".

The Penalty is increased if the character kills his target with a Critical Hit.

Grudge (x):

The Character has a deep grudge towards someone. He obtains a +5% Bonus to the first Morale and Fear Check performed against the source of his Grudge and also to the first Sense Motive Check against it. The character even if it's not directly hostile towards the source of his Grudge, he will not help them or he could also try to hinder it sometimes.

Hatred (x):

The Character feels a deep hatred against something or someone. Hated has the same effects of grudge, even if the bonuses are increased at +10% and he will suffer a -20% to any Social Skill (except Intimidate) used on them. He will also become extremely rude towards the source of his hatred or even hostile, unless he wants to avoid that by performing a Hard Wisdom Check.

Obsession (x):

The character has a sort of obsession towards something, like performing a specific action.

The character is forced to perform the action or to accomplish his obsession somehow, unless he tries to resist with a Hard Willpower Check, but then he will suffer a -5% Penalty to any morale Check for 1d3 Hours. In some cases if he is unable to do so he will become anxious or even hostile unless he successfully perform it or calm down.

Examples:

Body Care, Cleaning his Hands, Cleanliness, Fighting or Hindering someone, Keep Things Tidy/Clean, Kleptomania, Money, Precious Stones.

Phobia (x):

When the character interacts with the source of his Phobia, or is influenced by somehow, he will suffer the relative penalties, depending if is a Lesser or Major Phobia. Sometimes he is forced to perform a Fear or Terror Check against it, where a failure could reduce his Morale level and then force him to flee or at least to move away. He will automatically flee if he obtains a result who could cause to do so.

- **Lesser:** -5% to Morale, Fear and Terror Checks for 1 Hour
- **Major:** -10% to Morale Tests, -15% to Fear Checks and he automatically fails any Terror Check.

Superb:

The character doesn't grant or receive any Morale bonuses from Allies or Friendly Creatures nearby and always thinks that he is the best among them.

Uneasiness (x):

The character must pass a Willpower Check while he interacts with the source of his uneasiness, or suffer a -5% Penalty to any check he must perform for 1 hour.

Zealot (x):

The Character always tries to plead a Cause, a point of view or even a Religion, becoming even obsessive and rude, and he will be relentless towards those who does not agree with him, inflicting a -5% Penalty to any Morale Check to those who does not plead the same things within 4,5 m (15 ft).

Physical Traits:

Most of these traits are a result of an injury. If the character successfully manages to heal the relative injury, he will remove the trait. Remember that not everything could be healed, and even if the surgeon say *"Ribs grows back"* they actually won't.

Birthmark:

The character has a particular Birthmark somewhere. Obviously it doesn't grant anything but the character can be easily recognized unless he is able to hide it somehow.

Broken Fingers:

The character is unable to hold items or has serious difficulties to perform actions who requires the use of fingers (like Lock Picking or similar).

Broken Horn:

Even if for Minotaurs and Yaks a Broken Horns means nothing or is often used to tell anyone how they broke it (usually fighting something or someone), for Unicorns a broken Horn will permanently reduce their Mana Value by 1d6+1 and will also prevent them to cast Spells.

Broken/Torn Wings:

The character is no longer able to fly.

Cracked Rib:

The Character suffers a -5% or -10% penalty to Constitution Checks while performing certain tasks, like running, swimming or else. It's up to the Gm to decide.

Crippled/Limping:

- **Limping:** The character's movement is permanently reduced by 1,5 m (5 ft) and suffers a -5% to Climb and Jump.
- **Crippled:** The character can only move up to half his movement and is unable to run or charge. If uses crutches or a walking stick he can move to ¾ of his movement value.

Injury (x):

As long as the Injury is not completely healed, the character will suffer certain penalties. A character can only suffer a single penalty from an Injury, despite how many times he obtains the same, but can obtain both the effects if there are more than one.

- **Arm:** -2 to his ThR or Damage dealt by Melee/Throwing weapons. Also a -2 to Parry if it's the arm used to wield a shield.
- **Back:** The Character consider his Strength value as inferior by 2 to determine his Encumbrance. The character is also unable to wear Heavy Armors or to carry a heavy load.
- **Chest:** The character reduces his total HP by 2 or he suffers a -10% to Constitution Checks.
- **Hand:** -10% to skills who requires the use of hands or -1 to Damage dealt by Melee/Throwing weapons
- **Leg:** The Character's movement is reduced by -1,5 m (-5 ft) or he suffers a -2 against HtH Checks he should perform to avoid to being Pushed or Knocked Down. If the same penalty is obtained on both legs, it's doubled.
- **Wings:** The character is unable to fly or he can only flap for few meters (feet).

Mark/Brand:

The character presents a particular Mark or Brand on his body, representing his Membership to a certain organization, cult or being a slave. The Mark or Brand doesn't grant any particular bonus or penalty but can cause some troubles depending on who will see it.

Missing Eye:

The character has suffered from a serious injury or disease in the past, and lost one of his eyes.

The character suffers a -15% Penalty to any Spot Check while he could also have some troubles with his depth perception.

The character suffers a -3 to his ThR, Dodge and Parry and while performing ranged attacks the ThR penalty is Doubled.

It is possible to reduce the penalties by practice, during time, but it's up to the GM to decide.

The character's Side (same side of the missing eye) is considered as his Back Side from now on.

Old Injury (x)

This type of Injury is obtained when an injury isn't healed correctly, and is usually permanent unless healed with Panacea or other miraculous healing. Each time the character enters in combat he has a 50% chance to suffer a penalty from an Old Injury. If the character has more than one, he still rolls only once, then the GM decides which one have effect on him.

- **Arm:** -2 to ThR or Melee/Throwing Damage
- **Back:** 35% Chance to consider his Strength Value as lesser than 1 Point to determine his Encumbrance.
If the character is already carrying a Heavy Load, the chance is increased at 55% and his Strength is considered as inferior by 2.
- **Chest:** 35% Chance to consider his HP as lesser by 2 or to suffer a -5% to any Shock Tests.
- **Leg:** Movement is reduced by 1,5 m (5 ft) or -2 to HtH Checks while trying to resist a Push or to avoid to being Knock Down.
- **Hand:** -10% to skills who requires the use of hands or -1 to Damage dealt by Melee/Throwing weapons
- **Wings:** The character will have difficulties to fly or is temporarily unable to fly.

Scar/Gash:

The character has a Scar or Gash on his body. If it's visible to others, he will obtain certain bonuses or even penalties. It's up to the GM to decide, depending on the situation.

- **Simple/Small:** No particular Effects
- **Lesser:** Even if the scar inst that big or blatant, it still grant a certain tough look to the character. The character can obtain a +5% to Intimidate, but he will also suffer a -5% penalty to any other social Skill.
- **Major/Multiple:** This is probably a nasty scar or gash, maybe on his face. The character obtains a +10% to any Intimidate Check, but any other Social Skill he would perform on others will became hard or even fail, especially while interacting with the Nobility or similar people.



ELITÉ CAREERS

Elité Careers are a sort of specialization a character could take.

All Elité Careers have a list of requirements that must be fulfilled to being able to acquire the Career itself, in the same way that a character can acquire a new Feat. Notice that an Elité Career also have a Cost, that must be spent using Character Points as usual.

Except for the Veteran Career, any other Elité Careers requires that the character spends some time training or studying for it.

When the Elité Career's requirements are fulfilled, the GM can allow the character to obtain it, and all the relative bonuses will be immediately applied. Another important thing is that Elité Character have access a special feats who are only available for them, who can be acquired as regular Feats, as long as the character train himself.

A Character can only obtain a single Elité Career, also the Elité status will be simply added to the Career Rank, so a Advanced Character who obtains an Elité Career, will became Advanced (Elité).

Notice that also all the feats acquired still counts for the Career Advancement.

While there are Elité Careers with a specific Name, some of them can have their name changed, since the name wouldn't be really important per Se, except to let understand what type of career is.

The additional statistics bonuses and Feats can be acquired only once



Elité Career: Wonderbolt

Veteran: (20 pts)

By Veteran is intended those who have a lot of experience, by being working for many years, or at least those who have learned some new useful tricks who can help them.

The Veteran Career can be applied to any existing career without any restriction or particular requirements.

Requirements: Advanced Rank, the character must have at least 360 Character Points Spent.

When the character became a Veteran, the player can choose up to two of the following bonuses:

+2 Hit Points, +5 Magic Points, Base ThR is increased by 1, Parry is increased by 1, Dodge is increased by 1, +10 Skill Ranks, Initiative is increased by 1, +5% on Morale Checks, +5% on Fear and Terror Checks.

Available Feats (can pick only three):

Tricks of the Trade (Attack): (25 pts)

Once per Combat, when an opponent successfully Dodges or Parry the character's attack, the player can decide to roll an additional d6 and add the result to his Attack Roll. If the new value is higher than the opponents Dodge/Parry, the character successfully hits him. It's not possible to obtain a Critical Strike while using this feat.

Tricks of the Trade (Counter Check): (25 pts)

For 1d3+1 times per Day, the character is able to add +1d6 to any Counter Check the character must perform, except for Skill Checks.

Tricks of the Trade (Dodge): (25 pts)

Once per Combat, the character is able to add +1d6 to a Single Dodge Roll when an opponent is supposed to successfully hit him. If the new result is higher than the opponents ThR, the character successfully dodge the attack. Using this feat will not allow the use of Feats or abilities who can trigger if the character obtains a higher score than his opponent.

Tricks of the Trade (Fear and Terror Checks): (20 pts)

Once 1d3 Hours, the character is able to subtract the result of a 1d10 to a single Fear or Terror Check he performed, and the new result can grant a success if it's low enough.

Tricks of the Trade (Mana): (25 pts)

Once per Combat, the character can immediately recover 1d10+1 MP while suffering 1d6 Direct Non-Lethal Damages. If the character also has an Arcane Crystal Full, he will also recover 1 MP per Crystal Purity level. Only the purest crystal he has is considered.

Tricks of the Trade (Morale Check): (20 pts)

Once per combat, the character is able to subtract the result of a 1d10 to a single Morale Check he performed, and the new result can grant a success if it's low enough.

Tricks of the Trade (Parry): (25 pts)

Once per Combat, the character is able to add +1d6 to a Single Parry Roll when an opponent is supposed to successfully hit him. If the new result is higher than the opponents ThR, the character successfully Parry the attack. Using this feat will not allow the use of Feats or abilities who can trigger if the character obtains a higher score than his opponent, like *Counter Attack*.

Tricks of the Trade (Skill): (25 pts)

Requires: 15 Ranks to at least three different Skills

Once every 1d3 Hours, when the character must perform a Skill Check he can decide to subtract the result of 1d10 from the dice result. In this way the character can avoid a failure, but still he will not be able to obtain Successes to increase the Skill Rank.

Example:

The character performs a Jump and the player needs to roll a 38 or less to succeed. Unfortunately the player rolls a 42, so the player decides to use this feat and rolls a d10. Since he obtains a 8 on the rolls, he subtracts the result to his 42 and obtains a 34, enough to successfully Jump, but he will not obtain Successes to increase the Jump Ranks.

Wonderbolt: (20 pts)

Wonderbolts are a specialized organization of Pegasi who are usually used as messengers during peace and war, but since they are also a military organization from the Cloudsdales, they are able to intervene during dangerous situations, while providing help and assistance or trying to directly face the menace at the best of their abilities. Becoming a Wonderbolt isn't easy at all, and the recruitment phase is long and harsh. Only the best of the best can only hope to become one, and even if they manage to become recruits, the true training will be even more hard, but at the end it will forge a new Wonderbolt.

Requirements: Pegasus (Any), Advanced Rank, DEX 15+, CON 12+, WILL 14+, 20 Ranks at Spot, 10 Ranks at Listen, 10 Ranks at Concentration, 10 Ranks at Survival (Any), Arcane Reserve, Evasive, Improved Dodge III, Rapid Reaction II, Resolute, Stable, Stable Flight II. The new recruit must also receive a specific training, that can last for a year, by a Wonderbolt's Instructor who will evaluate his eligibility and physical resistance. If he pass the examination, he will become a Wonderbolt Rookie.

Bonuses: +1 Hit Point, +2 Magic points, Dodge is increased by 1. He will also obtain a Wonderbolt's Uniform (Rookie)

Note: *Wonderbolts have strict equipment's rules who allows them to only wear the uniform, goggles, a shoulder-bag and a single one handed weapon or two Small Weapons. They usually carry no more than a Light Load.*

Available Feats:

Buccaneer Blaze: (25 pts)

Requires: 5 Ranks at Knowledge (Arcane), Arcane Reserve II, Flight Speed

To perform this manoeuvre the character must fly towards the ground at full speed for at least two entire rounds.

At the third round, the Wonderbolt can immediately turn direction and spend 10 MP to create a sort of flashing blast.

Every creature in a radius of 9 m (30 ft) will become Dazzled for 1d3+1 Rounds, while those within 9 and 12 m (40 ft) have a 50% to be Dazzled. The Wonderbolt can pay 20 MP instead, to increase the effect by +6 m (+20 ft).

The Wonderbolt need to pass a Stability Check to successfully perform the Buccaneer Blaze. If he fails, he is not able to create the flashing blast and he will also lose his stability.

Fast Recover: (10 pts)

The first time the character fails a Stability Check, the next time he tries to stabilize himself he will obtain a +20% bonus.

Improved Weather Resistance: (25 pts)

Requires: CON 13+

Note: This feat replaces the effects of Weather Resistance

Wonderbolts train really hard to be able to fly even during a storm or a tempest. The character obtains a +10% Bonus to Constitution Checks against Frost and a +5% to Stability Checks performed while flying with bad weather conditions.

Upgrade II Requirements: Expert Rank

The Constitution bonus to resist Frost is increased at +15%. Stability bonus is increased at +10%.

The Character also obtain a +5% to any Shock Test (Frost)

Silent Communication (Wonderbolt's Signals): (5 pts)

Requires: Education (Rudimentary)

The character knows a way to use a silent communication using hand and gesture signals. Only other characters with the same feat can understand what he is saying, but usually it's possible to just communicate simple concepts or informations.

Tracking Trail: (10 pts)

Requires: 5 Ranks at Knowledge (Arcane)

The character can spend 10 MP to make a coloured trail while he flies, who will last for 30 minutes.

Doing so requires 2 Actions and usually the colour is based on the character's mane colour scheme, even if it's possible to personalize it with simple enchantments.

MAGIC AND SPELLCASTING

Racial Traits or Feats:

While Unicorns are considered *Able to Cast Spells*, the only way to learn and cast new spell is to acquire the related Feat, like Arcane Magic, Combat Mage, Nature Magic or Sorcery. Thaumaturgy isn't really a way to cast spells per Se, but is more a rare gift who allows the user to heal the wounds and injuries of others, even his own, but requires years of training and an actual knowledge of the body.

Magic Points:

Magic Points represents the amount of the character's arcane magic he can use to cast spells, but also it's used to activate certain feats or abilities, or even to correctly use Magic Items. A Character's Magic Points are equal to his Mana Value plus his Willpower modifier. Certain Racial Traits, Career Ranks, Items and Feats can increase this amount.

A character recovers 2 MP per hour, if he does nothing particularly stressful, or only 1 MP otherwise. Sleeping for at least 8 hours will recover an amount of Magic Points equal to $\frac{3}{4}$ of the Character's Total. It's also possible to simply sit and meditate, allowing to recover 4 MP every 30 minutes. If the character interrupts the meditation, he will be not able to recover any MP and is forced to start over. Those who cast Nature Magic must meditate while in contact with the ground or any natural surface, even while on a tree.

Casting a Spell:

The first important thing, to successfully cast a spell, is that the character must have both his hands free, since they are required to perform specific gesture to attract and concentrate the arcane energy for the spell, while modelling it. Apprentice Spells only require a single hand free, while also some Competent Spells also requires just a free hand to be cast. Wizard's Staffs, Focuses or Magic Wands even if held aren't considered to occupy the caster's hands, so it's possible to cast spells even if using those items.

Unicorns have also the additional advantage of their *Horn*, who allows them to obtain an additional "Free Hand" when they cast spells, so even if they have one hand occupied they can cast any kind of spell they want. A Disoriented/Paralysed/Stunned caster is not able to cast spells. Being also tied up will impede to the caster to cast spells, except unicorns who are still able to cast simple spells with their horns. If a caster wants to cast a spell on his allies he also needs to be able to see them and be able to touch them, unless the spell say otherwise, since he needs to transfer the arcane energy on them.

Spells with a range follows the same rules for Ranged Attacks, so usually a Ranged Spell can only be Dodged or Blocked by a shield, unless the description say otherwise.

Complex Spells:

Casting a Spell usually costs 1 Action, while some of them can be more complex and could require 2 or even more Actions.

If a Spell requires more than 2 actions, the spell caster is considered to casting the spell between turns.

Example:

A spell that requires 4 Actions will be successfully cast during the following round, when the caster spends the remaining 2 Actions.

It's important that the caster successfully maintains the Concentration, when casting a spell that requires more than 2 Actions, or he could obtain a *Spell Failure*.

Other Spells can also have an *Initiative Slowdown* and being interrupted while casting a Spell with an *Initiative Slowdown* will cause a *Spell Failure*.

Cost of the Spell:

Every Spell has a Casting Cost. The character must spend the required amount of Magic Points to successfully cast the spell.

A Character can spend up to all his MP but 1, and this also applies to those who don't casts spells.

If a character will try to cast a Spell who will reduce his MP to 0 or less, he will simply pay the cost until he reaches 0, then the Spell will simply fail. Still, if a character is dropped at 0 MP he will start to feel strange and odd, suffering a -2% to any check he should perform until he returns at 1 MP. On the other hand spell casters who are reduced at 0 MP will need to pass a Mana Check or also faint for 1d3+2 Minutes. It requires at least 4 hours of absolute rest to return at 1 MP, then the MP will be restored as usual. Notice that when a character is at 0 MP, he can't restore his MP in any way except by resting, so even using an Arcane Crystal will simply waste the MP stored inside.

Upgrading a Spell:

Similar to Feats, certain Spells can be Upgraded. The Upgrade usually requires a higher ranks, but also, it requires that the character have used the spell at least three or four times during a session, to correctly get used to it. Upgrading a Spell cost 5 Character Points.

When the spell is upgraded, both the normal or upgraded version can be used, but the difference is that the upgraded version will have additional bonuses, increased effects and most importantly it's considered to be cast as a Higher Rank than usual.

Casting a Spell under Pressure:

If a Spell Caster is attacked while casting a Spell, he must perform a Concentration Check with a -5% if he also suffers damage.

Failing this check will interrupt the spell, and the Magic Points spent are lost. If the Caster is able to pass the first Check, but suffers a second attack, he must perform a Hard Concentration Check. If the caster is being attacked for the third time, the Spell will automatically fail if he suffers Damage. Failing the Concentration Check with a result equal or higher than 95 will cause a Spell Failure, with a +10 to the table roll.

Spell Rank:

There are many different spells who can be learned, some simple and other more complex. The Spell Rank indicates the complexity of the spell itself, but also the experience needed by a spellcaster to successfully cast it. A character can learn and cast spells of his same Career Rank without problems, while trying to cast a Spell from a Higher Rank will need to pass a Hard Concentration check, where failing within 15 points will cause a Spell Failure, failing the check by 16 or more will cause a Miss-Cast.

The spell rank is also important while trying to Counter another Spell who is been cast or already cast, depending on the situation. Stronger Spell will be harder to counter, while they will be more able to counter weaker spells.

Spell Descriptor:

The Spell Descriptor allows to understand which type of spell is cast. A Spell can have one or more descriptors, who can be influenced or influence different feats, items or abilities. The Descriptor could also help the correct identification of the spell itself, or being detected by particular spells or abilities. When Countering a Spell, using an Opposite Descriptor will also help the caster to successfully contrast the spell who is been cast.

Descriptor	Opposite Descriptor
Acid	Earth / Sonic
Air	Earth / Sonic
Chaos	Order / Runic
Charm	Hatred / Terror
Cold	Fire / Sonic
Earth	Air / Cold / Sonic
Electrical	Earth / Sonic
Fire	Cold / Sonic / Water
Light	Obscure
Nightmare	Oniric
Obscure	Light
Oniric	Nightmare / Order / Runic
Order	Chaos / Oniric
Sonic	Acid / Air / Cold / Earth / Electrical / Fire / Water
Water	Cold / Electrical / Sonic

Casting a Spell while Wearing an Armor:

While it is possible for Spellcaster to wear armors, as anyone, they usually tend to not wear any or at least just a light one, since wearing an armor will tire the wearer during time. Since also spellcasting requires a lot of energies, those who cast spells while wearing an armor will consume their Magic Points more quickly. Wearing an armor will increase the Spell cost by a certain amount, except for Apprentice Spells, but only the heavier armor is considered while the lighter is ignored (since usually it's also reduced by the relative feat). The following table will show the exact amount of Additional Spells who are required to be spent. If a spell caster is wearing an armor without the adequate proficiency, he will double the amount of Magic Points needed plus it's forced to perform a Concentration Check every time he casts a spell. Failing the Concentration Check with a result of 15 points higher, will cause a Spell Failure.

Notice that also wearing a Medium or Heavy Armor will increase the roll on any Spell Failure or Miss-Cast the caster is forced to perform, even if he has the armor proficiency.

The following Table shows Armor Types ordered from lighter to heavier.

Armor Type	Additional Magic Points
Leather Vest	0
Chest Plate	5
Light Armor (Minimal)	0
Light Armor	10
Medium Armor (Minimal)	5
Medium Armor	15, +10 to the Spell Failure Table, +5 to the Miss-Cast Table
Heavy Armor (Minimal)	10
Heavy Armor	20, +20 to the Spell Failure Table, +5 to the Miss-Cast Table

Obtaining and Learning new Spells:

A Character who is created with a Feat who allows him to Cast Spells, is allowed to choose four Apprentice Spells and three Competent spell from the relative spell list. This represent the studies and practices he have done so far. To learn new spells the character usually needs to find them or at least to buy them, but usually only the Mage's Guild, the Arcanium, is allowed to sell spells. While sometime is possible to find some lesser spells on rare sales, the most powerful or rare spells are always sold by the Arcanium, so it's possible to keep a track on those who buy them. Even so, it's also possible to copy the spells from another caster's spell book, so it's never easy to keep a track on the spell learned by all wizards. A Spellbook is an important equipment of any spellcaster, since the spells he knows or want to learn are wrote there. A Spell Caster is able to copy the spells wrote on another's spell book on his own, but it's a process that requires times and patience. Usually it requires 2 Hours per spell rank, but the GM can increase the time needed.

To learn a new spell, after obtaining it somehow, the caster must spend 5 Hours per Spell Rank studying it and then he needs to pay an amount of Character Points equal to 10 per Spell Rank, except Apprentice Spells who only cost 5 Character Points (who also only requires 3 hours and half). A spell occupies a Page on a Spellbook, per Spell Rank, while Rare Spell will occupy an additional page.

It is possible to reduce the Cost of the Spell to half, or at least by 5-10 Character Points if the character studies it for three times the time needed, or if he is studying from a specialized tome. If the spell is learned from a Spell Scroll, it's not possible to reduce the cost or the time. It's up to the GM to allow the reduction of the Character Points Cost of the spell or to determine how much time is required.

Rare Spells:

Rare spell can be learned by anyone who is Able to Cast Spells by a Spellcasting feat, like Arcane Magic or Sorcery. As the name suggest these spells aren't available to be selected during the character creation or to be learned normally, but a character must find an ancient tome or spell scroll to learn them. Usually the Arcanium has access to some of those spells, since they are considered quite powerful, and any spell caster who wants to learn them should be prove to be trustworthy to obtain them. Rare Spells are always considered part of the same type of magic the caster is able to use, so a Combat Mage can learn a Rare Spell instead of a spell of the type of magic he can cast.

Combat Mages:

Those who acquire the *Combat Mage* Feat will still follow the same rules of learning and casting spell, with the only exception that they will obtain only One Spell per Career Rank, except for Apprentice spells. A Combat Mage can learn any amount of Apprentice Spells he wants. This it's due to their strict training based both on magic and combat.

Notice that when a character acquires the Combat Mage Feat, he must also decide from which type of magic he is able to obtain energies and cast spell. Racial limitations still applies to Combat Mages, so an Earth Pony is not able to learn Arcane Spells.

Rare Spells, Summoning Spells, Runic Spells or Black Magic Spells are always considered part of the same spell list from they can choose.

When a Combat Mage obtains an Elité Career or increases his Career Rank to Expert, he can learn an Additional Spell of a lesser rank, even if he already knew one. This allows the Combat Mage to know two different spells for a single career rank.

A Combat Mage is unable to learn any Epic Spell, but it's able to take part to the collective cast or to grant his part of arcane energy, as long as he knows the ritual or follows the guidance of the original spell caster.



Sustaining a Spell:

Certain Spells have a Maintenance Cost that must be paid each Round or that can be paid once, but will temporarily reduce the Character's Total amount of Magic Points.

Consumption:

A Consumption Spell will slowly decrease the Spellcaster's MP as long as it's active.

Usually the spells consumes the same amount of MP equal to the Spell Cost, unless say otherwise, for every turn the spell is active.

If the character reaches 1 MP, the Spell will immediately end, with the relative consequences, if there are any.

Maintaining a Consumption Spell doesn't require any Concentration Checks, unless for Advanced or higher spells, or if the caster is hit during combat, while the spell is active. If the caster fails the Concentration Check, the spell will simply end. Failing the Concentration Check for an Expert Spell, with a result equal or higher than 85+, will cause a Spell Failure.

Sustained Maintenance:

A Spell with a Sustained Maintenance will temporarily reduce the Spellcaster Magic Points by the same amount of the Spell Cost. While the spell is active, the character can restore magic points as usual, but he is unable to also recover the amount he spent for casting the spell.

For example a Spell with a Sustained Maintenance of 15, will temporarily reduce the MP amount by 15, who can not be restored as long as the spell is active. It's possible to sustain two different spells with a Sustained Maintenance. It's also important to know that sustaining a spell for too long will tire any spellcaster. The first hour the caster sustains the spell, he must pass a Constitution or Willpower Check (the GM decides) to maintain active the spell, who became Hard after the second hour until the spell ends or the Spellcaster fails the check.

When the caster fails or terminates the spells within one hour, he will became Tired. After the second hour he will became Exhausted instead.

Empowering a Spell:

It's possible to Empower a Spell even if it could be dangerous for inexperienced spellcaster.

Empowering a Spell will increase his effective rank, making it harder to Counter or to allow to better Counter another spell cast.

Casting an Empowered spell will increase his cost by half of his base amount and also requires a Concentration Check to maintain it stable.

If a character is trying to Empower a Spell for a Rank higher than his Career Rank, the Concentration Check will became Hard, while a failure will result in a Spell Failure. Trying to cast a spell of two career ranks higher will automatically fail, generating a Miss-Cast with a +10 to the roll. Trying to cast an Epic Spell without the necessary requirements, ranks and knowledge will automatically cause a Miss-Cast.

Casting an Empowered Spell always requires at least 2 Actions.

Multiple Spells:

While it's possible to be influenced by multiple spells, a character can only receive the higher Bonus or worst Penalty of the same type granted by a spell. All the similar bonuses are then ignored until the spell ends, but it's possible to still obtain bonuses if the one who grants a higher one end first.

Example:

A Character is influenced by a Spell who grants him a +5% to Jump for 30 minutes. Then he is influenced by a spell who grants him a +10% to any skill check for 5 rounds. In this case he will only obtain the +10% to any skill, and the +5% will be ignored.

Still, since the second spell will only last for 5 Rounds, the character will maintain the +5% Bonus to Jump after the other one ends.

Bonuses granted by Enchanted Items or Magic Items are considered as Spells.

It's not possible to cast the same spell twice to increase his duration, except for the last round it is active.

If the same spell is cast when it should end, the duration will be increased again minus one round, and it will be considered to be still active.

Spell Failure:

A Spell Failure indicates that something has gone wrong during the spellcasting. The player must roll on the following Table and see what happens. Regardless of the result, the Character is not able to cast any spell for the successive 1d3 Rounds, unless he obtains a different result on the table. Obtaining a Spell Failure while casting an Apprentice Spell will allow to ignore and re-roll any result equal or higher than 75.

D100	Result
01 - 15	The Spell Fails and the Caster immediately loses half of his remaining MP. The caster will be not able to Cast any Spell or recover any MP for the next 1d3+1 Hours.
16 - 35	The Spell Fails and the Caster immediately loses half of his remaining MP.
36 - 74	The Spell Fails and the Caster immediately loses 1d6+3 MP
75 - 89	The Spell Fails and there is a 30% Chance that the spell will cause a Miss-Cast
90+	The spell goes horribly wrong: Roll on the Miss-Cast Table Instead

Spell Miss-Cast:

A Spell Miss-Cast is always a bad news for any Spellcaster, but it could be even worst for all the people around him.

History is full of crazy wizards who blew themselves up while trying to cast impressive spells, or foolish apprentices who thought to be able to bear the arcane energy needed for complex spells. This is also why the common people and peasants always hate or fear wizards.

Obtaining a Miss-Cast while casting a Competent spell will allow to ignore and re-roll any result equal or higher than 96, unless the spell is being Empowered.

D100	Result
01 - 10	The Spell Fails and the Caster immediately loses $\frac{3}{4}$ of his remaining MP. The caster will be not able to Cast any Spell or recover any MP for the next 1d6+2 Hours.
11 - 30	The Spell backfires against the caster, dealing 1d6+4 Arcane Damages to him. He also loses 1d6+5 MP and will reduce his Cunning, Willpower, Wisdom and Mana value by 1 for 1 Hour.
31 - 45	The Spell Fails and the Caster immediately loses 1d10+5 MP. He will also reduce his Cunning, Willpower, Wisdom and Mana value by 1d3 for 1d3+1 Hours.
46 - 55	The Spell is cast but it will deal Minimum Damage or will have his duration reduced to the minimum. The Caster will lose 2d10+5 MP and is not able to cast any spell for 1d6+4 Minutes.
56 - 75	The spell is cast but it will generate an opposite effect, inflicting Penalties instead of Bonuses, Dealing Non-Lethal-Damages instead of normal Damage or it could even grant bonuses to enemies instead of the allies. If an opposite effect is not possible to be obtained (or the GM decides so) the spell will simply backfire and inflict 1d6+4 Arcane Damage to the Caster. The caster will also lose 2d6+4 MP.
76 - 95	The Spell fails but it will also zap every creature within 6 m (20 ft) from the caster, dealing 1d6+4 Direct Arcane Damage. Those who are struck by the spell must also pass a Shock Test (Magic) or being Disoriented for 1d3+1 Rounds. Those who are aware of the Miss-Cast can try to dodge the effect, who is considered to have an Attack Value of 18. The Caster suffers 1d3 Direct Arcane Damage and loses 2d10+4 MP
96+	The Spell is cast at full force and all the effects are maximized (if possible). The spell is considered to be Empowered. Unfortunately the next round the excessive arcane energies will cause an Arcane Rebound who will cause a huge explosion of magical energies. The caster is unable to move since it's considered the centre of the explosion who will deal 1d6+4 Arcane Damage +1d6 additional Damage per Spell Rank in a radius of 2d6+6 m (2d20+20 ft), Caster included. It's possible to halve the damage by successfully dodging the Explosion who is considered to have an Attack Value of 20. The caster is considered to fail it automatically. If the Caster survives, he will lose all his remaining MP and it will not be able to recover any MP and cast any spell for 1d6+3 Days.



Countering a Spell:

Countering a Spell allows a caster to successfully stop an opponent to cast a spell.

The first important thing is that the Spell Caster who wants to counter a spell who is been cast, is that the opponent must be in his Line of Sight within 12 m (40 ft) and the Caster must have the same amount of Action left. For example to counter a Spell who requires Two Actions, requires that also the caster who want to actually counter it has also 2 Action to spend. A player who wants to count an opponent's spell must first inform the GM, but only during his turn. Doing so will not cost any action, since the caster will simply wait until the opponent starts to cast. The character must also pass a Knowledge (Arcane) Counter Check, spending a Free Action, to quickly recognize the spell who is being cast if he also knew it, or at least to understand his Descriptors.

Trying to identify a spell with a Rank higher than the Character's Career Rank, will inflict a -5% Penalty to the Check, while trying to identify a spell of a Rank inferior than the character's Career Rank will grant a +5% Bonus. If the Caster knows the spell, he will obtain a +15% to the roll. While is still possible to try to counter an Unidentified Spell, the Caster will have more difficulties to do so.

To Counter a Spell the caster must cast the same spell the opponent is casting or at least a spell with an Opposite Descriptor.

It's not possible to use a spell that requires a Touch to Counter an opponent spell except for self defence.

Certain spells can be directly cast to counter another spell even if it's not the same, for example *Swiftness* can be used to Counter Decelerate. While some spell will remain active during time, like the *Darkness* Spell, and it's possible to counter them even after they where cast, it's not possible to Counter Spells with the following Descriptors: [Reanimation], [Summoning] and [Wall].

Active spell with the [Barrier] or [Shield] descriptor can only be countered by the same spell, but only after the spell has been cast.

To Counter a Spell the Caster and the opponent must both roll a d20, where the one who gets the higher result will win.

Use the following Table to apply the relative Modifiers. Notice that both can receive different bonuses, depending on the situation.

The Career modifier always applies for both sides and it's possible to apply the Opposite Descriptor modifier twice, but only for different modifiers.

Example:

Using a Spell with [Fire] and [Light] Descriptor against a spell with [Cold] and [Darkness] will obtain a +4

Competent Caster	+2
Advanced Caster	+6
Expert Caster	+10
Elité Career	+1
Countering an Empowered Spell	-4
Countering a Spell using an Opposite Descriptor	+2
Countering a Spell who has the [Barrier], [Shield] or [Wall] Descriptor	-4
The Caster doesn't know the Same Spell	-4
The Caster has less than half of his total MP	-2
The Caster is affected by a Status Effect	-4
The Caster is trying to Counter a [Runic] Spell	-6
The Caster is unable to identify the opponent's Spell	-4
The Spell can be used to Counter the opponent's one even if it's not the same	+0
The Spell used to Counter is from a higher Rank	+2

On the Spell Book Sheet, a player should also writhe the base modifiers for Spell Counter, who is usually divided by his Active Spell Counter Modifier and his Passive Spell Counter Modifier.

The active modifier is when he tries to actively Counter a Spell, while the Passive is used when others are trying to counter his spells. This is how is represented on the relative sheet:

Counter Spell Modifiers	+7 / +5
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As you can see, the character has a +7 when he tries to Counter a Spell, and a +5 when others are trying to Counter his Spells.

Arcane Equipment

	Cost	Weight	Features
Arcane Crystal (Minor)	10 GB	0,2 kg / 0.4 lb	Contains up to 5 Magic Points
Arcane Crystal (Lesser)	20 GB	0,4 kg / 0.8 lb	Contains up to 10 Magic Points
Arcane Crystal	50 GB	0,8 kg / 1.6 lb	Contains up to 15 Magic Points
Arcane Crystal (Superior)	150 GB	2,9 kg / 5.8 lb	Contains up to 25 Magic Points
Arcane Crystal (Pure)	300 GB	4,7 kg / 9.4 lb	Contains up to 40 Magic Points
Dream Powder	??	0,1 kg / 0.2 lb	A mysterious green powder
Empty Arcane Scroll	3 GB	0,1 kg / 0.2 lb	Used to Create Enchanted Scrolls
Focus	20+ GB	Variable	Reduces the chances of a Spell Failure
Personal Spellbook	10 GB	0,7 kg / 1.4 lb	Contains personal notes, studies and Spells
Tome of Arcane Knowledge (x)	15 GB	0,7 kg / 1.4 lb	Contains the necessary studies for a Wizard
Wizard's Staff	Variable	Variable	Contains an Arcane Crystal (any) on Top

Arcane Crystal:

Arcane Crystal are particular mineral formations who can be imbued with arcane energies and are commonly used by magic users and spell casters. Arcane Crystal are originated by a sort of natural process and they literally grow from the ground as result of an high arcane energy saturation. While many grows in the Underground, others can be found inside the Arcane Forests, Everfree Forests and also within the Arcane Anomalies, but only few of them are actually able to be utilized correctly.

An arcane Crystal can contain a certain number of Magic Points, who can be accessed by anyone. An Arcane Crystal can be used to restore those Magic Point used by spell casting or else, by simply holding it on a hand and taking some time for focusing.

Using an Arcane Crystal to restore the Character's MP requires One Action, and it will completely deplete it.

Still, an Arcane Crystal can slowly absorb magic in time, with a rate of 1 MP every 24 hours.

If an Arcane Crystal is held by a Creature with a Mana Value of 11 or higher, the Crystal will recharge 1 MP for every hour passed, so usually Wizards and Sorcerers will hold them closely or at least within 1,5 m (5 ft). Unfortunately Arcane Crystals are sensible to the vicinity of other Crystals, so a Character can only carry up to 3 active Arcane Crystals, while exceeding the limit will simply cause the crystals to spontaneously deplete all the arcane energy they held, starting by the less pure held by the character.

While lesser and minor Arcane Crystals are small items, about the same dimensions of a small apple, the most pure are actually bigger and heavier that are only used for grant energy to large constructs or other strange inventions.

Dream Powder: (Rare Enchanted Item)

Is still not know how to obtain this particular Powder created by the Zebra centuries ago. However the is is quite simple, since it's commonly used to tell stories since the Powder is Enchanted and allows the user, with at least a Mana score of 12 and 5 Ranks at Knowledge (Arcane or Occultism) to create a sort of illusion if he casts the powder into a fire.

Focus:

A Focus is a particular enchanted item with the purpose to reduce the chance of a Spell Miss-cast.

Usually they do not have a particular form, since they are just enchanted items, so basically almost any small item can be a Focus, but usually is an item who can be held in one hand, like a torch, a mug or a small skull.

Tome of Arcane Knowledge (x):

A Tome of Arcane Knowledge contains all the informations for any magic user who want to improve his spellcasting ability.

The tome is important since allows the character to learn new common spells and also to acquire Feats related to the Arcane Career.

A Tome usually contains some spells of a certain Career Rank, who is usually specified in the title, that the character can learn while going on adventure. Notice that a this kind of tomes don't contain any Rare Spells, since they have to found or acquired separately.

Apprentice's Tomes contains Competent Spells, Scholar's Tomes contains Advanced Spells and Mage's Tomes contains Expert Spells.

The Cost of a Single tome is 15 GB per Career Rank, so an Apprentice's Tome will cost 15 and a Mage one will cost 45.

There are similar tomes for Sorcery Magic and for Nature Magic, even those are very rare since Nature Magic is learned differently.

Wizard's Staff:

The purpose of a Wizard's Staff is to increase his amount of Magic Points, since a Wizard's Staff is always created using an Arcane Crystal.

The staff grants an additional amount of MP equal to the purity of the Crystal itself, so a Wizard's Staff (lesser) will grant +10 MP to the wielder. Since Superior and Pure Crystals are too big and heavy, a Wizard's Staff can't be created using them.

The cost (and weight) is the sum of the Arcane Crystal used + the Staff used + 5 GB (+0,1 kg / +0.2 lb)

Example:

Reinforced Staff (1 GB, 1,6 kg/3.2 lb) + Arcane Crystal (Minor, 10 GB, 0,2 kg / 0.4 lb) + 5 GB (+0,1 kg / +0.2 lb) = 16 GB and 1,9 kg / 3.8 lb

A Wizard's Staff will conflict with any Magic Wand and is up to the GM to decide which one will not work.

The Magic Points granted by the Staff can not be used to recharge an Arcane Crystal.

A Wizard's Staff does not count as an Arcane Crystal, for the limit of Crystals a character can hold.

A Wizard's Staff grants his MP to the wielder only while held.

If depleted, the staff will recharge as a normal Arcane Crystal (see above).

A Wizard's Staff is not counted to determine if the character has Free Hands, required to Cast a Spell.

Magic Wands and Wizard's Staff:

Notice that Wizard's Staff is a generic name that is used to indicate what it does, but the name can be changed in something different, like Sorcerer's Staff or Enchanted Staff. In this explanation we will use the generic name.

Magic Wands and Wizard's Staff are items who grant different bonuses to those who are able to use them. Even if anyone can hold them, only those who are Able to Cast Spells will obtain their benefits. It's also required a Mana Value of 13+ to correctly use a Wand or a Staff. Magic Wands are small items who are used for various purposes, usually to obtain a Bonus for a particular situation or action, while a Wizard Staff only increases the wielder's Magic Points. Since both the Staff and Wand are enchanted and crafted with an Arcane Crystal, it's not possible to use two Staff or Wands together, since they will start to interfere with each other. If the Arcane Crystal shatters, the item will lose his properties or start to malfunction. Another thing to consider is that the shape of a Wizard's Staff or a Magic Wand can change, while usually the first one is a staff and the other is a small item who can be held in one hand, it also be possible to point things with it.

Magic Wands

	Effects	Cost	Weight
Apprentice's Wand	None	8 GB	0,1 kg / 0.2 lb
Channelling Wand	+5% to Concentration Checks to avoid a Spell Miss-cast or Spell Failure	25 GB	0,2 kg / 0.4 lb
Defensive Wand	+1 to the roll for Countering a Spell	30 GB	0,3 kg / 0.6 lb
Duellist's Wand	+2 to rolls during an Arcane Confrontation	60 GB	0,3 kg / 0.6 lb
Precise Wand	+2 to Ranged Spells ThR	80 GB	0,2 kg / 0.4 lb
Resonant Wand	Reduces the Spellcasting cost by 1. Count as two Arcane Crystals	150 GB	0,3 kg / 0.6 lb
Simple Wand	+1 to Ranged Spells ThR	20 GB	0,1 kg / 0.2 lb

Magic Wands are smaller items who grants particular bonuses to the Wielder, and are created with minor or lesser Arcane Crystals. It's possible to use a Magic Wand with the relative feat. If not, it requires a Hard Mana Check to function properly. A Magic wand count as an Arcane Crystal. Damaged Magic Wands have a 35% chance to not work at all or a 20% chance to zap the wielder instead, dealing 1d3 Direct Arcane Damage to him. A Broken Magic Wand simply does not work any more. A Magic Wand is not counted to determine if the character has Free Hands, required to Cast a Spell.

Enchanted Scroll and Spell Scrolls:

Even if they can appear similar to an inexperienced eye, Enchanted Scroll and Spell Scrolls are different. An Enchanted Scroll, as the name suggest, is enchanted to contain a relative spell who is considered to be almost Cast. Those who are Able to Cast Spells can use an Enchanted Scroll without problems, while for others, a specific feat is required. The enchanted scroll only needs to be identified and then the user simply needs to spend half of the Magic Points required from the original spell, since the other half as already being spent by the creator. It's not possible to apply feats who directly influences the spell held in the Enchanted Scroll. An Enchanted Scroll will only obtain half the Career Bonuses if used to Counter or when being Countered by others, also it will use the Career Rank of the User, instead of the Creator. The only exception are Dispell Scrolls. A Spell Scroll is simply a scroll with a Spell written on it, who can be more or less long, depending on his complexity and rank. Spell Scrolls are commonly used to learn new Spells, since the entire spell can be transcribed on a Spellbook. It's important that the Spell Scroll isn't ruined or consumed, also the Spell Caster must be able to read it, since some Scrolls are written in an ancient language or simply written in another language or with runes.



Enchanted Items

	Cost	Weight	Properties
Agility Greaves (Lesser)	65 GB	0,4 kg / 0.8 lb	+1 to Dodge
Arcane Amulet (Lesser)	45 GB	0,1 kg / 0.2 lb	+5 Magic Points
Arcane Amulet	60 GB	0,2 kg / 0.4 lb	+10 Magic Points
Belt of Endurance (Lesser)	50 GB	0,4 kg / 0.8 lb	+1 Hit Point
Belt of Endurance	70 GB	0,5 kg / 1 lb	+2 Hit Points, +3% to Constitution Checks
Boots of the Blazing Strider	55 GB	0,8 kg / 1.6 lb	See Description
Bright Talisman	40 GB	0,2 kg / 0.4 lb	+5% to Fear and Terror Checks
Duellist's Gloves	45 GB	0,2 kg / 0.4 lb	+1 to Melee ThR
Elemental Weapon (Lesser)	Variable	Variable	See Description
Enchanted Chain Shirt	75 GB	9,5 kg / 19 lb	+1 to DR, Penalties reduced by 5%
Enchanted Long Sword	70 GB	1,8 kg / 3.6 lb	+1 THR. Enemy's DR counts as 1 point lesser
Enchanted War Axe	65 GB	2,4 kg / 4.8 lb	+1 THR. Enemy's DR counts as 1 point lesser
Focusing Tiara (Lesser)	25 GB	0,1 kg / 0.2 lb	Guarantees a +5% to a Single Skill
Great Horn	35 GB	1,5 kg / 3 lb	See Description
Hunter's Cloak	30 GB	0,4 kg / 0.8 lb	+5% to Hide (Count as a Normal Cloak)
Nocturnal Goggles	150 GB	0,1 kg / 0.2 lb	See Description

Enchanted items allows to obtain certain bonuses by wearing or using them actively.

It's possible to have a single Enchanted item per equipment slot like Armor, Hands, Head, Legs, Neck, Ring, Weapon.

Wearing multiple Enchanted Items, if possible, on the same slot will simply deactivate the lesser until the other one is removed.

There is no limit on the amount of enchanted items a character can use, except as said above plus the common sense.

Enchanted Armors grants a +1 to the Armor's Damage reduction and the Skill Penalty is reduced by 5%.

Enchanted Armors are considered as *Mastercrafted*.

An Enchanted Armor also offers a MDR of 1 against those attacks who will ignore the Armor DR.

Enchanted Weapons are considered to be Balanced (+1 ThR) but they also consider the enemy's DR as if it where 1 point inferior except for MDR.

Example:

A character is using an Enchanted Long Sword against an opponent with a DR of 5. Since the Sword is Enchanted, the Opponent is considered to have a DR of 4 instead, when hit by the sword.

The Damage Source of an Enchanted Weapons is considered Magical, and allows to hit *Ethereal Creatures*.

Boots of the Blazing Strider:

These particular Boots will cover the wearer's shins and hooves/paws. Since the boots are a little uncomfortable to wear, they will reduce the wearers movement by 1,5 m (5 ft) but they allow to walk on a scorching surface like the solidified lava or a Flaming Bog.

The wearer also obtains a Fire Resistance of 1 only against the damage dealt by walking on scorching surfaces and items, per round.

Elemental Weapon (Lesser):

This type of weapon is imbued with a minor elemental essence.

The Weapon is considered Balanced and every time it inflicts Damage, 1 point is considered from the same source.

The Elemental Damage is always dealt after the physical.

Example:

A Burning Long Sword deals 8 Damages to a creature, so the total would be 7 Slashing Damages and 1 Fire Damage

Usually a lesser elemental weapon is made of one of the following type:

- Burning: Deals Fire Damage
- Caustic: Deals Acid Damage
- Chilling: Deals Cold Damage
- Electrocuting: Deals Electrical Damage

Great Horn:

A Great Horn is made with the horn of a large creature and enchanted with lesser runes of might and bravery.

Those with a Mana Value of at least 12 can blow the horn while spending 15 MP, to activate hi effects.

Activating the Horn will automatically grant the same effect of the *Battle Cry* feat to any creature within 6 m (20 ft).

It's possible to extend the effect to 12 m (40 ft) spending 30 MP instead.

It is possible to blow the horn without activating the enchantment, since it counts as a Mastercrafted War Horn.

When the effect is activated the Horn needs 1 hour to recharge to allow another use.

Nocturnal Goggles:

A particular item of the Crystal empire, it's almost a rarity nowadays.

The Nocturnal Goggles are similar to normal goggles, with green lens, but they allows the wearer to see through darkness.

For every 5 MP spent during the item activation, the goggles grants a *Dark-Vision* effect of 4,5 m (15 ft). The effect is still limited by the effective visual of the wielder. Activating the goggles counts as a *Sustained Spell*.

Those with a Mana Value of 12 or more can activate the item with a Mana Check (Crystal ponies and Unicorns obtains a +5%).

Spellcasters are able to activate them without any check. If inactive, the goggles barely allows the wielder to see more than his arm's reach distance.

Thaumaturgy:

Thaumaturgy is a very rare gift that is not obtained by learning from someone or reading a book, but instead is something that you are born with. Even if no one still knows why this ability appears without following any logic, those who are able to heal injuries by a simple touch and what can be called magic, are called Thaumaturges. They are often seen as someone who is linked with the supernatural or the divine, but even so, Thaumaturges usually don't feel any special bonding with something invisible.

A Thaumaturge is able to Heal 1 Health point for every 10 Magic Points he spends as long as he maintain a physical contact (usually with the hands) on the injury. Sometimes, the effect work with the Thaumaturge tears or blood, so this is usually a source of misconception from the common people who see than as saints or by the fact that all his body fluids are the source of his powers.

A Thaumaturge can spend any amount of MP until he becomes Exhausted (or tired if an Apprentice), also he can only heal a certain amount of HP, status effect or other physical conditions. When the Thaumaturge reaches his daily limit, his constitution will be temporarily reduced by 2 Points. A Thaumaturge recovers 1 Constitution point every 3 Days of rest.

If the Thaumaturge reaches his daily limit, he must rest (and usually sleep) for at least 8 hours.

The blood of a Thaumaturge will never cause any problem to the receiver, while a Thaumaturge can only receive the blood from another one.

(If you have any knowledge about blood types, you can easily figure why)

	Fine	Weary	Tired	Exhausted
Apprentice	Up to 3 HP	-	4 - 5 HP	-
Competent	Up to 5 HP	6 - 8 HP	9 - 11 HP	12 - 14 HP
Advanced	Up to 9 HP	10 - 13 HP	14 - 17 HP	18 - 20 HP
Expert	Up to 12 HP	13 - 16 HP	17 - 20 HP	21 - 24 HP

A Thaumaturge can also cure different injuries or status effects, but only he actually know the nature of the problem and also how to heal it. This is why Thaumaturge usually learn about anatomy and medicine, if they are able to pay for their studies, to be able to successfully cure someone who is affected. HP healed as Secondary Effect will still count to the Daily Limit of HP a Thaumaturge can heal.

	MP	Necessary Ranks	Secondary Effect
Bleeding	5	5 at First Aid	Heals 1 HP
Bone Fracture (Simple)	10	10 at Knowledge (Anatomy) and Medicate	Heals 2 HP
Bone Fracture (Complex)	25	20 at Knowledge (Anatomy) and Medicate	Reduces the pain for 1d3 Hours Counts as 5 HP healed
Burnt	8	5 at First Aid	Reduces the pain for 1 Hour Heals 1 HP
Poison	10	15 at Knowledge (Herbalism) or (Monsters and Creatures)	Reduces the Toxicity by 1d3+1

Dark Magic

Dark Magic is ancient and powerful as the Arcane Magic itself, but it's also extremely dangerous since it consumes and corrupts those who use it without carelessly. Only Sabitians are able to sue Dark Magic with ease without higher risks, but that's only possible after a long and harsh training. Still, Dark Magic is considered dangerous and therefore, banned from the equestrian races, while also other sentient races will simply avoid it. The only exception are the Night Pegasi, since for them Dark Magic is part of the world, but they also know that it's extremely dangerous. Night Pegasi don't blame those who use Dark Magic to defend others or to pursue hard tasks, but they still blame those who use it just to create mayhem and suffering without thinking, or without caring about the extreme consequences.

Casting a Dark Magic Spell may not provoke an immediate effect on the caster, since the corruption is slow but unrelenting, but the more spell the caster will cast, the more evident his corruption will become. Dark Magic weakens both mind and body, and also causes a creature to loose his natural pigmentation, slowly becoming pale or greyish. On equestrian races this effect is even more evident, since their mane and tail will become a sort of black who doesn't reflects any light and their coat will slowly become pale or degree of grey.

The body will also become weaker and their mind will have different reactions, where some will simply turn cold and emotionless, others will became extremely violent or even suffer for a mental illness or disorder.

Even there are some way to avoid the consumption of the body and mind, the Dark Magic still tolls a high price from those who use it. Learning a Dark Magic Spell costs 15 Character Points per Spell Rank, instead of 10, and it still follow the same rules as for other spells, for the only exception that every time a spell casters casts a Dark Magic Spell, he must perform a Hard Willpower Check or increase his Corruption score by 1. A Character can only bear a corruption score equal to his Wisdom value, then it will completely go insane and it's up to the GM to decide his doom. Night Pegasi consider their Wisdom value as if it's 2 points higher.

Some spells will also increase the Corruption Score of their victims, still, this can only happen once per day, despite the number of spell the victim will suffer.

Reducing the Corruption Score is extremely hard, and usually requires to spend months, or even years, by doing peaceful thing, meditation or similar tasks, even it's up to the GM to decide different ways. Touching a fragment of the Elements of Harmony will immediately reduce the Corruption Score by 1d3, but it can happen only once per fragment.

Once a creature reaches a Corruption Score of 10 or more, it will not be possible to reduce them in any way, except by the contact with Elements of Harmony.

NOTE:

Only the GM must know the exact Corruption Score of each character, and also he must secretly roll for the character's Willpower. Still he will then inform the Player of what happen to the character. Read the following table to know the effects of the Corruption on a Character. Notice if the character already has a black mane or a grey coat, it will start to loose some hair or it will look sickly even if he is actually healthy. When a character obtains a Negative Trait, it's up to the GM to decide which one, even if some actions of the character could also suggest which one he will obtain. For example if the character acts more violently than usual, he could obtain the *Bloodthirsty* Negative Trait.

Corruption Score	Effects
1 - 2	The character will have some difficulties to sleep, sometimes. Especially after an argue with others.
3 - 4	The Character's Mane will become darker and his coat will start to bleach or became more greyish within few days. If the Character's Mane is already black, it will look more dirty than usual.
5 - 6	The Character's Mane will become completely Black and his coat will turn completely pale (or sick-pale) or a sort of odd grey. The character also obtains a Negative Trait.
7 - 8	The Character's Eyes will start to become darker. The character considers his Strength, Dexterity and Constitution Value as inferior by 1 point, to determine the following things: Encumbrance, HtH, HP, Initiative, Shock Tests.
9	The Character's Eyes will become completely black. The character will have nightmares more often, and it obtains an additional negative Trait.
10 - 11	The character will start to loose the perception of colours. He also reduces his Willpower Value by 1d3.
12 - 13	The character will start to loose the perception of taste and he will reduce his Constitution Value by 1d3. Animals will start to avoid him or to being unease while around him.
14 - 15	The character wills tart to have odd or strange hallucinations. He also inflicts an additional -5% Penalty to any Morale Check to those within 3 m (10 ft). Animals will became aggressive towards him or will flee from his presence, while Creatures with the Obscure Category or Sub-type will become less hostile or they will simply ignore him unless provoked. The character obtains an additional Negative Trait.
16+	The character is permanently surrounded by an aura of Distress or Uneasiness. Creatures within 4,5 m (15 ft) will suffer an additional -10% penalty to any Fear and Terror Check. The Morale Penalty is increased at -10%. If the character stands inside a zone of Darkness, the aura is increased at 9 m (30 ft). Spells who will inflict Damage to Obscure Creatures, will also inflict him 1 Direct Radiant Damage.

Arcane Magic Spell list

Apprentice Spells:

Bookmark: 1 MP [Arcane, Memory]

The caster is able to immediately open a book at the same page he was reading before closing it.
Only works on a book who where read no more than 24 Hours ago.

Dazzle: 5 MP [Fire, Light]

Any creature within 1,5 m (5 ft) from the Caster will become Dazzled for 1 Round. Those who are not directly facing the casters, blind creatures or are simply looking to another direction are immune to this effect. Shadow Creatures (even Sub-type) will suffer also 1d3 Radiant Damage.

Detect the Arcane: 5 MP. Stable Maintenance [Arcane, Divination]

This spell allows to detect an active source of magic within 3 m (10 ft) around the caster, as long as he is looking at the same direction. It is possible to increase the radius of the spell up to 15 m (50 ft), by spending 3 additional MP for every additional 1,5 m (5 ft). The caster is able to move and talk while the effect is active, but if he starts to run or enters in combat, he needs to perform a Concentration Check to maintain the spell active. The spell will detect the closest source of magic or the higher, and allows a simple understanding of it, or at least it's possible to perform a Knowledge (Arcane) check to try to figure it out. If the caster tries to detect magic while nearby a powerful magical source, the energies will probably Disorientate or at least Dazzle him for 1d3+1 rounds.

Upgrade I: Advanced Rank

The caster is now able to concentrate on the magic source he is detecting, to better understand it or even identify it. The GM can allow to perform a Hard Knowledge (Arcane) Check to obtain some clues or even more about it. It also allows to detect magical anomalies or to see that there is something wrong within the magical source or aura.

Floating Light: 5 Points [Arcane, Light]

Generates a small sphere of pure light who floats closely to the caster for 1d3+1 hours. The sphere illuminates an area of 3 m (10 ft) around the caster with Bright Light. It is possible to prematurely end the spell by paying 1 MP.

Gem Finder: 4 Points. Consumption. [Arcane, Divination, Earth]

The caster is able to detect the presence of Gems and Precious Stones within 6 m (20 ft). The caster is able to move and talk while the effect is active, but if he starts to run or enters in combat, he needs to perform a Concentration Check to maintain the spell active. If the Gems or Precious Stones are buried underground or are inside rocks, the spell range is reduced to 4,5 m (15 ft).

Upgrade I: Competent Rank

Paying twice the Spell cost, the caster is able to double the Spell range.

Upgrade II: Expert Rank

By spending 15 MP instead, the Caster is able to detect Arcane Crystals within 21 m (70 ft). The spell will be still a Consumption Spell with a Cost of 4, but the Concentration Check became Hard.

Hop: 3 Points [Arcane, Enhancement, Movement]

The caster can grant to himself or a creature within 3 m (10 ft) a +5% bonus to any Jump Check for 30 minutes. Only works on medium-sized, or smaller, creatures.

Upgrade I: Competent Rank

While the spell is being cast, it is possible to grant the bonus to multiple creatures by spending 2 additional MP for each one.

Instamoustaches: 2 MP [Arcane, Nature, Oniric]

The Caster can grow a pair of moustaches on a creature's face by simply touching it while casting this spell. The moustaches will last for 1d3 Minutes and they will be as the same colour as the creature's mane, if it has one, or they will simply be black. The spell can also be cast on a creature within 9 m (30 ft), but it will require a Counter Mana Check to do so and to spend the double of the MP cost.

Upgrade I: Competent Rank

The caster can spend the double of the MP cost to be able to grow a beard instead on his own face. The beard will be of the same colour of his mane, if he has one, or black. The beard will last 1d3+2 Minutes.

Lesser Repair: 3 Points [Arcane, Transmutation]

After being concentrated for an entire Round, the caster can repair tiny items and objects, like quills, candles or even eyeglasses frames.

Light: 2 Points. Stable Maintenance [Light]

This spell allows to emit a source of light from the caster's horn (or wand, or wizard's staff), like a Hooded Lantern does, with a 6 m (20 ft) range of Bright Light. If the caster tries to cast any other spell, this one will immediately end.

Upgrade I: Competent Rank

By spending 4 MP, the range is doubled for 2 Rounds. This effect can be obtained multiple times, during different rounds.

Lighter: 1 MP [Fire]

The spell will light a candle wick within 3 m (10 ft) from the caster or a torch within 4,5 m (15 ft). It can not ignite anything else.

Competent Spells:

Arcane Shield: 10 MP. Stable Maintenance [Arcane, Force, Protection, Shield]

The caster creates a protective sphere around him, made of magical energies. The sphere has an Hardiness value of 7 and 12 Resistance Points. When the Resistance Points are depleted, the sphere will simply shatter and the spell will end. It is also possible to try to break the Shield with a HtH (Strength) Counter Check, against the HtH (Magic) of the Spell Caster who obtains a +2.

If the caster spends 5 additional MP when this spell is being cast, the shield will obtain +4 RP and an additional +1 to the HtH.

The shield's dimension can be increased to have a radius of 3 m (10 ft) around the caster by spending 5 additional MP only when the spell is cast. The spell can be maintained for 10 minutes, after that it will end unless the caster spends 5 additional MP and successfully passes a Concentration Check, or every 5 minutes if the Sphere is increased. The caster is not able to move as long as the spell is active.

This spell requires 1 Action, or 2 if the shield is increased.

Upgrade I: Advanced Rank

The cost to increase the sphere's RP can be paid up to three times. The spell can also be maintained for twenty minutes, or ten if the sphere has been increased. The spell caster can increase the sphere size without paying any additional cost.

Upgrade II: Advanced Rank

The shield's dimension can be increased to have a radius of 4,5 m (15 ft) instead of 3 around the caster, by spending 5 additional MP only when the spell is cast. The Sphere now counts as a Large Creature, and obtains an additional +4 to the HtH Counter Check.

Upgrade III: Expert Rank

The shield's Hardiness is increased at 9.

Corrosive Spray: 5 MP [Acid]

This Spell automatically inflicts 1 Acid Damage to a single creature within 4,5 m (15 ft) on the Caster's Line of Sight, and it will inflict 1 additional Acid Direct Damage for 1d3 rounds.

The Spell has no effects against creatures with a DR higher than 4, but ignores any Non-Metallic Light Armor and any RDN lesser or equal than 2. Frost Burn, Jolt and Scorch have no effect on the creature as long as this spell is active.

Frost Burn: 5 MP [Cold]

This Spell automatically inflicts 1 Cold Damage to a single creature within 4,5 m (15 ft) on the Caster's Line of Sight, and it will inflict 1 additional Cold Direct Damage for 1d3 rounds. The Spell has no effects against creatures with a DR higher than 4, but ignores any RDN lesser or equal than 3. Corrosive Spray, Jolt and Scorch have no effect on the creature as long as this spell is active.

This spell is Countered by Scorch.

Jolt: 5 MP [Electrical]

This Spell automatically inflicts 1 Electrical Damage to a single creature within 4,5 m (15 ft) on the Caster's Line of Sight, and it will inflict 1 additional Electrical Direct Damage for 1d3 rounds. The Spell has no effects against creatures with a DR higher than 4, but ignores any Metallic Light Armor and any RDN lesser or equal than 2. Corrosive Spray, Frost Burn and Scorch have no effect on the creature as long as this spell is active.

Lesser Arcane Bolt: 6 MP [Arcane]

This spell will generate a small version of the Arcane Bolt Spell, that must be immediately cast against a creature within 9 m (30 ft) on the Caster's Ranged Line. This spell requires a ThR (Magic) against the target, and will deal 1d3+3 Arcane Damage.

Lesser Armor Enchantment: 9 MP [Arcane, Forge, Protection]

By touching an armor while casting this spell, it is possible to briefly imbue a minor enchantment to it.

The Armor will be considered Reinforced for 1d6+5 Rounds, but it will have no effect on an already Reinforced Armor.

If used on clothings they will be considered as a Leather Vest for 5 Minutes.

This Spell requires 2 Action and is cast with an Initiative Slowdown of 2.

Lesser Weapon Enchantment: 10 MP [Arcane, Forge, Enhancement]

By touching a weapon while casting this spell, it is possible to briefly imbue a minor enchantment to it.

The weapon will be considered Balanced for 1d3+3 Rounds, but it will have no effect on an already Balanced or Master-Crafted Weapon.

This Spell requires 2 Action and is cast with an Initiative Slowdown of 2.

Upgrade I: Advanced Rank

Spending 5 additional MP during the spell casting, it is possible to enchant a weapon that is being held by the spell caster.

The weapon will grant a +1 to the wielder's ThR, instead, and the duration will change to 1d3+5 Rounds.

Scorch: 5 MP [Fire]

This Spell automatically inflicts 1 Fire Damage to a single creature within 4,5 m (15 ft) on the Caster's Line of Sight, and it will inflict 1 additional Fire Direct Damage for 1d3 rounds. The Spell has no effects against creatures with a DR higher than 4, but ignores any RDN lesser or equal than 3. Corrosive Spray, Frost burn and Jolt have no effect on the creature as long as this spell is active.

This spell is Countered by Frost Burn.

Vocal Distortion: 5 MP [Arcane, Sonic, Transmutation]

The caster changes the tone of his voice, making it more pitch or lower for 10 minutes.

This spell is Countered by any spell who negates any kind of sound.

Advanced Spells:

Acid Gush: 13 MP [Acid]

Requires: Corrosive Spray

The caster emits a gush of acid against a target within 9 m (30 ft) on his Ranged Line.

This spell requires a ThR (Magic) against the target and will deal 1d6+4 Acid Damage.

Upgrade I: Expert Rank

The spell ranged is increased at 12 m (40 ft)

Arcane Armor: 15 MP. Stable Maintenance [Arcane, Protection]

Requires: Lesser Enchanted Armor

The spell caster generates a thin magical barrier who creates a sort of magic armor, around his body, for 10 minutes.

The armor grants a MDR of 2, who can be increased by 1 for every 10 MP spent while the spell is cast, to a maximum of a MDR of 5.

The spell can be cast to another creature by spending 5 MP while the spell is cast. The caster must touch the creature to do so.

This spell requires 2 Actions and is resolved with an Initiative Slowdown of 2, who is increased by 1 for each additional creature touched.

Arcane Bolt: 16 MP [Arcane]

This spell will generate an Arcane Bolt that must be immediately cast against a creature within 9 m (30 ft) on the Caster's Ranged Line.

This spell requires a ThR (Magic) against the target and will deal 1d6+4 Arcane Damage.

Upgrade I: Expert Rank

The spell ranged is increased at 12 m (40 ft)

Blaze: 13 MP [Fire]

Requires: Scorch

The caster emits a flame burst against a target within 9 m (30 ft) on his Ranged Line.

This spell requires a ThR (Magic) against the target and will deal 1d6+4 Fire Damage.

Upgrade I: Expert Rank

The spell ranged is increased at 12 m (40 ft)

Cloudwalk: 18 MP. Stable Maintenance [Air, Arcane, Movement, Oniric]

The caster obtains the ability to walk on *Solid Clouds*, like a Pegasi for 3d6+2 Hours, with a movement speed of 6 m (20 ft) per Round.

The caster can also grant the same ability to another creature, by touching it while the spell is cast and spending 10 additional MP for each creature he wants to grant the spell.

This spell requires 2 Actions and is resolved with an Initiative Slowdown of 2, increased by 1 for each additional creature touched.

Cold Beam: 13 MP [Cold]

Requires: Frost Burn

The caster emits a beam of cold against a target within 9 m (30 ft) on his Ranged Line.

This spell requires a ThR (Magic) against the target and will deal 1d6+4 Cold Damage.

Upgrade I: Expert Rank

The spell ranged is increased at 12 m (40 ft)

Electrocution: 13 MP [Electrical]

Requires: Jolt

The caster emits a zap of electricity against a target within 9 m (30 ft) on his Ranged Line.

This spell requires a ThR (Magic) against the target and will deal 1d6+4 Electrical Damage.

Upgrade I: Expert Rank

The spell ranged is increased at 12 m (40 ft)

Invisibility: 15 MP. Consumption [Arcane, Illusion, Light]

This spell allows to the caster to simply disappear from sight. The caster is able to move up to his movement value, while the spell is active, consuming only 1 MP per round, or 2 if he moves fast or run. When the spell ends, the caster will slowly reappear within 1d3 rounds.

If the caster attacks or casts another spell he will partially reappear for 1d3 rounds, then he will disappear again. The caster can not be targeted by attacks or spells who requires a target, unless they are able to detect him. Even so, he obtains a Concealment of 75% against Ranged Attack and a 50% against melee attacks. This spell only hides from sight (even Low-Light Vision or Dark-Vision).

Detecting an invisible creature who is moving requires a Hard Spot Check if within 9 m (30 ft).

This spell requires 2 Actions and is resolved with an Initiative Slowdown of 1.

Mana Drain: 10 MP [Arcane, Debilitation]

The caster immediately subtracts 1d10+2 MP from an opponent within 9 m (30 ft) on his Line of Sight, or only 1d3+3 if the opponent isn't *Able to Cast Spells*. This spell will also continue to drain 1d6+1 MP (or 1d3+1) from the opponent for 1d3+1 Rounds, as long as the Caster successfully performs a Mana Counter Check against his opponent. While the spell is active, the Caster is able to move up to half his movement or to talk with brief sentences. If the caster gets hid while the spell is active, he must perform a Hard Concentration Check or loose the spell. The caster is only able to drain all the opponent's MP but 2. If the caster uses this spell again in the same Combat or within 30 minutes, the base spell cost is increased by 5 for each consecutive spell cast, up to 5 times.

This Spell requires 2 Actions and is resolved with an Initiative Slowdown of 3.

Expert Spells:

Dew Wings: 30 MP [Arcane, Charm, Oniric, Transmutation, Water]

The spell caster is able to grow a pair of wings similar to those of a butterfly, within 1d3 rounds on himself or a touched creature.

The wings allows to *Fluctuate* with a speed of 9 m (30 ft) per round or 15 m (50 ft) if Moving Fast. The wings are bight and colourful and also quite gorgeous to see. Th GM can decide to grant up to a +5% bonus to a Diplomacy, Persuade or Perform (Any) Check the character should perform while interacting with others even if not everyone else could like them.

The spell has a duration of 12 Hours, still the wings are very fragile and the user should be very careful, since a violent stroke, a hit or even the heat of the sun could simply shatter the spell. When the spell ends without being shattered, the wings will simply disappear within 1d3+2 rounds. This spell requires 6 Actions and it has no effect on Pegasi or creatures who already have wings. After the spell is cast, the spellcaster must pass a Shock Test (Magic) or became Tired.

Lightning: 20 MP [Electrical]

This spell generates a powerful lightning from the caster's hands who hits anything on a Ranged Line of 12 m (40 ft), unless hits a Large obstacle or Creature. Spending 5 additional MP will add +6 m (+20 ft).

The lightning deals 1d6+5 Electrical Damage, plus 1d6 additional Damage for every 10 MP spent while the spell is cast.

It is possible to Dodge the lightning who uses the Attack Value (Magic) of the spell caster, but only by obtaining a result equal or higher than 5 points. If the opponent Dodges the spell with a result of 4 or less points higher, he will reduce the damage dices from 1d6+5 to 1d3+5 (also the additional dices are reduced from 1d6 to 1d3).

Since this is an Unstable Spell, there is a 25% chance that the caster will cause a Miss-Cast, with an additional +10% for every additional d6 the caster adds to the spell. The Spell requires 2 Actions and is resolved with an Initiative Slowdown of 4.

Remove Curse: 35 MP [Abjuration, Arcane, Protection]

The caster is able to try to break or remove a *Curse* or an *Hex* who is afflicting a creature.

Usually removing a curse or a hex requires a particular ritual and a successful Mana Counter Check, made by the caster against the Mana Value of the caster who cursed a creature or the value of the curse/Hex itself.

If the caster is trying to remove a Curse/Hex made by himself the cost of this spell is halved and he obtains a +4 to the roll.

This Spell requires at least 6 Actions, but it's up to the GM to change the required time for the ritual itself.

Cursed Items will obtain a +4 to resist this spell.

Stasis: 35 MP [Arcane, Force, Protection]

Stasis spell allows to temporarily hold on place a Medium-Sized creature or smaller for 1d3+3 Rounds.

The creature must be within 12 m (40 ft) in the caster Line of Sight. Both the caster and the creature must then perform a Mana Counter Check, where if the caster prevails, the creature will be unable to take any action. The spell generates a sort of enchanted semi-transparent layer who covers the creature's body who grants him a MDR of 4 and a Magic Resistance (2/+10%). The creature is unable to move, combat or even cast spells but it can still breathe, move his eyes and talk. The caster is able to extend the spell duration by +1d3 rounds by spending 10 additional MP while the spell is cast. This spell requires 2 Actions and is resolved with an Initiative Slowdown of 2.

The caster is able to interrupt the spell at any time with a Free Action.

Upgrade I:

The caster is also able to hold additional creatures by spending 15 mp for every creature he tries to hold, but he must perform a different Mana Counter Check for each of them. Holding more than a single creature is considered a Consumption Spell, and the caster will spend 5 MP for each round he wants to hold them after the first two.

Wall of Telluric Crystals: 50 MP [Arcane, Oniric, Wall]

The caster is able to create a barrier made of Telluric Crystals who will raise from the ground.

The Wall is 3 m (10 ft) tall and 4,5 m (15 ft) large, with a thickness of 25 cm (10"), it has an Hardiness value of 7 and 50 Resistance Points.

It is possible to increase a side of wall by 1,5 m (5 ft) for every 5 additional MP spent while the spell is cast, but only to is height or length. If the there are any creatures in the place where the wall is raised, they must perform a Dexterity Check or being partially stuck inside the wall, suffering 2d6 Bludgeoning Damage, and be unable to move, fight or cast spells unless the arms are free. Huge or larger creatures are immune to this effect. The wall remains for 2d6+4 minutes. This spell requires 2 Action and is resolved with an Initiative Slowdown of 4.

If the spell is cast inside an Arcane Anomaly, the cost is halved but it also obtains a Miss-Cast chance of 55%.

Epic Spells:

Chain of Lightnings 30 MP [Electrical, Epic]

This spell generates a powerful lightning from the caster's hands who hits anything on a Ranged Line of 15 m (50 ft), unless hits a Large obstacle or Creature. The Lightning deals 2d6+3 Electrical Damage to the first creature hit, then it turns against the first creature within 3 m (10 ft), dealing 1d6+2 Electrical Damage and it then turns again to a third Dealing 1d3+1 Electrical Damage. The lightning will never turn again against a creature who were already struck by it. If there are no creatures within 3 m, the lightning will continue to a straight line until hits something or simply falls of on the ground. It is possible to Dodge the lightning who uses the Attack Value (Magic) of the spell caster, but even so the Lightning will continue on his line, even if it has turned towards a different target. For example if the lightning hits a creature then turns left against another, who is able to dodge it, the lightning will continue to move in a straight line behind the second target even if it's different from the original direction.

It is possible to increase the damage dealt by +1d6 spending 10 additional MP every time, while the spell is cast. If the lightning deals more damage it will be able to perform more "jumps", reducing his base damage by 1d6+1 each time until reaches 1d3 damages.

Since this is an Unstable Spell, there is a 25% chance that the caster will cause a Miss-Cast, with an additional +10% for every additional d6 the caster adds to the spell, plus it cause to add a +10 to the Miss-Cast Table Roll. The Spell requires 2 Actions and is resolved with an Initiative Slowdown of 5.

Solar Beam: 80 MP [Epic, Fire, Light, Radiant, Sun]

Requirements: Can be only cast from a Unicorn's Horn

The caster will generate an intense light around him, while the spell is cast, then he will emit a powerful beam of Radiant energy directly from his horn, who will hit anything in a Ranged Line of 18 m (60 ft). The light emitted by the caster is considered as Solar Light with a range of 6 m (20 ft) who lasts for 1d3 rounds. The beam deals 5d6+8 Damage, where the first half is considered Fire Damage and the rest is Radiant Damage. It is possible to Dodge the beam who uses the Attack Value (Magic) of the spell caster, but only by obtaining a result equal or higher than 5 points. If the opponent Dodges the spell with a result of 4 or less points higher, he will reduce the damage to 2d6+4. This spell will painfully overheat the caster's horn, and he will not be able to cast additional spells for 1d6+2 Rounds.

Since this is an Unstable Spell, there is a 40% chance that the caster will cause a Miss-Cast, with an additional +10 to the Miss-Cast Table Roll. The Spell requires 2 Actions and is resolved with an Initiative Slowdown of 2.

Nature Magic Spell list

Apprentice Spells:

Aquatic Grace: 4 MP [Enhancement, Nature, Water]

The caster can grant to himself or a creature within 3 m (10 ft) a +5% bonus to any Swim Check for 30 minutes.

Only works on medium-sized, or smaller, creatures.

Upgrade I: Competent Rank

While the spell is being cast, it is possible to grant the bonus to multiple creatures by spending 3 additional MP for each one.

Detect the Arcane: 5 MP. Stable Maintenance [Divination, Nature]

This spell allows to detect an active source of magic within 3 m (10 ft) around the caster, as long as he is looking at the same direction.

It is possible to increase the radius of the spell up to 15 m (50 ft), by spending 3 additional MP for every additional 1,5 m (5 ft).

The caster is able to move and talk while the effect is active, but if he starts to run or enters in combat, he needs to perform a Concentration Check to maintain the spell active. The spell will detect the closest source of magic or the higher, and allows a simple understanding of it, or at least it's possible to perform a Knowledge (Arcane) check to try to figure it out.

If the caster tries to detect magic while nearby a powerful magical source, the energies will probably Disorientate or at least Dazzle him for 1d3+1 rounds.

Upgrade I: Advanced Rank

The caster is now able to concentrate on the magic source he is detecting, to better understand it or even identify it.

The GM can allow to perform a Hard Knowledge (Arcane) Check to obtain some clues or even more about it. It also allows to detect magical anomalies or to see that there is something wrong within the magical source or aura.

Eagle Eyes: 4 MP [Enhancement, Nature]

The caster can grant to himself or a creature within 3 m (10 ft) a +5% bonus to any Spot Check for 30 minutes.

Upgrade I: Competent Rank

While the spell is being cast, it is possible to grant the bonus to multiple creatures by spending 3 additional MP for each one.

Floating Light: 5 MP [Light, Nature]

Generates a small sphere of pure light who floats closely to the caster for 1d3+1 hours. The sphere illuminates an area of 3 m (10 ft) around the caster with Bright Light. It is possible to prematurely end the spell by paying 1 MP.

Gem Finder: 4 MP. Consumption. [Divination, Earth, Nature]

The caster is able to detect the presence of Gems and Precious Stones within 6 m (20 ft).

The caster is able to move and talk while the effect is active, but if he starts to run or enters in combat, he needs to perform a Concentration Check to maintain the spell active. If the Gems or Precious Stones are buried underground or are inside rocks, the spell range is reduced to 4,5 m (15 ft).

Upgrade I: Competent Rank

Paying twice the Spell cost, the caster is able to double the Spell range.

Upgrade II: Expert Rank

By spending 15 MP instead, the Caster is able to detect Arcane Crystals within 21 m (70 ft). The spell will be still a Consumption Spell with a Cost of 4, but the Concentration Check became Hard.

Hop: 3 MP [Enhancement, Movement, Nature]

The caster can grant to himself or a creature within 3 m (10 ft) a +5% bonus to any Jump Check for 30 minutes.

Only works on medium-sized, or smaller, creatures.

Upgrade I: Competent Rank

While the spell is being cast, it is possible to grant the bonus to multiple creatures touched, by spending 2 additional MP for each one.

Inner Magnetism: 5 MP [Divination, Earth, Nature]

The caster is able to determine which direction is North for a single round. The spell will have some difficulties to work (or not work at all) if it's being cast in a zone with a high presence of Arcane Crystals in the ground or while being in the Underground. If the spell is being cast inside a Arcane Anomaly zone, the spell will Disorientate the Caster for 1d3 rounds instead.

Competent Spells:

Arboreal Arrow: 7 MP [Nature, Transmutation, Vegetation]

The caster can transmute a branch or a piece of wood, no more longer than a short sword, into a sort of small spear of the same size and then throwing it to an opponent in his Ranged Line within 9 m (30 ft). This spell requires a ThR (Magic) against the target and will deal 1d3+3 Piercing Damage, with a Critical Chance of 24%. This spell is resolved with an Initiative Slowdown of 1 since it requires some time to the branch to be transmuted.

Upgrade I: Advanced Rank

The small spear can be thrown within 12 m (40 m) instead.

The caster is now able to also transmute bigger branches or pieces of wood into a sort of javelin (the branch / wood must be more or less of the same size), by spending the double of MP instead. The Javelin deals 1d6+4 Piercing Damages, has a 26% Critical Chance and can be thrown up to 9 m (30 ft).

Corrosive Spray: 5 MP [Acid]

This Spell automatically inflicts 1 Acid Damage to a single creature within 4,5 m (15 ft) on the Caster's Line of Sight, and it will inflict 1 additional Acid Direct Damage for 1d3 rounds.

The Spell has no effects against creatures with a DR higher than 4, but ignores any Non-Metallic Light Armor and any RDN lesser or equal than 2. Frost Burn, Jolt and Scorch have no effect on the creature as long as this spell is active.

Frost Burn: 5 MP [Cold]

This Spell automatically inflicts 1 Cold Damage to a single creature within 4,5 m (15 ft) on the Caster's Line of Sight, and it will inflict 1 additional Cold Direct Damage for 1d3 rounds. The Spell has no effects against creatures with a DR higher than 4, but ignores any RDN lesser or equal than 3. Corrosive Spray, Jolt and Scorch have no effect on the creature as long as this spell is active.

This spell is Countered by Scorch.

Glittering Dust: 8 MP [Nature, Oniric]

The caster generates a fine powder in his hands, that can be cast or blown within 3 m (10 ft). The powder covers almost everything inside an area with a range of 1,5 m (5 ft). If there are hidden creatures they will suffer a -5% to Hide, unless they are hiding underwater or on the ceiling. The powder also reduces the Concealment obtained from Darkness by 10%.

Upgrade I: Expert Rank

Spending twice the cost, it's possible to double the effects of the spell.

Harden Skin: 10 MP [Nature, Transmutation]

The spell will harden the touched creature's hide, making it slightly more resistant than usual. The creature is considered to have the *Tough Skin* Feat for 5 minutes. This spell requires 2 Action and is resolved with an Initiative Slowdown of 2.

Hiding among the Leaves: 8 MP [Illusion, Nature, Transmutation, Vegetation]

This spell grants a +5% Bonus to Hide to the Caster as long as he is hiding inside a natural ambient with vegetation, like bushes, branches or tall grass. This spell could also work in other natural ambient as long as the caster tries to blend with the environment somehow.

This Spell requires Two Action

Upgrade I: Advanced Rank

While the spell is being cast, it is possible to grant the bonus to multiple creatures touched, by spending 5 additional MP for each one.

Jolt: 5 MP [Electrical]

This Spell automatically inflicts 1 Electrical Damage to a single creature within 4,5 m (15 ft) on the Caster's Line of Sight, and it will inflict 1 additional Electrical Direct Damage for 1d3 rounds. The Spell has no effects against creatures with a DR higher than 4, but ignores any Metallic Light Armor and any RDN lesser or equal than 2. Corrosive Spray, Frost Burn and Scorch have no effect on the creature as long as this spell is active.

Lesser Weapon Enchantment: 10 MP [Forge, Enhancement, Nature]

By touching a weapon while casting this spell, it is possible to briefly imbue a minor enchantment to it.

The weapon will be considered Balanced for 1d3+3 Rounds, but it will have no effect on an already Balanced or Master-Crafted Weapon.

This Spell requires 2 Action and is cast with an Initiative Slowdown of 2.

Scorch: 5 MP [Fire]

This Spell automatically inflicts 1 Fire Damage to a single creature within 4,5 m (15 ft) on the Caster's Line of Sight, and it will inflict 1 additional Fire Direct Damage for 1d3 rounds. The Spell has no effects against creatures with a DR higher than 4, but ignores any RDN lesser or equal than 3. Corrosive Spray, Frost burn and Jolt have no effect on the creature as long as this spell is active.

This spell is Countered by Frost Burn.

Advanced Spells:

Bear Might: 24 MP. Stable Maintenance [Animal, Enhancement, Nature]

The caster is able to imbue a creature (or himself) within 3 m (10 ft), increasing his strength. This spell grants a +2 to Melee Damage Dealt by the creature and it will increase his carrying capacity as his Strength values is higher by 1.

It is possible to cast the spell on multiple creatures by spending 10 additional MP for each one of them.

This spell requires 2 Actions and is resolved with an Initiative Slowdown of 3, who is increased by 1 for each additional creature.

The spell lasts for 1 Hour. The spell can not be combined with *Boar's Endurance*, *Feline Grace* or *Frenzy*.

Boar's Endurance: 26 MP. Stable Maintenance [Animal, Enhancement, Nature]

The caster is able to imbue a creature (or himself) within 3 m (10 ft), increasing his endurance.

This spell increases the creature's HP by 4 and grants a +5% Bonus to any Constitution-based Skill.

It is possible to cast the spell on multiple creatures by spending 10 additional MP for each one of them.

This spell requires 2 Actions and is resolved with an Initiative Slowdown of 3, who is increased by 1 for each additional creature.

The spell lasts for 1 Hour. The spell can not be combined with Bears *Might*, *Feline Grace* or *Frenzy*.

Electrocution: 13 MP [Electrical]

Requires: Jolt

The caster emits a zap of electricity against a target within 9 m (30 ft) on his Ranged Line.

This spell requires a ThR (Magic) against the target and will deal 1d6+4 Electrical Damage.

Upgrade I: Expert Rank

The spell ranged is increased at 12 m (40 ft)

Feline Grace: 21 MP. Stable Maintenance [Animal, Enhancement, Nature]

The caster is able to imbue a creature (or himself) within 3 m (10 ft) with the same agility typical of the felines. This spell grants a +2 to the creature's ThR or Dodge and a +5% to any Dexterity-based Skill or Check.

It is possible to cast the spell on multiple creatures by spending 10 additional MP for each one of them.

This spell requires 2 Actions and is resolved with an Initiative Slowdown of 3, who is increased by 1 for each additional creature.

The spell lasts for 1 Hour. The spell can not be combined with Bears *Might*, *Boar's Endurance* or *Frenzy*

Frosty Cape: 10 MP [Air, Cold, Nature, Water]

The spell surrounds the caster with a thick aura of frost, who avoid that his natural body heat could be detected, as long as he stands still or moves at half of his movement value once per round. It is possible to grant a similar aura to multiple creature within 3 m (10 ft) by spending 5 additional MP for each one of them. This spell lasts for 1 Hour, requires 2 Action and is resolved with an Initiative Slowdown of 4 who is increased by 1 for each additional creature. The spell can not be cast in zones with a high temperature, but requires only 1 action and halves the total initiative slowdown if cast in cold zones.

Oniric Miasma: 20 MP [Mind, Nature, Oniric, Poison]

The caster generates a multi coloured fog in any point within 12 m (50 ft) in his Line of Sight, with an initial propagation of 3 m (10 ft) from the point it has generated. Living creatures who breath the miasma must immediately pass a Shock Test (Poison) or became *Disoriented* for 1d3+2 Rounds, while a success only inflicts a -1 to their ThR for 1 Round. Failing the check with a result with a result of 95 or more, will stun the creature instead. The fog will continue to propagate by 1,5 m (5 ft) for 1d3+3 Rounds (Max 7,5 m / 25 ft), then it will simply disappear, while if cast in a zone with a strong wind, the cloud will only move in the same direction the wind is blowing and then disappear after 1d3 Rounds. If the spell is cast inside a closed place, the miasma will remain for 2d3+4 rounds.

This Spell is resolved with an Initiative Slowdown of 1d3.

Roar: 20 MP [Mind, Nature, Sonic, Terror]

The caster emits a mighty roar who influences every creature within 12 m (50 ft) except the caster himself.

All the creatures who can hear the roar, within the spell range, must pass a Negative Morale Check or decrease their Morale Level by 1.

Those who reach a *Panic!* Morale Level will automatically flee unless they pass a Willpower Check.

Animals or similar creatures will take a Fear Check instead, but the spell has no effect on creatures who already cause Fear or Terror.

Since the caster is roaring, it's possible to hear him from a certain distance.

Upgrade I: Expert Rank

It's possible to inflict a -5% penalty to the creatures within 6 m by spending 5 additional MP.

Slow Fall: 8 MP. Consumption [Air, Force, Movement, Nature]

The spell will reduce the falling speed of the caster by 4,5 m (15 ft) per round, as long as the MP are spent.

If the spell ends before the caster is able to safely land, he will still be slow down by 3 m (10 ft) for 2 additional rounds, then he will simply fall normally.

Stoneskin: 15 MP. Stable Maintenance [Earth, Nature, Protection, Transmutation]

Requires: Harden Skin

This spell hardens the skin of a touched creature, making it more similar to a rock for 10 minutes.

The armor grants a NDR of 2, who can be increased by 1 for every 10 MP spent while the spell is cast, to a maximum of a NDR of 5.

The spell can be cast to another creature by spending 5 MP while the spell is cast. The caster must touch the creature to do so.

This spell requires 2 Actions and is resolved with an Initiative Slowdown of 2, who is increased by 1 for each additional creature touched.

Expert Spells:

Dew Wings: 30 MP [Charm, Nature, Oniric, Transmutation, Water]

The spell caster is able to grow a pair of wings similar to those of a butterfly, within 1d3 rounds on himself or a touched creature.

The wings allows to *Fluctuate* with a speed of 9 m (30 ft) per round or 15 m (50 ft) if Moving Fast. The wings are bight and colourful and also quite gorgeous to see. Th GM can decide to grant up to a +5% bonus to a Diplomacy, Persuade or Perform (Any) Check the character should perform while interacting with others even if not everyone else could like them.

The spell has a duration of 12 Hours, still the wings are very fragile and the user should be very careful, since a violent stroke, a hit or even the heat of the sun could simply shatter the spell. When the spell ends without being shattered, the wings will simply disappear within 1d3+2 rounds. This spell requires 6 Actions and it has no effect on Pegasi or creatures who already have wings. After the spell is cast, the spellcaster must pass a Shock Test (Magic) or became Tired.

Telluric Dance: 38 MP [Dance, Earth, Force, Nature]

Requires: 5 Ranks at Perform (Earth Dance)

Casting this spell does not only requires to spend the relative cost of Mana Points, but also that the spell caster knows hot to perform the *Earth Dance*. The dance usually starts with slow movements while following a certain pattern while stomping the hooves on the ground, that become more intense while the dance goes on. The caster must successfully pass a Perform (Earth Dance) Check to successfully cast this spell who will last as long as he dances for 2d6+3 Rounds. After that period of time, the caster needs to pass a Hard Perform (Earth Dance) Check to maintain the spell active for 1d3+1 rounds then he must stop, since he will became Tired.

The spell causes the ground within 9 m (30 ft) to shake, and any creature inside his area of effect (except the caster) must immediately perform a Hard Dexterity Check or being Knocked Down. Those who pass the check are able to move up to 3 m (10 ft) per round.

All the creatures also suffers 1d3 Direct Bludgeoning Damage caused by the ground shaking and the debris who are bouncing all around (except the caster). If the spell is cast nearby a structure or a building, it deals 1d6+4 Damages and subtracts 1d6+1 RP each time the spell pass his Hardiness. The spell will only reduce by 1,5 m (5 ft) the movement of a Huge Creature, while Gargantuan or Colossal creatures are immune to it. It's possible to increase the range of the spell by +6 m (20 ft) by spending 10 additional MP while the spell is cast.

This spell requires 2 Actions and is resolved with an Initiative Slowdown of 8.

Wall of Stone: 70 MP [Earth, Nature, Wall]

The caster is able to create a barrier made of stone who will raise from the ground.

The Wall is 3 m (10 ft) tall and 7,5 m (25 ft) large, with a thickness of 15 cm (6"), it has an Hardiness value of 8 and 90 Resistance Points.

It is possible to increase a side of wall by 1,5 m (5 ft) for every 5 additional MP spent while the spell is cast, but only to is height or length. If the there are any creatures in the place where the wall is raised, they must perform a Dexterity Check or being partially stuck inside the wall, suffering 2d6 Bludgeoning Damage, and be unable to move, fight or cast spells unless the arms are free. Huge or larger creatures are immune to this effect. The wall remains for 2d6+4 minutes. This spell requires 2 Action and is resolved with an Initiative Slowdown of 4.

Wall of Telluric Crystals: 50 MP [Nature, Oniric, Wall]

The caster is able to create a barrier made of Telluric Crystals who will raise from the ground.

The Wall is 3 m (10 ft) tall and 4,5 m (15 ft) large, with a thickness of 25 cm (10"), it has an Hardiness value of 7 and 50 Resistance Points.

It is possible to increase a side of wall by 1,5 m (5 ft) for every 5 additional MP spent while the spell is cast, but only to is height or length. If the there are any creatures in the place where the wall is raised, they must perform a Dexterity Check or being partially stuck inside the wall, suffering 2d6 Bludgeoning Damage, and be unable to move, fight or cast spells unless the arms are free. Huge or larger creatures are immune to this effect. The wall remains for 2d6+4 minutes. This spell requires 2 Action and is resolved with an Initiative Slowdown of 4.

If the spell is cast inside an Arcane Anomaly, the cost is halved but it also obtains a Miss-Cast chance of 55%.

Epic Spells:

Arboreal Transition: 75 MP [Epic, Movement, Nature, Teleportation, Vegetation]

The spell generates an enchanted entrance between two different trees of the same forest or woods within 1 km.

Only a single medium-sized creature can pass through the passage, who took only 1 minute by walking despite the actual distance.

The tunnel is entirely made of wood and is illuminated by Dim Light, still the creature can remain inside for a while, since the spell remains active for 1 Hour. If the spell ends while the creature is inside, it will be push out from the same direction of the entrance.

Is still possible to try to allow more creature to walk inside, by spending more MP or to let them spend a certain amount, but it will not be so simple, since there is the risk that the spell will simply broke and all those who are inside will be trapped there forever.

A GM can still find his own solution.

Earthquake: 95 MP [Earth, Epic, Force, Nature]

The first thing a caster should do while casting this spell is to focus in his mind a point in the ground within 30 m (100 ft). After the spell is cast, nothing happens for 2 rounds, then the ground wills tart to shake violently from the selected point with a propagation of 24 m (80 ft) for 1d6+4 Rounds. All creatures inside the area of effect must perform a Dexterity Check every 2 rounds or be Knocked Down. Buildings and Structures will loose 1d10+4 RP per round while fragile or already damaged structures will simply crumble down, dealing 2d6+4

Bludgeoning Damage to those who are inside, unless they are able to pass another Dexterity Check.

A GM can increase or reduce the damage dealt by the earthquake and also decide his effects on the surroundings. Flying or Fluctuating creatures are not influenced by this spell, while creatures who move by digging or crawling underground could suffer damage or even get simply crushed.

Sorcery Spell list

Apprentice Spells:

Bookmark: 1 MP [Arcane, Memory]

The caster is able to immediately open a book at the same page he was reading before closing it.
Only works on a book who where read no more than 24 Hours ago.

Dazzle: 5 MP [Fire, Light]

Any creature within 1,5 m (5 ft) from the Caster will became Dazzled for 1 Round. Those who are not directly facing the casters, blind creatures or are simply looking to another direction are immune to this effect. Shadow Creatures (even Sub-type) will suffer also 1d3 Radiant Damage.

Detect the Arcane: 5 MP. Stable Maintenance [Arcane, Divination]

This spell allows to detect an active source of magic within 3 m (10 ft) around the caster, as long as he is looking at the same direction. It is possible to increase the radius of the spell up to 15 m (50 ft), by spending 3 additional MP for every additional 1,5 m (5 ft). The caster is able to move and talk while the effect is active, but if he starts to run or enters in combat, he needs to perform a Concentration Check to maintain the spell active. The spell will detect the closest source of magic or the higher, and allows a simple understanding of it, or at least it's possible to perform a Knowledge (Arcane) check to try to figure it out. If the caster tries to detect magic while nearby a powerful magical source, the energies will probably Disorientate or at least Dazzle him for 1d3+1 rounds.

Upgrade I: Advanced Rank

The caster is now able to concentrate on the magic source he is detecting, to better understand it or even identify it. The GM can allow to perform a Hard Knowledge (Arcane) Check to obtain some clues or even more about it. It also allows to detect magical anomalies or to see that there is something wrong within the magical source or aura.

Eagle Eyes: 4 MP [Enhancement, Nature]

The caster can grant to himself or a creature within 3 m (10 ft) a +5% bonus to any Spot Check for 30 minutes.

Upgrade I: Competent Rank

While the spell is being cast, it is possible to grant the bonus to multiple creatures by spending 3 additional MP for each one.

Floating Light: 5 Points [Arcane, Light]

Generates a small sphere of pure light who floats closely to the caster for 1d3+1 hours. The sphere illuminates an area of 3 m (10 ft) around the caster with Bright Light. It is possible to prematurely end the spell by paying 1 MP.

Hop: 3 Points [Arcane, Enhancement, Movement]

The caster can grant to himself or a creature within 3 m (10 ft) a +5% bonus to any Jump Check for 30 minutes.

Only works on medium-sized, or smaller, creatures.

Upgrade I: Competent Rank

While the spell is being cast, it is possible to grant the bonus to multiple creatures by spending 2 additional MP for each one.

Inner Magnetism: 5 MP [Divination, Earth, Nature]

The caster is able to determine which direction is North for a single round. The spell will have some difficulties to work (or not work at all) if it's being cast in a zone with a high presence of Arcane Crystals in the ground or while being in the Underground. If the spell is being cast inside a Arcane Anomaly zone, the spell will Disorientate the Caster for 1d3 rounds instead.

Instamoustaches: 2 MP [Arcane, Nature, Oniric]

The Caster can grow a pair of moustaches on a creature's face by simply touching it while casting this spell.

The moustaches will last for 1d3 Minutes and they will be as the same colour as the creature's mane, if it has one, or they will simply be black. The spell can also be cast on a creature within 9 m (30 ft), but it will require a Counter Mana Check to do so and to spend the double of the MP cost.

Upgrade I: Competent Rank

The caster can spend the double of the MP cost to be able to grow a beard instead on his own face.

The beard will be of the same colour of his mane, if he has one, or black. The beard will last 1d3+2 Minutes.

Light: 2 Points. Stable Maintenance [Light]

This spell allows to emit a source of light from the caster's horn (or wand, or wizard's staff), like a Hooded Lantern does, with a 6 m (20 ft) range of Bright Light. If the caster tries to cast any other spell, this one will immediately end.

Upgrade I: Competent Rank

By spending 4 MP, the range is doubled for 2 Rounds. This effect can be obtained multiple times, during different rounds.

Lighter: 1 MP [Fire]

The spell will light a candle wick within 3 m (10 ft) from the caster or a torch within 4,5 m (15 ft). It can not ignite anything else.

Competent Spells:

Corrosive Spray: 5 MP [Acid]

This Spell automatically inflicts 1 Acid Damage to a single creature within 4,5 m (15 ft) on the Caster's Line of Sight, and it will inflict 1 additional Acid Direct Damage for 1d3 rounds.

The Spell has no effects against creatures with a DR higher than 4, but ignores any Non-Metallic Light Armor and any RDN lesser or equal than 2. Frost Burn, Jolt and Scorch have no effect on the creature as long as this spell is active.

Frost Burn: 5 MP [Cold]

This Spell automatically inflicts 1 Cold Damage to a single creature within 4,5 m (15 ft) on the Caster's Line of Sight, and it will inflict 1 additional Cold Direct Damage for 1d3 rounds. The Spell has no effects against creatures with a DR higher than 4, but ignores any RDN lesser or equal than 3. Corrosive Spray, Jolt and Scorch have no effect on the creature as long as this spell is active.

This spell is Countered by Scorch.

Glittering Dust: 8 MP [Nature, Oniric]

The caster generates a fine powder in his hands, that can be cast or blown within 3 m (10 ft). The powder covers almost everything inside an area with a range of 1,5 m (5 ft). If there are hidden creatures they will suffer a -5% to Hide, unless they are hiding underwater or on the ceiling. The powder also reduces the Concealment obtained from Darkness by 10%.

Upgrade I: Expert Rank

Spending twice the cost, it's possible to double the effects of the spell.

Haze: 10 MP [Air, Illusion, Nature]

This spell will generate a haze from a point within 9 m (30 ft) of the Caster Line of Sight. The haze has a 3 m (10 ft) radius from where it's generated and grants a 25% Concealment against Ranged Attacks but also inflicts a -10% to any Search and Spot Check made while inside it. The haze lasts for 1d6+4 Rounds. The caster is able to cast the Haze on himself, who will follow him if he moves.

This spell requires 2 Actions and is resolved with an Initiative Slowdown of 2.

Upgrade I: Advanced Rank

It is possible to spend 5 additional MP, while the spell is cast, to extend the radius of the haze by +6 m (+20 ft) and to spend 10 additional MP to transform the Haze into a Fog. Generating a Fog changes the Initiative Slowdown from 2 to 4.

Jolt: 5 MP [Electrical]

This Spell automatically inflicts 1 Electrical Damage to a single creature within 4,5 m (15 ft) on the Caster's Line of Sight, and it will inflict 1 additional Electrical Direct Damage for 1d3 rounds. The Spell has no effects against creatures with a DR higher than 4, but ignores any Metallic Light Armor and any RDN lesser or equal than 2. Corrosive Spray, Frost Burn and Scorch have no effect on the creature as long as this spell is active.

Lesser Arcane Bolt: 6 MP [Arcane]

This spell will generate a small version of the Arcane Bolt Spell, that must be immediately cast against a creature within 9 m (30 ft) on the Caster's Ranged Line. This spell requires a ThR (Magic) against the target, and will deal 1d3+3 Arcane Damage.

Lesser Armor Enchantment: 9 MP [Arcane, Forge, Protection]

By touching an armor while casting this spell, it is possible to briefly imbue a minor enchantment to it.

The Armor will be considered Reinforced for 1d6+5 Rounds, but it will have no effect on an already Reinforced Armor.

If used on clothings they will be considered as a Leather Vest for 5 Minutes.

This Spell requires 2 Action and is cast with an Initiative Slowdown of 2.

Lesser Weapon Enchantment: 10 MP [Arcane, Forge, Enhancement]

By touching a weapon while casting this spell, it is possible to briefly imbue a minor enchantment to it.

The weapon will be considered Balanced for 1d3+3 Rounds, but it will have no effect on an already Balanced or Master-Crafted Weapon.

This Spell requires 2 Action and is cast with an Initiative Slowdown of 2.

Upgrade I: Advanced Rank

Spending 5 additional MP during the spell casting, it is possible to enchant a weapon that is being held by the spell caster.

The weapon will grant a +1 to the wielder's ThR, instead, and the duration will change to 1d3+5 Rounds.

Scorch: 5 MP [Fire]

This Spell automatically inflicts 1 Fire Damage to a single creature within 4,5 m (15 ft) on the Caster's Line of Sight, and it will inflict 1 additional Fire Direct Damage for 1d3 rounds. The Spell has no effects against creatures with a DR higher than 4, but ignores any RDN lesser or equal than 3. Corrosive Spray, Frost burn and Jolt have no effect on the creature as long as this spell is active.

This spell is Countered by Frost Burn.

Vocal Distortion: 5 MP [Arcane, Sonic, Transmutation]

The caster changes the tone of his voice, making it more pitch or lower for 10 minutes.

This spell is Countered by any spell who negates any kind of sound.

Advanced Spells:

Arcane Bolt: 16 MP [Arcane]

This spell will generate an Arcane Bolt that must be immediately cast against a creature within 9 m (30 ft) on the Caster's Ranged Line. This spell requires a ThR (Magic) against the target and will deal 1d6+4 Arcane Damage.

Upgrade I: Expert Rank

The spell ranged is increased at 12 m (40 ft)

Blaze: 13 MP [Fire]

Requires: Scorch

The caster emits a flame burst against a target within 9 m (30 ft) on his Ranged Line.

This spell requires a ThR (Magic) against the target and will deal 1d6+4 Fire Damage.

Upgrade I: Expert Rank

The spell ranged is increased at 12 m (40 ft)

Despicable Hex: 30 MP. [Affliction, Dark Magic, Debilitation]

The caster chooses a creature within 15 m (50 ft) in his Line of Sight and then they both need to perform an Opposite Mana Check.

If the caster succeeds, the victim will suffer a penalty equal to the caster's Willpower Value to every Skill Check it should perform for 1d3+3 Days. This spell requires 2 Actions and is resolved with an Initiative Slowdown of 3.

Cold Beam: 13 MP [Cold]

Requires: Frost Burn

The caster emits a beam of cold against a target within 9 m (30 ft) on his Ranged Line.

This spell requires a ThR (Magic) against the target and will deal 1d6+4 Cold Damage.

Upgrade I: Expert Rank

The spell ranged is increased at 12 m (40 ft)

Feline Grace: 21 MP. Stable Maintenance [Animal, Enhancement, Nature]

The caster is able to imbue a creature (or himself) within 3 m (10 ft) with the same agility typical of the felines. This spell grants a +2 to the creature's ThR or Dodge and a +5% to any Dexterity-based Skill or Check.

It is possible to cast the spell on multiple creatures by spending 10 additional MP for each one of them.

This spell requires 2 Actions and is resolved with an Initiative Slowdown of 3, who is increased by 1 for each additional creature.

The spell lasts for 1 Hour. The spell can not be combined with Bears *Might*, *Boar's Endurance* or *Frenzy*

Frenzy: 25 MP [Animal, Blood Magic, Mind, Rage]

The caster can imbue a creature within 4,5 m (15 ft) a fierce frenzy (even himself).

The frenzied creature will try to attack the first enemy in his Line of Sight, obtaining a +2 to his Melee ThR and Damages, but it will suffer a -2 to Dodge and Parry caused to his mental state. The creature is unable to Cast Spells or to concentrate on anything. If the creature was maintaining the concentration for any spell, it will immediately stop to do so, except for Lesser Telekinesis as long as it's holding small items.

The spell lasts for 1d6+3 Rounds but if the frenzied creature sees no more enemies while the spell is still active, is forced to pass a Hard Willpower Check or attack friendly creatures or allies nearby. The character obtains a +10% to resist the urge to attack old friends or those who are part of his family. The spell can not be combined with Bears *Might*, *Boar's Endurance* or *Feline Grace*

Paralysing Touch: 15 MP [Arcane, Debilitation]

This spell influences the nervous system of the touched creature, who must immediately pass a Shock Test (Magic) or become *Paralysed* until the next Spellcaster turn. If the caster wants to increase the duration of the spell, he must spend 10 additional Magic Points and to successfully pass a Counter Willpower Check against the victim. If the victim successfully passes the check, wins the counter check or the caster does something else while trying to maintain this spell active, the spell will end. It's still possible to walk up to half the movement speed per round or to say simple sentences without interrupting the spell.

Slow Fall: 8 MP. Consumption [Air, Force, Movement, Nature]

The spell will reduce the falling speed of the caster by 4,5 m (15 ft) per round, as long as the MP are spent.

If the spell ends before the caster is able to safely land, he will still be slow down by 3 m (10 ft) for 2 additional rounds, then he will simply fall normally.

Stoneskin: 15 MP. Stable Maintenance [Earth, Nature, Protection, Transmutation]

Requires: Harden Skin

This spell hardens the skin of a touched creature, making it more similar to a rock for 10 minutes.

The armor grants a NDR of 2, who can be increased by 1 for every 10 MP spent while the spell is cast, to a maximum of a NDR of 5.

The spell can be cast to another creature by spending 5 MP while the spell is cast. The caster must touch the creature to do so.

This spell requires 2 Actions and is resolved with an Initiative Slowdown of 2, who is increased by 1 for each additional creature touched.

Expert Spells:

Dew Wings: 30 MP [Charm, Nature, Oniric, Transmutation, Water]

The spell caster is able to grow a pair of wings similar to those of a butterfly, within 1d3 rounds on himself or a touched creature.

The wings allows to *Fluctuate* with a speed of 9 m (30 ft) per round or 15 m (50 ft) if Moving Fast. The wings are bight and colourful and also quite gorgeous to see. Th GM can decide to grant up to a +5% bonus to a Diplomacy, Persuade or Perform (Any) Check the character should perform while interacting with others even if not everyone else could like them.

The spell has a duration of 12 Hours, still the wings are very fragile and the user should be very careful, since a violent stroke, a hit or even the heat of the sun could simply shatter the spell. When the spell ends without being shattered, the wings will simply disappear within 1d3+2 rounds. This spell requires 6 Actions and it has no effect on Pegasi or creatures who already have wings. After the spell is cast, the spellcaster must pass a Shock Test (Magic) or became Tired.

Hex: 30 MP [Affliction, Dark Magic, Debilitation]

Requires: Despicable Hex

The caster can Hex a creature within 15 m (50 ft) in his Line of Sight and then they both need to perform an Opposite Willpower Check.

If the caster succeeds, he can choose to inflict one of the following penalties:

- -2 to the creature's ThR
- -2 to the creature's Dodge
- -2 to the creature's Parry
- Reduce his initiative by 3
- All Normal Check made with a selected Skill will automatically became Hard, while Hard Checks will automatically fail.
- Reduce one of the creature's Characteristics by 1

It is possible to pay twice the cost to inflict two penalties instead of one, but no the same.

This spell lasts for 2 days plus the difference of the result of the Caster's Counter Willpower Check against the victim

This spell requires 2 Actions and is resolved with an Initiative Slowdown of 4.

Remove Curse: 35 MP [Abjuration, Arcane, Protection]

The caster is able to try to break or remove a *Curse* or an *Hex* who is afflicting a creature.

Usually removing a curse or a hex requires a particular ritual and a successful Mana Counter Check, made by the caster against the Mana Value of the caster who cursed a creature or the value of the curse/Hex itself.

If the caster is trying to remove a Curse/Hex made by himself the cost of this spell is halved and he obtains a +4 to the roll.

This Spell requires at least 6 Actions, but it's up to the GM to change the required time for the ritual itself.

Cursed Items will obtain a +4 to resist this spell.

Quiet: 25 PM [Arcane, Debilitation]

This spell will impede a creature to talk, scream or cry for 1d3+1 Rounds. The caster must perform an Opposite Mana Check for each round he will force this spell on a creature, while the first round he obtains a +2 to his roll. It is possible to extend the spell duration for 1d3 additional rounds by spending 10 additional Magic Points while the spell is cast. The spell will immediately end if the creature wins the Opposite Mana Check twice in a row. The caster also needs to maintain his concentration on the creature and is not able to do anything, except for performing a simple movement action, or to talk with brief sentences. If the caster casts another spell, this one immediately ends. This spell is resolved with an initiative Slowdown of 2.

Wall of Telluric Crystals: 50 MP [Nature, Oniric, Wall]

The caster is able to create a barrier made of Telluric Crystals who will raise from the ground.

The Wall is 3 m (10 ft) tall and 4,5 m (15 ft) large, with a thickness of 25 cm (10"), it has an Hardiness value of 7 and 50 Resistance Points. It is possible to increase a side of wall by 1,5 m (5 ft) for every 5 additional MP spent while the spell is cast, but only to is height or length. If the there are any creatures in the place where the wall is raised, they must perform a Dexterity Check or being partially stuck inside the wall, suffering 2d6 Bludgeoning Damage, and be unable to move, fight or cast spells unless the arms are free. Huge or larger creatures are immune to this effect. The wall remains for 2d6+4 minutes. This spell requires 2 Action and is resolved with an Initiative Slowdown of 4. If the spell is cast inside an Arcane Anomaly, the cost is halved but it also obtains a Miss-Cast chance of 55%.

Epic Spells:

Chain of Lightnings 30 MP [Electrical, Epic]

This spell generates a powerful lightning from the caster's hands who hits anything on a Ranged Line of 15 m (50 ft), unless hits a Large obstacle or Creature. The Lightning deals 2d6+3 Electrical Damage to the first creature hit, then it turns against the first creature within 3 m (10 ft), dealing 1d6+2 Electrical Damage and then it turns again to a third Dealing 1d3+1 Electrical Damage. The lightning will never turn again against a creature who were already struck by it. If there are no creatures within 3 m, the lightning will continue to a straight line until hits something or simply falls of on the ground. It is possible to Dodge the lightning who uses the Attack Value (Magic) of the spell caster, but even so the Lightning will continue on his line, even if it has turned towards a different target. For example if the lightning hits a creature then turns left against another, who is able to dodge it, the lightning will continue to move in a straight line behind the second target even if it's different from the original direction.

It is possible to increase the damage dealt by +1d6 spending 10 additional MP every time, while the spell is cast. If the lightning deals more damage it will be able to perform more "jumps", reducing his base damage by 1d6+1 each time until reaches 1d3 damages.

Since this is an Unstable Spell, there is a 25% chance that the caster will cause a Miss-Cast, with an additional +10% for every additional d6 the caster adds to the spell, plus it cause to add a +10 to the Miss-Cast Table Roll. The Spell requires 2 Actions and is resolved with an Initiative Slowdown of 5.

Rare Spells

Apprentice Spells:

Bright Weapon: 2 MP [Forge, Light]

The caster can imbue a weapon he is holding with a bright aura of light, as long as the weapon is mostly made by metal.

The weapon is considered to emit a *Dim Light* with a radius of approximately 1 m (3 ft). If the caster loses the grip on the weapon, the aura will fade out in 1d3+1 Rounds. If this spell is cast on a Wizard's Staff (or similar) or on a weapon made with Solar Steel, the Aura is increased at 1,5 m (5 ft) and becomes *Bright Light*. The light doesn't hurt the eyes, even if it can irritate those who are too sensible or even Shadow Creatures who will try to stay away from it. The spell lasts for 30 Minutes but it can immediately end at any moment by spending 1 Action.

Comfortable Bedroll: 5 MP [Transmutation]

This spell has effect only on particularly enchanted blankets, allowing to making them more soft, comfortable and waterproof

If the enchanted blanket is also nearby a fire camp, the caster can spend 2 additional MP to allow the heat of the fire to better warm those who use the blanket to sleep, for 1d3+2 Hours even after the fire dies out. In this case the Blanket is considered a Winter Blanket, granting the relative bonuses against cold. The Spell requires 4 Actions and lasts for 9 hours.

Luminescent Reflection: 5 MP [Light]

The caster reflects the light towards the face of a creature in a Ranged Line of 9 m (30 ft). The creature suffers a -1 to his ThR while performing Ranged Attacks for 1 Round. If this spell is cast during night time while outside without a full moon, the range is decreased at 4,5 m (15 ft). If the spell is cast while standing inside an area of intense Light, the range is increased at 15 m (50 ft).

The spell does nothing against Blind (or Blinded) creatures, or creatures who do not use sight to find their targets.

The spell must also be cast while in front of the creature or it will not work.

Competent Spells:

Cauterize: 5 MP [Fire]

The caster deals 1 Fire Damage with an unarmed attack, or while using a Magic Wand or a Wizard's Staff.

This spell will eventually cauterize a Bleeding Wound, interrupting immediately his effects, or it can simply be used to stop a Bleeding Effect on a Creature. If the Fire Damage is Reduced to 0, the cauterization has no effect. Outside of combat the GM can allow to simply ignore a creature's RD depending on the situation.

Decelerate: 10 MP [Cold, Debilitation, Movement]

The caster chooses a creature within 6 m (20 ft) in his Line of Sight. The spell reduces by 1d3 the creature's Initiative or his Movement by 1,5 m (5 ft). Spending 5 additional MP while the spell is cast allows to inflict both effects. If this spell is cast on a creature under the effects of the Swiftess Spell, both effects will simply nullify each other. This spell lasts for 1d3+3 Rounds. This spell can be used to Counter Swiftess.

Upgrade I: Advanced Rank

It's possible to influence more creatures within 3 m (10 ft) from the first creature by spending 5 additional MP for each additional creature, but the spell duration will be reduced to 1d3+1 Rounds.

Distraction: 10 MP [Affliction, Mind]

The caster chooses a creature in his Line of Sight within 9 m (30 ft) and they perform a Counter Willpower Check. If the caster wins, the victim suffers a -5% Penalty to a single skill by the caster's choice, for 1d6+1 Rounds. Spellcasters must also perform a Concentration check every time they want to cast a Spell (without the Penalty) and if they fail, the spell simply does not work, but they do not spend any MP.

Irritating Spite: 8 MP [Illusion, Mind, Oniric]

The caster generates a sort of illusory dart and throws it against a creature in a Ranged Line of 9 m (30 ft).

The creature must successfully pass a Willpower Check to understand that the dart is fake or just a simple illusion, but if it fails, the creature is forced to Parry or Dodge it even if the dart doesn't deal any damage at all. Dodging or Parrying the dart counts towards the number of attacks the creature has received. The spell will not work if the creature is not aware of the incoming attack. Creatures who are able to Detect the Arcane or with an Arcane Vision will obtain a +15% to the check. Blind creatures or creatures who do not use sight to detect their enemies are immune to this spell. If the creature understands that the dart was fake, it will obtain a +15% to the Willpower Check he has performed if this spell is used again against it.

Upgrade I: Expert Rank

By spending 6 additional MP while the spell is cast, the caster can increase the range of the spell to 15 m (50 ft) and change the Willpower Check into a Hard Check.

Swiftess: 10 MP [Enhancement, Fire, Movement]

The caster chooses a creature within 6 m (20 ft) in his Line of Sight. The spell increases by 1d3 the creature's Initiative or his Movement by 1,5 m (5 ft). Spending 5 additional MP while the spell is cast allows to grant both effects. If this spell is cast on a creature under the effects of the Decelerate Spell, both effects will simply nullify each other. This spell lasts for 1d3+3 Rounds. This Spell can be used to Counter Decelerate.

Upgrade I: Advanced Rank

It's possible to influence more creatures within 3 m (10 ft) from the first creature by spending 5 additional MP for each additional creature, but the spell duration will be reduced to 1d3+1 Rounds.

Advanced Spells:

Dispel Magic: Variable [Abjuration]

Dispel Magic allows to counter any kind of spell. This spell follows the normal rules to Counter a Spell, still the caster ignores the fact that he knows the opponent's spell or not. The cost of this spell is the same as the opponent's spell plus 5 additional Magic Points, but the caster always obtains an additional +2 to any Counter Spell Check.

This spell also can be used to create a small breach on a wall created by a spell with the [Wall] descriptor, of 1 m (3 ft) for every 10 points of difference on his Counter Spell Check. The breach lasts for 1d3+2 Rounds, then it will close again.

It can also be used against a spell with the [Barrier] or [Shield] descriptor, allowing to open a breach of 1 m (3 ft) for every 5 points of difference on his Counter Spell Check, that will close after 2 rounds.

This spell requires the same number of Actions that the opponent's spell needs and is resolved with the same Initiative Slowdown reduced by 1.

Displacement: 20 MP. Stable Maintenance [Illusion, Oniric]

The effect of this spell could be described as strange or odd. As long as this spell is active, the caster will seem to vibrate, shake or even split into multiple parts of himself for just few moments, then return briefly to a single shape, then change again. Every movement he performs will generate also different movements of different parts of his body or even the same, for example if he is raising both his arms, his image could also generate two arms who are doing something else, like there where multiple versions of himself who are doing different things. Those movements are completely casual and are not controlled by the caster.

This spell makes hard to correctly hit the caster, since the attacker could not be sure to be aiming his arm or just an illusion.

The spell grants a 25% Concealment against Ranged Attacks and 20% against Melee Attacks.

It is possible to increase the Concealment by +10% by spending 10 additional Magic Points while the spell is cast, to a maximum of +30%, to a total of 55% against Ranged and 50% against Melee Attacks. If the caster wants to cast this spell on another creature, he must pay 10 Additional Magic Points. Creatures who are immune to illusions or do not use the sight to detect their adversaries are also immune to this spell and they will simply ignore the Concealment granted. This spell requires 2 Actions and is resolved with an Initiative Slowdown of 3.

Irradiate: 15 MP [Light]

The spell generates a small globe of light who illuminates an area of 3 m (10 ft) with Bright Light plus 3 additional meters with Dim Light. Any creature of the Obscure Category will suffer 1d6+1 Radiant Damage for each round it remains inside the area with Bright Light and 1 Radiant Damage if inside the Dim Light area. Creatures with a Obscure Subtype will only suffer 1d3+1 Radiant Damage instead, and they will not suffer any damage if in the Dim Light area.

The globe of light can be cast within 6 m (20 ft) in any direction, and it will simply float at 1 m (3 ft) from the ground, for 1d6+2 Rounds.

This spell counters the *Darkness* spell.

Lunar Strike: 15 MP [Cold]

This spell generates a powerful beam of lunar light from above who can be used to strike an opponent.

The beam is generated at 15 m (50 ft) from the ground and it will hit the first thing he finds on his path on a straight line, dealing 1d6+4 Cold Damage to the target. If the beam hits something and is able to destroy it, the beam will continue his path until it reaches the ground.

This spell uses the Attack Value of the caster, and it can be Dodged or Parried if using at least a Medium Shield, but the damage will directly be inflicted to it. It is possible to spend 10 additional magic Points to add +1d6 Arcane Damage to the spell.

The spell illuminates an area with a radius of 1,5 m (5 ft) in the point where it hits, who is considered illuminated by Bright Light.

Creatures with the *Obscure* and or *Shadow* Category or Subtype will suffer 1d3 additional Radiant Damage.

This spell requires 2 Actions and is resolved with an Initiative Slowdown of 1. This spell can be used to counter the *Solar Strike* spell.

Upgrade I:

Spending 5 Additional Magic Points while the spell is cast, allows the spell to release a wave of frost with a radius of 1,5 m (5 ft) who deals 1d3 Cold Direct Damage to any creature inside the area. This effect can not be dodged or parried.

Upgrade II: Expert Rank

The caster now only requires to spend 5 additional MP instead of 15, to obtain the bonus damage.

The spell now inflicts 1d6+6 Cold Damage.

Solar Strike: 15 MP [Fire]

This spell generates a powerful beam of solar light from above who can be used to strike an opponent.

The beam is generated at 15 m (50 ft) from the ground and it will hit the first thing he finds on his path on a straight line, dealing 1d6+4 Fire Damage to the target. If the beam hits something and is able to destroy it, the beam will continue his path until it reaches the ground.

This spell uses the Attack Value of the caster, and it can be Dodged or Parried if using at least a Medium Shield, but the damage will directly be inflicted to it. It is possible to spend 10 additional magic Points to add +1d6 Arcane Damage to the spell.

The spell illuminates an area with a radius of 1,5 m (5 ft) in the point where it hits, who is considered illuminated by Bright Light.

Creatures with the *Obscure* and or *Shadow* Category or Subtype will suffer 1d3 additional Radiant Damage.

This spell requires 2 Actions and is resolved with an Initiative Slowdown of 1. This spell can be used to counter the *Lunar Strike* spell.

Upgrade I:

Spending 5 Additional Magic Points while the spell is cast, allows the spell to release a wave of fire with a radius of 1,5 m (5 ft) who deals 1d3 Fire Direct Damage to any creature inside the area. This effect can not be dodged or parried.

Upgrade II: Expert Rank

The caster now only requires to spend 5 additional MP instead of 15, to obtain the bonus damage.

The spell now inflicts 1d6+6 Fire Damage.

Expert Spells:

Bubble of Silence: 25 MP. Stable Maintenance [Abjuration, Force, Shield]

This spell generates a semi-sphere who surrounds the caster. The sphere has a 2 m (4 ft) diameter and is of the same colour of the one generated by the caster's Horn, or Blue if the caster isn't an Unicorn. Every type of sound generated inside the sphere is blocked by it and it can not be heard from outside and vice versa. The sphere will also counter any spell who uses sounds or voices and it can even block Sonic Damage if the source isn't able to pass a Mana Counter Check against the Caster itself.

Even if the sphere looks solid and quite colourful, it's still possible to simply pass through it with ease.

The sphere illuminates both his inside and outside with Dim Light. This spell requires 2 Actions and is resolved with an Initiative Slowdown of 2.

Magical Health Bubble: 25 MP. Stable Maintenance [Abjuration, Protection, Shield]

This spell generates a semi invisible bubble of arcane energy with a radius of 1,5 m (5 ft) around the caster. The bubble prevents any type of harmful gas, venomous effect and even any volatile disease to affect the caster and all the creatures nearby as long as they stands inside it. The bubble will also stop the same effects caused by spells. The bubble will follow the caster if he moves as long as he don't run or moves quickly. The spell allows to any creature to pass through with ease, but will temporally neutralize any poison as long as it remains inside the bubble. This spell requires 2 Actions and lasts for 15 minutes.

Slowness: 25 MP [Cold, Debilitation, Movement]

Requires: Decelerate

This spell has the same effects and duration as the *Decelerate* spell, but it will also force the victim to perform all his attacks with an additional Initiative Slowdown of 4. The caster can also inflict a -2 penalty to the Creature's ThR, Dodge and Parry if successfully pass a Willpower Counter Check.

This spell requires 2 Actions and it can be used to counter the *Speed* spell. If cast on a creature under the effect of a *Speed* spell, it will simply counter it and both spell will simply end.

Speed: 25 MP [Enhancement, Fire, Movement]

Requires: Swifttness

This spell has the same effects and duration as the *Swifttness* spell, but it will also reduce any Initiative Slowdown by 4 except for spells who is simply halved. The spell also grants a +1 to the Creature's ThR and +2 to Dodge.

This spell requires 2 Actions and it can be used to counter the *Slowness* spell. If cast on a creature under the effect of a *Slowness* spell, it will simply counter it and both spell will simply end.

Dark Magic Spells

Competent Spells:

Bone Arrow: 10 MP [Blood Magic, Transmutation]

This spell will shape a small bone, not bigger than a dagger, into a sort of small dart of the same size and then throwing it to an opponent in his Ranged Line within 9 m (30 ft). This spell requires a ThR (Magic) against the target and will deal 1d3+4 Piercing Damage, with a Critical Chance of 26%. If the caster scores a Critical Hit, the arrow will shatter, throwing sharpen bone fragments who will automatically hit any creature within 1,5 m (5 ft) from the impact, dealing 1 Piercing Direct Damage.

This spell is resolved with an Initiative Slowdown of 1 since it requires some time to the bone to be transmuted.

Upgrade I: Advanced Rank

The caster is now able to also transmute a group of bones into a sort of javelin, by spending the double of MP instead. The Javelin deals 1d6+6 Piercing Damages and has a 32% Critical Chance.

Uneasiness: 11 MP [Dark Magic, Deceive, Mind, Obscure]

The caster is able to provoke a sensation of uneasiness to a living creature within 9 m (30 ft) in his Line of Sight. The victim is forced to perform a Willpower Counter Check against the caster or suffer a -5% Penalty to two of the following options: Skill Checks, Willpower Checks, Morale Checks, Fear and Terror Checks. The caster can decide which penalty inflict.

This spell requires 2 Actions.

Advanced Spells:

Darkness: 15 MP [Dark Magic, Obscure]

This spell generates a zone of Darkness with a range of 9 m (30 ft) in any point within 15 m (50 ft) of the caster's Line of Sight. The first 6 m (20 ft) are considered as *Total Darkness*, while the remaining 3 m (10 ft) are considered as *Partial Darkness*. Creatures with Dark Vision will consider the Total Darkness as Partial Darkness, as long as they are inside the area of the spell. Those who are not able to see through the darkness are still able to determine the generic direction of their enemies by listening, but they are unable to be specific. Even if it's not possible to target a creature inside a *Darkness* spell, it's possible to use ranged attacks or attacks and spells who have an Area of Effect by guessing the target's position unless the ranged attack or spell requires a Line of Sight on the target. Creatures who do not use the sight to detect their opponents will simply ignore the effects of this spell. This spell requires 2 Actions and is resolved with an initiative Slowdown of 2.

Demoralize: 15 MP [Dark Magic, Deceive, Mind, Obscure]

Requires: Uneasiness

The caster is able to insinuate negative thoughts inside the mind of a Creature within 12 m (40 ft) of his Line of Sight. The creature is forced to immediately perform a Negative Morale Check with an additional -5% Penalty, and if it fails, he will reduce his morale level by 1. Failing with a result equal or higher than 85, will reduce his Morale Level by 2 instead. This spell requires 2 Actions and is resolved with an Initiative Slowdown of 4.

Deny Cutie Mark: 15 MP [Affliction, Dark Magic, Hex, Nightmare, Transmutation]

The caster chose a creature within 12 m (40 ft) in his Line of Sight. The victim must immediately perform a Counter Mana Check against the caster where a failure will negate any effect from his Cutie Mark. Every time the creature tries to perform any action related to his Cutie Mark, it will suffer 1d3+1 Non-Lethal Direct Damage, who became Lethal Damage if the caster obtains a result higher by 10 points. This affliction only works on those who have a Cutie Mark and lasts for 1d3+2 Hours, unless the caster has obtained a result higher by 10 points, where in that case the hex will last for 1d3+2 Days. If the caster hates the victim, this spell will have his cost reduced by 2 and it will obtain the [Hatred] Descriptor.

Feast for Crows: 30 MP. Stable Maintenance [Conjuration, Dark Magic, Nightmare, Obscure, Terror]

This terrible spell will conjure an entire flock of creatures made of pure darkness. The flock can be generated from any point within 30 m (100 ft) of the caster's Line of Sight and they will attack any creature in a radius of 7,5 m (25 ft) from the centre of spell, dealing 1d3 Obscure Damage per Round. Those who fail any Morale Check while inside the area of this spell, will suffer 1 additional Obscure Damage who will also ignore any MDR, while those who fail a Fear Check will suffer 2 additional Obscure Damage or 3 if they fail a Terror Check. This secondary effect is considered a Mind Effect. The flock will randomly move for 1d3x3 m (1d3x10 ft) each Round, and the direction is determined casually following the rules of a Deviation Roll. The flock will also pursue any fleeing creature or those creatures who are Panicking. The caster can try to direct the flock where he wants to, by performing a Hard Concentration Check and spending 2 Actions, but it's forced to remain concentrated for each consecutive round he wants to direct it. If he fails the check with a difference of 20 or more, the flock will briefly scatter and spread out randomly for 1d3+1 Round, suspending the spell effect temporarily.

If the spell is cast in a closed place, it will deal 1 additional Obscure Damage per Round.

Even if usually the creatures will look like crows or raven, if the caster has at least 10 Ranks at Knowledge (Occultism) or the Thematic Spell Feat, the creatures can have a different shape, like bats, rats or other small vermin who can cause disgust or scare others.

The creatures generated by this spell will usually avoid to enter inside area illuminated by Advanced Spells (or better) with the [Light] descriptor or by spells who can illuminate an area with Lunar or Solar Light, since they will be temporarily dissipated by it. Casting those spells inside the flock will simply generate an area where the spell has no effect, but then the flock will simply move away from it.

This spell requires 4 Actions and lasts for 1d3 Minutes. If the caster doesn't try to direct the flock, he can act normally.

Upgrade I:

The spell will last for 1d3+2 minutes instead.

The caster can also spend 10 additional Magic Points to increase the dimensions to 9 m (30 ft).

If the spell is cast while inside an area with a high corruption caused by Dark Magic, inside an Everfree Forest or while inside a place saturated by negative thoughts, the caster doesn't need to pay the additional MP to increase the size of the spell.

Upgrade II: Expert Rank

The caster can deal 5 Direct Damage to himself while this spell is cast, to reduce the Actions needed by 2. If he does so, the spell obtains the [Blood Magic] descriptor.

The caster can also deal 5 Direct Damage to himself while this spell is cast, to force the creatures inside the area of the spell to perform a Fear Check. If he does so, the spell obtains the [Blood Magic] descriptor. A creature can be forced to perform a Fear Check only once.

Expert Spells:

Burning Betrayal: 35 MP [Curse, Dark Magic, Deceive, Fire, Hatred, Mind]

This terrible spell has only effect on sentient creatures, such as equestrian races, griffins, minotaurs and so on, since it's based on their sentiments towards those who are considered part of their family, lovers and friends.

While this spell is cast, the caster must choose a sentient creature within 12 m (40 ft) in his line of sight. Then he must perform a Counter Willpower Check against the victim, and if he succeeds, the spell forces the victim to attack immediately the closest ally nearby or the most vulnerable one if there are many (notice this is based on the character's perspective not the player's). Alternately if there is a member of his family or a beloved one, the victim must proceed to attack it immediately, disregarding any other ally. The stronger the emotional bond, the higher is the priority. The victim will use any feat, item and weapon to quickly engage the target and then it will try to hit the target while trying to deal as many damage as is able to do, and it will simply ignore any attempt to reasoning by other allies. The victim will also ignore any spell with the [Charm], [Deceive] or [Mind] descriptor, unless those spell are used to directly Counter the effect of this spell.

This means that if the caster is not aware that the victim is cursed, the spell he will cast will not have effect.

The curse lasts for 1d3+3 Rounds or until the victim successfully manages to hit his target. When the spell ends, or when the victim successfully hurts his target, the curse will immediately inflict 1d3 Direct Fire Damage to the victim, who are increased to 3d3 if he manages to severely injury or even kill the target somehow. If the spell is cast on two different victims who will start to fight each other, they will fight for 1d3+4 Rounds and they will both suffer 2d3+3 Direct Fire Damage who will be doubled if one of them is severely injured or killed by the other one. The spell leaves a particular scar on the victim's face if he is able to injury his target, who will become permanent if he successfully kills it. A victim will obtain a +1 to his Willpower Counter Check for every 2 Group Feats he has, if it's forced to attack a member of his Group, but will suffer a -1 if they have argued or had a fight recently or if they lose their trust.

Creatures influenced by this spell will increase their Corruption Score by 1, who is increased at 3 if they successfully kill the target.

This spell requires 2 Actions and is resolved with an Initiative Slowdown of 3. While this spell is cast, the caster can choose to inflict 5 Direct Damage to himself to obtain a +1 to his Willpower Counter Check, but if he does so, this spell will obtain the [Blood Magic] descriptor.

If the caster really hates the victim, there is no limit to the amount of Direct Damage he can inflict to himself to obtain the bonuses, and he can even kill himself while doing so.

Crippling Darkness: 35 MP [Dark Magic, Deceive, Mind, Nightmare, Obscure, Terror]

This spell have the same effect as the Darkness spell, but also all the creatures inside are forced to perform a Fear Check with a -10% Penalty. The Check must performed every 1d3+1 Rounds as long as the creatures remain inside the area of the spell, while the caster or creatures with the Obscure Category or Subtype are immune to this effect.

Any victim influenced by this spell who fails the Fear check at least once, will increase his Corruption Score by 1.

A creature can only increase his corruption once even if it exits and then returns inside the area of this spell.

End of All Hope: 40 MP [Affliction, Dark Magic, Mind, Nightmare, Terror]

The caster choose a creature within 12 m (40 ft) in his Line of Sight and he immediately performs a Counter Willpower Check against it.

If the caster wins, he will negate any Bonus to Morale, Fear and Terror Checks, the victim could have. The victim must also Perform a Negative Morale Check or lower his Morale Level by 2. It is possible to influence multiple creatures by spending 10 additional Magic Points for each creature, who are forced to perform separate Counter Check against the caster. If the influenced creatures has a Corruption Score of 3 or more, or the spell is cast while being inside a corrupted area, the additional MP are reduced to 5.

A creature influenced by this spell will increase his Corruption Score by 1.

This spell requires 2 Actions and is resolved with an Initiative Slowdown of 5.

Eradicate: 40 MP [Affliction, Curse, Dark Magic, Hatred, Nightmare, Transmutation]

The caster chose a creature with a Cutie Mark within 12 m (40 ft) in his Line of Sight and then he immediately performs a Counter Mana Check against it. If the caster succeeds the spell literally removes the victim's Cutie Mark from both his flanks, dealing 1d3+1 Necrotic Damage and temporarily reducing his Mana score by 1d3+2. The victim must also pass a Shock Test (Magic) or faint for 1d3+2 Minutes.

This curse lasts until the Cutie Mark is returned to the owner, but even so, he will permanently reduce his chance to obtain a Remarkable Success with the Skill related to his Cutie Mark by 5% unless he pass a Shock Test (Magic).

The Cutie Mark extracted can be conserved inside a particular jar made with arcane crystals or a similar enchanted container. If the Cutie Mark isn't conserved somewhere, it will simply vanish forever and it will not be possible to obtain it back. The eradication leaves a visible scar on the victim's flanks. This Spell requires 2 Actions and is resolved with an Initiative Slowdown of 6.

Those who will have their Cutie Mark removed will increase their Corruption Score by 1.