
* Legion 0.2 *

* * This game is for mature audiences. The content is very graphic and vivid because the team has run out of ideas that are warm and fuzzy. If you are a parent do not let your children read this, and if you are old enough to read you need a official identity booklet to read this. * *

What is role playing?

Role playing is when a couple of people get together and switch roles for the game in queestion. There needs to be at least two people, like for any game, and one and only one person may be the game master, unless you have a lot of people of course.

So, you get together and create 'characters' for the 'movie'. The players ay have at least on character each and they will be told how to make them rather soon. These characters have values for thier characteristics. This game is fully compatible with Pantera and Sepultura rules and characters. The characters in here are a lot more complex though, as, like I said, I have run out of new ideas that are simple, so we are left with this... game.

So the game master will tell you what the scene is and the players interact with their discriptions of the scene they are in. Thier characters may have magical powers though if they are made with them. Any rule that doesn't make sense may be ignored, and if you don't have dice you may make things up on a six sided dice, grab a rpg dice bot off the net, or just use common sense.

[-- Stats --]

The character has nine stats. For ease of use you may divide fifty points into your stats. They are all out of twelve, but, you can only raise them to ten when you start. Your stats are:

Phisical

Physique is how healthy you are and how much you can get hurt, and how strong you are. This includes muscles and fitness.

Reflexes is how well you can do thngs with your hands and feet, like swinging a sword of firing a weapon. This is about reactions too, how fast and how accurately.

Senses is how well you see, hear and smell, basically.

Mental

Willpower is how much willpower your character has, and how many spells or abiliies they may use over a day in the game, more or less. The more willpower ou have the more you can push your spells and abilities out into being.

Intelligence is how quickly you learn and figure things out that are scientific, like maths and counting change, for example. For each point of intelligence you have you may subtract one point from the cost of learning a skill or raising it, to a minimum of one.

Wisdom is how much common sense your character has. Instaed of working with the porblem as it is, you may add ideas form other areas to help with the problem.

Spiritual

Intuition is how much sixth sense you have, or gut feeling about things.

Harmony is how much you can handle stress and how many things you can do at once mentally and sometimes physically.

Charisma is how much people want to talk to you, and their idea of how much they like, at least as a first impression. This will also help you when you need people to like you, when you need to get their attention for some reason. It also makes people approach you first.

Checks

Now you need to work out your checks or tests. Take the one value and add it to the other for the value of the check, which are rolled on a twenty sided dice, and you need to roll under it in the game. The game master may decide to ignore these rules and use common sense instead.

Physique + Willpower	Stamina	Intuition + Charisma	Medium
Reflexes + Intelligenz	Reaction	Senses + Wisdom	Ambush
Wisdom + Harmony	Judgment	Senses + Intelligence	Search
Intuition + Harmony	Conscious	Charisma + Intuition	Social
Willpower + Harmony	Morale	Reflexes + Wisdom	Balance
Physique + Reflexes	Poison	Willpower + Harmony	Purity

Combat

The game master may overrule any of these rules and make it more, well, obvious.

Combat is very important with this game. First thing I want to tell you about is action points. You get your action points by adding your reflexes to your wisdom. These points get used up as you do things. Here is a sample list of suggested action points uses...

To attack with a small weapon would cost three action points. To dodge would take five action points and make it harder for the opponent to hit you by as much as your dodge skill added to your reflexes. To attack with a medium weapon would cost five action points. To attack with a large weapon would take eight action points. To cast a spell would take five action points. To run forward a few meters would take three action points.

You get the idea I hope. Now the person with the most action points has their turn, until they no longer have the most action points, then the person with the most may go. If it is tied they may roll dice to see whose turn it is to go. To hit your opponent you need to roll under your reflexes added to your weapon skill, but you add any dodging to your dice roll as it makes it harder to hit them.

To use a skill simply roll under it and the associated statistic added together on a twenty sided dice with a roll of twenty always being a fail and a roll of one always being a pass. With physique characters do more damage with hand held weapons. For every three points of physique they deal an extra point of damage. When someone takes damage then they subtract the damage from their current health, but not their total health, as they may heal up again eventually.

To try to cast spells in armor means the caster must make a stamina test to see if the spell

works. The penalty to the test is equal to two for light armor, four for medium armor and eight for heavy armor. A caster requires a free hand to cast a spell. You may cast a spell as many times as your willpower allows. For each three points of willpower you may cast a spell once, so if your willpower is four then you may cast each spell once, if it is nine you may cast each spell three times. It recharges at a rate of one use every eight hours, unless the game master decides that after you sleep for a while it totally recharges.

Health

At the beginning of the game the players start with health equal to their physique. Each time they go up a level they will get points added to the health they have. If thier physique is one to three, they will gain two health points. If thier physique is four to six, they will gain three health points. If thier physique is seven to nine they will gain four health points. If thier physique is over seven, they will gain five health points.

Edge

You roll a percentile dice once at the beginning and then write down your edge. Your edge will let you know who goes first when the action points are tied.

=====
* Help! I have no dice! *
=====

The dice may confuse you at first, and if you have never heard fo them, count all the numbers on them to see which is which - remember to check all sides of the dice to get all the numbers. In the case you have no dice simply roll a six sided dice three times for a twenty sided dice, or twice for a twelve sided dice, and subtract one from the roll for a four sided dice. But, heaven help, if you don't even have a six sided dice, use common sense or opposition. With opposition you consider all the factors of the test an then come to a logical math based conclusion.

=====
Classes
=====

Classes are typically for human characters that have a trade in life, be it at war or at attitude. These are standard classes and should not be removed from the game as they are very practical.

Swordsmen will always try to settle matters with thier swords. They will recieve a bonus points to sword skill at levels two three five and seven. At level four they may reduce attack rolls by one action point and at level eight they may reduce it by another action point, as they get into the 'swing of things' . At level six they may add another point to thier dodge skill aswell. At level five they may charge thier weapons to deal an extra three points of damage to thier attacks lasting as many rounds as they have harmony. It takes three action points to charge the weapon and it will emit a reddish glow when charged.

Archers will use thier bows in combat. At levels two, four and six they gain a skill point added to thier bow skills. At level four they reduce the action points to shoot thier bows by one point, and again at level seven. They recieve a doge bonus point at level three and six. At level five they may shoot two arrows at once doing double damage but adding a point to thier attack rolls, making it harder to hit accordingly. At level eight they may fire three arrows with a penalty of two.

Magicians will be able to choose spells they know from all availabe spells the game master allows. Magicians get five points to buy avaiable spells with. This covers the whole magic system and they may learn spells the game master lays out for them. They should be given a fiar say choosing between ten spells the game master has chosen for them to choose from, and a

magician may not learn any other types of spells after that. Each spell costs one point to buy and doubles the cost of the current level to raise it to another level, as per usual. The magician may learn new spells by spending ten adventure points to learn them after being created, so try to get as many spells as you can at level one to make it more diverse for your magician.

*** Paths, clans and races ***

Your character may choose to be any of these categories, but only one at a time. That would be one animal or one chaste or one enchanted or any of the loose clans, paths or races. After a few adventures you may learn new abilities from other clans or paths. Each character must have a personality written down if the game master decides to use this rule.

Species

There are many people that worship animals and receive all sorts of benefits from this. It started as a very uncommon thing, and has now become a real trend. Typically villagers will be part of a clan or path, and children are initiated at thirteen years of age usually. Typically a species character has a tattoo of their path or clan placed on their body but hidden from view in casual clothing. Path or clan hatred includes characters and real animals. The species will be granted bonuses when they go up levels. All species may buy spheres with their starting eight sphere points.

First I will list the good animals

Lions are usually the leaders of their groups, but this is not a rule. They like to do justice to the world through swift action against evil paths and clans. At level two a lion character gains the sword skill or gets another point added to it. At level five they gain another point of sword skill. At level ten they gain another point to their reflexes. At level fourteen they gain a point to their physique. At level nineteen they pay half the cost for raising their statistics.

German shepherds are the backbone of any good party. They generally try to look out for bad guys and punish them or drag them off to jail. When created dogs gain the ability to sense personality with a successful test. When the dog reaches third level they gain the sword skill or add a point to it if they have it. At sixth level they gain the search skill or get another point added to it. At eighth level they gain another point in their sword skill. At twelfth level they gain another point of senses. At level seventeen they may communicate with any barn yard animal in their own secret language. They hate cats and will have to make a willpower check to not attack them on the spot.

Dobermans are good at learning and vicious. At level two they gain the secret dog language. At level four they may subtract ten points from any skill to be learned or raised in adventure points cost. At level nine they become fearless, never being scared of spells or natural things either. At level fifteen they may add a point to their senses. They hate cats!

Spaniels make friends quickly and are good at tracking. At level three they gain a point to their charisma. At level six they gain the ability to track without error. At level twelve spaniels may bond with two dogs of their choice and the dogs will understand them and the player will understand the dog perfectly. The dog will almost always obey the character, save for it jumping into a fire or something stupid. Dogs may be replaced if they are killed or dismissed. They hate cats!

Horses are always trying to do all the hard work of any adventure, usually. As they start they are adept at farming or gain another point to it if they already took it. At level two they gain the riding

skill or get another point added to it. At level seven they gain another point of physique. At level eight they can survive just on grass as a diet, which might come in handy if they are in the wilderness. At level fifteen they become immune to natural fear, but spells still work on them.

Bears are the strongest of all the animals and often wield the biggest weapons. At level two they gain the axe skill or add another point to it if they have it. At level five they gain another point of physique. At level ten they get another four points added to their health. At level fifteen they gain another point to physique. At level sixteen they gain another two points of axes skill. At level twenty they gain another point to their physique, but not going over twelve.

Chickens are the most underestimated of animals, and are often overlooked as direct warriors, but serve as a great backup in a fight. As they start they gain the dagger skill or get a point added to it if they already have it. At level three they gain another point to their dagger skill. At level five they gain a point to their stealth, or get it as a skill. At level six they gain another two action points to add to their total. At level seven they gain another point to their dagger skill. By the time they reach level ten they have learned the chicken language and may communicate with other chickens in secret. At level seventeen they get a bonus of three to their dodge skill, or get it at level three.

Eagles are often the lookouts of the group. At level two they get the secret eagle language. At level six they gain another two points to their senses. At level ten they gain the four points to their diplomacy skill or gain it at four points. At level thirteen they may summon an eagle with a successful social test once a day with which they can communicate. They may bond with the eagle for life, or replace it if it is dismissed or killed, and communication is fluent.

Bees are busy workers and make excellent chefs. At level two they gain three points to the cooking skill, or get it as if it were a skill at level three. At level four they gain the building skill or get a point added to it. At level five they can dismiss a swarm of bees, wasps and hornets but cannot control them in any way. At level seven they become immune to diseases. At level nine they gain the sword skill or get a point added to it. At level eleven they learn the secret bee language. At level thirteen they gain another point of sword skill. At level fifteen bees become immune to fear when defending the helpless. At level twenty they may summon a swarm of bees and direct them if they are nearby enough, depending on the game master's opinion.

Dolphins are the protectors of the weak. At level two they gain the mace skill, or get another point added to it. At level three they gain the swimming skill or get another point added to it. At level five they gain the healing spell, which they may cast three times a day. At level seven they can hold their breath for twice as long as a normal character and get another point added to their swimming skill. At level ten they gain another point to their harmony scores. At level sixteen they gain another point added to their mace skill. At level twenty they may communicate with any form of life, but not plants, and not secret languages. Dolphins hate sharks and will attack them on sight unless they pass a willpower test.

Elephants are the toughest of the good guys. At level three they gain another point of physique. At level six they gain the pole arm skill, or get a point added to it. At level eleven they gain another four health added to their total. At level thirteen they gain the elephant charge ability, which lets them charge into battle doing double damage. At level fifteen they may enlarge themselves as the spell twice a day, and learn how to trample things while in that form, but only things that are under four feet off the ground, using six action points the thing is automatically killed! At level sixteen they gain another point to their pole arm skill. At level twenty they gain another point of physique. Elephants hate snakes and must make a willpower check or attack the snake.

Porcupines are the most illusive of all the good guys. At level five they gain another point to their armor rating. At level ten they gain another point added to their armor rating. At level fifteen they may grow spines that they may lodge into an opponent for two points of damage each score, and treat it as an unarmed attack. They may grow a spine once every day while they

sleep, and they may have as many spines on their hands as they have physique, but may only use up to one four sided dice a round, rolling to see how many lodge into the target and the spines have no affect on armor. The total number of spines on their body may not exceed their physique.

Pigs are good with money. As they enter the world they know the secret pig language. At level two they gain another point of health to add to their total. At level three they gain the money skill. At level seven they gain another point to add to their health total. At level eight they gain another level to money and get the bargaining skill or get a point added to it. At level ten they get another point of money skill and another point of bargaining. At level fourteen they get an extra point to intelligence. At level seventeen they may automatically double their money in a trading environment twice a day.

Bulls are good warriors. At level two they gain the spear and sword skills, or get a point added to them. At four they gain the secret bull language. At level five they gain an extra point of physique. At level nine they gain a bull charge that does an extra physique rating of their to damage on a successful charge. At level fifteen they gain another two points to their dodge skill, or get it rated as two. At level eighteen they may dodge and attack at the same time by paying the higher price for the combined action. They may not do this if wearing any armor though.

Beavers are good builders. At level two they gain the build skill or get a point added to it. At level three they gain another point of mace or get it for free. At level four they gain swimming or get another point added to it. At level six they gain another two points to their build skills. At level eleven they gain another level to their mace skill. At level fifteen they gain another point of physique. At level fifteen they may sabotage any building they want to as long as they have the materials for it, without testing.

Squirrels are the sneakiest of all the good animal clans. At level two they gain the skill stealth or get another point added to it. At level three they get another point added to their open locks skill, or get it for free. At level four they gain the skill open locks or get it for free. At level ten they get another level of dagger or get it for free. At level fourteen they get another point of reflexes. At level eighteen they may shape change into a squirrel that is the size of the squirrel, this takes ten minutes.

Monkeys are intelligent and agile. At level two they get the skill climb or get it for free. At level seven they get another point added to their reflexes. At level ten they gain another point to open locks or get it for free. At level fourteen they get another point added to their intelligence. At level sixteen they only pay two thirds the price, rounded down, for the upgrading of skills. At level twenty one they pay only a third for learning skills, rounded up.

Owls are the wisest of the good guys. Owls may teach skills that they know and have a higher level in to others and they pay a third of the skill points required to learn and upgrade the skill, rounded up. At level two they gain a beginner spell of their choice, or add to an existing apprentice spell level. At level five they gain an apprentice level spell of their choice or add to an existing apprentice spell that they have, whether they are allowed to or not. At level ten they get another point added to their wisdom. At level twelve they may choose three new spells they have access to or add the points as they see fit.

Sheep can naturally dispel magic. At level six they gain another point of harmony. At level eleven they may dispel magic five extra times a day, without testing for it.

Butterflies are charismatic. At level two they may choose three crafts of their choice, artistic ones only, or cooking, or combine them, or raise them. At level five they gain another point to their charisma. At level ten they gain another two points to their harmony. At level fifteen they may cast charm once a day with their charisma as a penalty to the opponents test to resist.

Doves are bringers of peace. At level five they may use diplomacy without error, and will

succeed in solving a problem that is diplomatic. At level eleven they may stop a combat by casting friends over the area, no bigger than thirty feet in all directions, and then the creatures feel like they have known the others for a long time, but may not know much about each other. The effects last as until the creatures have parted ways for two hours, so they will remember everything, but probably won't be able to fight again, unless they both go to the same place again, which they will have to use tracking to do in a natural environment.

Deer are aware to say the least! At level three they gain two points to their senses. At level six they may pass any ambush check without testing. At level nine they gain the skills jumping and running at level three, or get three points added to them. At level thirteen they gain three points in the dodge skill.

The neutral animals

Tigers are often the leaders of the neutral clans and are good at fighting. At level two they gain the sword skill or add a point to it. At level five they gain the dodge skill or get another level in it. At level ten they get a bonus point of reflexes. At level fifteen they gain a point to their physique. At level nineteen they may pay half the points cost for raising statistics. At level twenty five they may communicate with any human of any neutral clan in their secret language, but not the animals.

Siamese are nimble, aware characters. At creation they get a bonus to their reflexes. At level five they get a bonus to stealth and jumping, or get them for free. At level six they can see in the dark. At level ten they get another point of reflexes. At level thirteen they may see any astral creature that is nearby.

Persians are nasty. At level two they gain the sword skill, or get a point added to it. At level five they get a level added to their jumping and tracking skills. At level nine they may blind a foe by making a normal attack with a penalty of two to the roll [adding two to it] and then the target is blinded as their eyes have been gouged out.

Mist cats are friendly. They get another point added to their charisma at level three. At level six they may make any social test without testing. At level twelve any good character or animal must make a willpower test or become fascinated with the mist cat, but it may irritate them no end. At level sixteen they do the same to neutral characters and animals. The friendship is based on their friendly appearance, unless the character has had enough and tries their utmost to be hostile, for whatever reason. The friendship is purely as a acquaintance at first, but may develop into a established friendship if time permits.

Peacocks are the most charismatic of all the clans. At level three they gain a point to disguise or get it for free. At level five they get a bonus point added to their diplomacy skill. At level seven they learn the secret peacock language. At level ten they gain a three points bonus to disguise and to diplomacy. At level thirteen they gain a bonus three points of charisma, but not over twelve. At level twenty they may cast charm twice a day as if were a social check. The charm effects last a week per individual, or they may dismiss it.

Sting rays are electrical creatures. At level five they gain the spear skill at level three or get three points added to it. At level ten any spear in the hands of this clan does an extra four points of electrical damage. At level eleven they get the wizard spell double lightning bolt whether they are allowed to or not, just slotting it in or adding to it, using it three times a day.

Ravens are excellent communicators. At level two they gain the secret raven language. At level four they gain another three points to their judgment test value. At level eight they may learn three secret languages of their choice without being trained in it. At level thirteen they get another point to their intelligence statistic. At level nineteen they receive another point to add to their senses. At level twenty one they may communicate with any animal they wish, and secret languages, including dragon.

Wasps are good warriors. At level two they receive building and cooking at level one or add it to the skill they already have. At level four they may speak the secret wasp language. At level six they receive three points in the spear skill or get the points added to it. At level eleven they get another three points of building and cooking. At level sixteen they get another point added to their reflexes.

Zebras are like horses. They may always shape change and eat grass on the plains, desert or in the forest, but not in the jungle. At level nine they gain another point to their senses, and another three points to add to skills of their choice.

Falcons are good warriors too. Falcon characters always pass their senses tests. At level two they get the skill great sword or get a level added to it. At level seven they get a bonus point to their reflexes. At level thirteen they get another point of physique.

Chimpanzees are agile animals and fast learners. At level three they gain two points to their jumping skill. At level six they gain two points to climbing. At level ten they gain another point to intelligence. At level thirteen they pay half price for learning any skill or improving it.

Foxes are devious individuals. As they are made they get the skill stealth or get a point added to it. At level three they learn open locks at level three, or get three points added to it. At level five they get hide two hide points. At level seven they get the dagger at level three, or three points added to it. At level ten they get another two points added to their reflexes.

Plant path followers can communicate with plants spirits. At level five they may communicate with any plant any time they want, with the plant shadow answering them. This doesn't work at night unless under candle light or something similar. The plants will never call out to the character but will answer questions.

Frogs are excellent scouts. At level two they get the skill hide or get a point added to it. At level three they gain swimming or a point added to it. At level four they get the skill jump at level two or two points added to it. At level six they get a bonus point added to their senses. At level eight they get skilled with throwing or a point added to it. At level thirteen anything that bites the character must will spend all the remaining actions points coughing.

Chameleons are adept at stalking their prey and blending in. At level two they get the skill hide or another point to it. At level four they get the skill disguise or a point added to it. At level eight they gain the throwing skill or a point added to it. At level twenty they may make themselves invisible at will using their hide skill to remain invisible when they do something. Seeing as how this is not a spell, it cannot be dispelled.

Scorpions are deadly assassins. At level two they gain the skills stealth and hide or a point added to them. At level seven they get the skill dagger or a point added to it. At fifteen they can brew poisons with a bonus of their wisdom added to the damage of the poison. At level twenty they may grow a scorpion tail to attack with, using unarmed combat, doing spear damage plus their physique in damage due to the toxicity of their poison, depending on how healthy they are of course. To grow the tail takes ten minutes, and is conscious even when retracted into their backs, as it forms a hump. To attack with the tail costs six actions points, and may be included in actions for that round with another attack.

Cheetah is a good warrior scout. At level five they gain three points to running or get it rated at three. At level six they gain two points to hide, stealth and sword skill. At level nine they gain a three point bonus to their perception checks. At level eleven they get a bonus of four to their action points totals. At level thirteen they gain another point to their reflexes.

Ants are strong. At level three they gain another point to their physique. At level six they gain

another point to their wisdom. At level ten they get another point added to their physique. At level thirteen they gain another point to their intuition. At level sixteen they automatically pass any social, stamina and morale tests, unless the circumstances are extreme, depending on the game masters impression.

Mantises are good warriors. At creation they are granted the skill axe or get a bonus to it. At level three they gain another level to axe and get stealth and hide as skills or get a bonus to them. At level five they get another level to their axe skill. At level Thirteen they may hide without a test. At level fifteen they may use stealth without a test. At level twenty they may go invisible twice a day as the spell, but they may use this skill whether they are allowed to by the rules or not.

Rabbits are fast warriors. At level two they get the sword skill or add a point to it. At level five they gain a bonus of three action points to their total. At level ten they get another bonus to their dagger skill. At level fifteen they get a bonus of five to their action points.

Tortoises are hard animals but slow. As they are created they gain a penalty of two to their action points. At level two they get a bonus to their physique. At level five they gain a bonus of six to their health total. At level ten they get a bonus of ten to their health total. At level thirteen they gain a bonus to their physique. At level fifteen they may cast armor twice a day more than they normally can.

Buffalo are rigourous and survive well in the wild. They may eat off the land at level three, and never need to cook or bring food. At level five they gain a point to their senses. At level seven they gain two points to their spear skill. At level nine they gain another point to thier physique.

Crabs are tough fighters. At level three they gain swimming, or another point added to it. At level six they gain the mace skill, or a point added to it. At level eight they gain another two points to thier mace skill. At level ten they gain a point to their physique. At level thirteen they gain another point to their mace skill. At level fifteen they gain another level of health, as if they had gone up a level.

Ducks are good at teaching. If a duck is a higher level than the learner in their skill, they may subtract the duck teachers intuition and wisdom from the cost to learn something or raise it, but not goig below one point. At level thirteen children will be drawn to the duck character and have a presence over them, being able to influence them dramatically, but not anything that will harm them. At level sixteen they may subtract five points from the cost to learn a skill or raise it, including spells.

Osteriches are good at kicking and fast. Osteriches never suffer from desert conditions for fatigue or stress, nor any hot day. At level three they may kick for one six sided dice worth of damage, and add unarmed combat if they don't have it, or a point to it. At level five they may add two points to their unarmed combat skill. At level nine they gain another two points to their action points total. At level thirteen they may add a poin to their reflexes.

Now the evil clans

Leopards are usually the leaders of the bad groups and are hunted by dogs, lions, bears, sheep, bulls and horses. They are also the most powerful of all the clans. At the start they get the skill sword and hide, adding points if you already have them. At level two they get the secret leopard language. At level three they gain another point of reflexes. At level five they gain another point of physique. At level seven they get the skills stealth, adding a point if already gotten, and add a point to their sword skill. At level thirteen they gain another point to their reflexes. At level fifteen they leave no tracks or scent. At level seventeen they may go invisible three times a day and use their wisdom as if it were the spell. At level nineteen they may half the point cost for raising statistics.

Anacondas amass real snake followers. At level two they get the secret snake language and may talk with snakes. At level seven the character may charm a snake with a successful charisma check, and may do this once a week. Once charmed the snakes will do as their master says, and the effects are permanent. A snake character may charm up to as many snakes into servitude as they have charisma rating, and snakes may be dismissed or replaced.

Vipers are lethal assassins and warriors. At level three they gain the secret snake language. At level seven they gain a point to their wisdom. At level thirteen they may brew poisons, starting in the round after it enters the body, it does one four sided dice worth of damage, then in the next round it does another four sided dice of damage, then in the next round another four points of damage. It takes five hours to brew one batch of poison, and they can do it in any forest or jungle, but not in the bush or desert, etc.

Cobras are deceivers, using their charms to get the better of people. At level two they gain the secret snake language. At level four they may charm person once every two days with a successful charisma test, lasting three hours. At level eight they gain the flute skill and may use it to charm snakes of any kind as if they were bonded and it lasts for a day, the effects of their instructions. They may charm three snakes a day. At level thirteen they may brew poisons using their wisdom statistic as a test value, but may only do this in a jungle environment. It takes them a full day to brew the poison, and the poison is a sleep poison, that takes effect after fifteen minutes, or, in combat, because the other is busy fighting and working their blood stream, ten turns.

Wolves are the hunters of the evil clans. At level two they get tracking and sword skill, or add a point if they already have it. At level eight they add a point to their physique. At level eleven they may summon wolves and speak with them, but there is no guarantee that they will do what the character says, or that there are any in the area. At level twelve they may track without error. At level fourteen they may scare, as per a fear spell, any other dog clan or dog related creature with successful tests of wisdom and intuition, needing to pass both of them to sacre the dog clan character or dog related creature. The effects last for five minutes, or five rounds, and if cast in combat takes a full round to complete. At level fifteen they may bond with wild wolves if they pass a successful charisma and willowwert test. They may have as many wolves as they have harmony, minus three.

Spiders are excellent assassins. At level three they get hide and stealth and dagger skills, or add a point to them if they already have them. At level four they get the climb skill bonus of two or add two points to it. At level nine they get to brew poisons with their wisdom scores as the skill base added to their brewing skill, if they have it. At level fourteen they may communicate with with spiders, but cannot hear them. They could tap on a surface and tell the spider stuff, and this includes giant spiders, but cannot get feedback. A message might be bring me that key to my cell on the hook and I will give you flies, for example.

Sharks are excellent warriors. At creation they get a bonus of two to their sword skill, or get it for free. At level three they get another bonus of two to sword skill. At level five they get another bonus of two sword skill. At level ten they get a bonus three points to health. At level fifteen they get a bonus point to physique.

Hornets are great berserkers. At level two they get dagger and sword skills, or get a point added to them. At level four they get another two points added to their dagger and sword skills. At level eleven they get the hornet berserker rage where they get a bonus of three to all attack rolls but may not leave anyone alive that is not in their group. At level sixteen they get another point added to their reflexes.

Piranhas are fast warriors. At level three they get sword skill or a point added to it. At level seven they get another three points added to their action points totals. At level eleven they get another point added to their sword skill. At level fourteen they get another point added to their reflexes. At level sixteen they may cast a unique spell called "piranhas" and create a school of

piranhas once a day in water for two rounds. The effects of the piranhas deals ten points of damage to the targets, divided of course.

Silver backs are very strong. At level five they gain another point of physique. At level seven they gain another point of intelligence. At level nine they gain two points to their mace skill, or get it at level two. At level twelve they gain another point of physique. At level fifteen they may attempt a weapon breaking technique where they try to smash the opponents weapon with theirs, applying another roll after the attack roll with testing their physique, with a penalty of two. If they work then the weapon breaks!

Panthers are hunter warriors. As they are made they gain the skills hide and stealth or get a point added to them. At level three they gain the sword skill or get a point added to it. At level five they gain the secret panther language. At level six they may track a target with a successful ambush test whether they have the skill or not. At level ten they gain another two points to their sword, hide and stealth skills. At level thirteen they get another point added to their reflexes. At level sixteen they may go invisible once a day.

Crocodiles are excellent at ambush. At level two they gain the skills hide and stealth or get a point added to them. At level three they gain two points to their ambush test. At level four they gain the skill axe or get a point added to it. At level five they gain another two points to hide and stealth and another point added to their axe skill. At level thirteen they gain another point to their senses. At level twenty they gain another point added to their wisdom. At level twenty five they may ambush and detect ambush without a test, automatically.

Vultures are good magicians. At level three they gain a spell of their choice that they may cast depending on the spells level, whether their harmony let's them or not, so they could have a bonus spell added to their maximum spells per level. At level seven they gain the secret languages of vulture and dragon. At level twenty they may choose one wizard spell that they may cast whether the rules permit it or not. At level twenty five they may halve costs for purchasing spells with action points.

=====
Mythical creatures
=====

Players might decide to be a mythical creature. These creatures are all based on fairy tales and stuff like that. Mythical creatures get five points to buy spheres with.

Dragons are the mightiest of the creatures you will encounter usually. At level fifteen they gain the ability shape change into a dragon the same size as themselves. They may deal one six sided dice worth of damage with a claw attack, costing them four action points, or do a bite for one eight sided dice worth of damage, costing them five action points. With their wings they may fly with the fly skill. At level twenty they may breathe fire twice a day, making a cone of fire that extends in a cylinder for fifteen feet. Anyone caught in the fire cone will suffer four four sided dice worth of damage. Tattoos are of course of dragons. [They are neutral]

Angels are servants of the good gods. The god will give instructions as to what they want done telepathically. They have wings and may fly from the start depending on their fly skill. They gain a point to physique at level four, a point to reflexes at level six, and a point to their wisdom at level nine. At level fifteen they may choose a good spell of their choice to add to their spells. At level twenty they pass all their tests and checks, including attacks in combat, unless of course they roll a twenty for combat and checks, or, a twelve for statistics. Tattoos are a holy symbol. [They are good.]

Demons are servants of the evil gods. Your chosen evil god will give you guidelines telepathically of what you should do with your time. They have wings and may fly from the start, depending on their fly skill. They gain a point to charisma at level four, a point to

intuition at level six, and a point to intelligence at level nine. At level fifteen they may choose a evil spell of their choice to learn. At level twenty they may charm any evil creature unless they pass a willpower test, as often as they like, but, in combat it will cost them ten action points. Tattoos are symbols of anarchy. [They are evil.]

Succubuses are always female and seduce male creatures with their allure and empty promises. At level two they gain a point to their dagger skill, or gain it for free. At level five they may pass all social checks to do with men, automatically. At level nine they may teleport twice a day, but not add the spell to their list until they can cast arh spells, where their willpower will then influence the amount of times they can cast the spell. At level seventeen they may cast charm as often as they like, but, only on men and not on sheep, dog clans or creatures, centaurs, dwarves or angles, and shakrae that are immune to this 'illusion'. The effects are permanent, but, requires partial eye contact or spoken contact for a full two minutes. They may have as many male slaves as they like. A character like this needs a charisma of seven, a feminine physique of seven, and a willpower of seven As you can see, you need to roll a succubus! They must carry a clan tattoo on their forehead that resembles a heart. They usually only fit into evil groups of women, and are hunted by all good and neutral clans. If they get there, they are basically unstoppable. [They are evil.]

Centaurs are deer men of the forest. They have four horse legs and a human body, and gain the legs at level three. They may use musical instruments to cause tranquility and morale in their companions, and dispel magical effects with a successful test of their instrument skill, as often as they like. They may also know path as often as they like. Tattoos are of a half man half horse. [They are good.]

Unicorns are brave. At level three they may shape change into a unicorn and their horn deals spear damage plus thier harmony in damage. They may run at great speeds in this form too. They heal automatically one health point a turn in combat, or one health point per minute. Tattoos are horses with horns. [They are good.]

Faeries are magical creatures. From creation they may learn spells for half the cost, rounded up. As they are created they are also granted pretty little wings that they may use to fly around well. At level four they may gain two apprentice spells of their choice. At level seven they gain two sorceror spells of their choice. At level thirteen they gain two wizard spells of their choice. You need to roll a faery and they need a charisma of seven, reflexes of six, harmony of seven, charisma of six, and intuition of five. Tattoos are of a snow flake. [They are neutral.]

Phoenixes are like big fire birds. They may always shape shift into a phoenix and fly and cast double fire balls three times a day. When they are in their alternate form they are as bright as a fire. Tattoos are of the sun. [They are good.]

Griffons are the masters of the air. At level five they may summon birds in the vicinity and talk with them. At level sixteen they may bond a bird to them once a day, and have as many bird pets as they have levels of griffon. Tattoos are of clouds. [They are good.]

Elves are the protectors of the forest and all who dwell in it. At level three they gain the ability to talk with plants twice a day for ten minutes each. At level five they gain three points to their sword skill. At level eight they may cast the healing spell once a day. At level thirteen they become immune to charm spells. At level fifteen they may cast minor illusion once a day, and it lasts for ten minutes. At level twenty they may speak with any creature thrice a day, for ten minutes. Tattoos are of a star. [They are good.]

Golly wogs are naughty, lovable creatures, looking like a big ball of fluff once they have properly formed. At level five they change form into something like a big fat dog that is full of fluffy fur. At level seven they emit a friendly aura that someone has to pass a willpower check or be drawn to the golly wog. It is also found that the younger the person is the more vulnerable they are to the golly wog. At level nine they may choose three beginner spells of their

choice that they may cast as often as they like. The requirements for being a golly wog are charisma eight, willpower five and harmony of five. Tattoos are of a fluff ball. [They are good.]

Pixies are like faeries, but they are more protective. From creation they may learn spells for half the cost. At level three they gain wings for normal flight. At level five they gain the spells fireblot, glow worms and know path. They may cast glow worms as often as they like from then on. At level seven they gain the spells identify and healing, and may cast them an extra two times a day. At level ten they gain three points to divide amongst their statistics. At level twenty they become immune to most magic, depending on the game masters opinion. The requirements for being a pixie are that the character is exceptionally short, and that they have a senses of six, a harmony of eight, and a intelligence of seven. Tattoos are of a wand. [They are good.]

Dwarves are sturdy. At level three they gain two points to their sword skill. At level eight they gain a point physique. At level eleven they gain pass all poison and stamina tests automatically. At level thirteen they gain another point to their physique. They are immune to magic of all sorts, and may not learn magic at all. The requirements for being a dwarf are that the character is rather short. Tattoos are of a shield. [They are good.]

Shakrae are illusionists and always male. At level three their legs join together and become a snake tail capable of supporting them. At level four they may create what the game master calls minor illusions. At level nine they may cast what the game master agrees are medium level illusions. At level eleven they may cast what the game master calls advanced illusions. They may cast illusions as often as they like, and the effects are permanent, unless dispelled. The requirements for becoming a shakrae is an intelligence of nine. Tattoos are of a oasis. [They are evil.]

Spheres for species and mythical creatures.

The game master may decide what spells they allow into their game or not, and making up spells is fun. You may have as many spheres as you want. For ideas of nature spells, take a look at other games that are out there, and any clan may learn these spells. You may cast any spell as many times as you have willpower, and then they recharge after an hour, getting one charge back each hour. You will get twenty points to buy spells with, and then the game master will decide how it works. Unless stated no other group or loose clan may buy these spheres.

Fire magic This is the most common type of clan magic. When you get it to level two, you may cast fire ball, which makes a ball of fire that shoots out towards targets doing two four sided dice of damage. When you get to level five you do not suffer fire damage at all. At level nine you get to make a flame wave that flows forwards doing nine points of damage to all caught in the wave. At level fifteen you may cast a small meteor from the sky that does thirty points of damage to all caught in the area.

Air magic At level one you may cast lightning bolt which does one six sided dice of damage. At level six you get immunity to lightning. At level seven you may cast cloudburst which delivers rain if the clouds are around, vapourising the clouds into rain as is. At level nine you may choke any creature you wish, making them unable to react for three minutes.

Earth magic This sphere allows you to use the earth. If you were to touch a wall at level three, you may turn it to sand. At level five you may suck the life force out of a living thing by touching it, and you may gain one adventure point off of each living thing once. At level eleven you may turn someone into stone by making eye contact with them for one minute. At level fifteen you may make a minor tremor.

Water magic. This sphere deals with water. At level one they make water of any type turn into

wine. At level three you may swim without needing air to keep you alive. At level six they may make a great wave from the sea. At level nine they may cast hail storm which deals twenty points of damage to anyone caught in the area.

Life magic Life magic lets characters feed and restore things. At level three they may create an apple. At level six they can create a cake that heals two health points per serving. At level eleven they may resurrect a fallen character.

Earthing. The character may earth at any time they wish and commune with nature. They will be able to watch the animals doing thier things and the nature will 'play' with them giving them input. At level three they may get feedback on what is going on in the area through the links and reactions from the living animals. At level six they may get the animals to judge the people around them, be them in thier party or someone they met that day, but especially people they don't know much about. At level nine they will be able to speak with the oracle any time they wish, and the better they have treated things the better the information will be. If at any time they earth and hav been anti societal that day, the creatures will iether irritate them if they are complaining, or attack them if they are very bad.

Healing. This magic will restore health points each time it is used. At level one you will heal one health for each use. At level five you will heal three health each time it is used. At level seven you will be able to destroy diseases any time you wish. At level ten you will be able to restore creatures to full health each time you use the ability.

Flying. A character may fly at any time they wish for an hour or so, and may make anyone else able to fly too, depending on how much thier willpower is to cast it.

Chastes

The chastes are different from the species in that they do not relate to animals. Basically they can be se in any times, but especially modern times. You choose this instead of a species.

Assibai -These are a chaste of devil worshipping juveniles. They want to impress people more than anything else and often practice impressing people alone. They are very impulsive and use scare tactics to win fights. If they get into a fight they are shocked if someone hits them and then they must make a test or fall to the ground and then beg for mercy. If they have place to maneuver they try to shock thier opponents by saying that everyone loves them and that they will get thier friends to fight them, and they say everything is their friend except for their opponent. They are very convincing and will make the opponent helpless to fight if they fail a test with a penalty of one at level five, a penalty of two at level ten and a penalty of three at level fifteen. If their enemy fails their test they may retest every turn to see if they can fight back. The Assibai must have a running start. Beside combat they may also dress excellently. They often have dark magic tatoos that they impress people with, using their own rebelliousness to seduce them.

When they are told what to do they must make a willpower test or charge.

Astrol - These characters are used to using communication to get things going their way. Why not have things going your way when you can?They may use language to make things sound sweeter any way they wish. They may make people think about what they are saying at level three, think twice at level five, then ask about it, or be interested at level eight, also then they may goad them into doing silly things to make them instead of doing it them then they may get embarrassed and then be bewildered into listening for five minutes, like in a trance at level eleven, with a test to resist of course. At level thirteen they may use a musical insrument to make people happy, sad, charitable, etc. At level sixteen they may use their body language or voice to get people to do simple things, but if the victim notices they may attack the astrol.

Kura - Illusions is the name of the game with this chaste. They may make illusions for others to see, and it gets better with levelling up. People are used to illusions in this time, and they love to catch an illusionist and cut their eyes out so that they cannot see any more and cast no more illusions. Then they have time to atone for their sins and then get right before they die, like an inquisition sort of. At level two they may make nano illusions that last for a second. These can confuse people and animals into doing things that may break their concentration. At level five, they may make what the game master calls minor illusions. At level ten they may make moderate illusions, and at level seventeen they may make major illusions. They may have as many illusions going as they have harmony.

Abgefeimt - One of this chaste is an analyser of the universe. At level three they may read what the writer is meaning to a minor degree, and see what the plot is about. At level five, they may read to a moderate degree what is going on in writing and also read voices to a minor degree. At level seven they may read what the writer means perfectly and also read voices to a moderate degree and also read appearance to a minor degree. At level nine they may read voices perfectly and read appearance moderately and read body language to a minor degree. At level eleven they may read appearance perfectly and read body language moderately. At level thirteen they may read body language perfectly. At level fifteen they may add one point to their attack rolls and subtract one point from their enemies attack rolls.

Concubine - This chaste likes to attract people to it sexually. It is the darkest chaste to be, as it does not love anyone for anything other than attention, and will go to extreme lengths for attention. It may attack a person's willpower at level two to get their attention and take social rolls from there to seduce them. If it gets to level four it may attack a person's willpower with a penalty of one to get their attention and so forth. At level six they may make the roll a penalty of two, at eight a penalty of three and at level ten a penalty of four. At level eleven they may bond up to their harmony in people to them, but they must 'satisfy' them with attention every day or lose them and have them turn on them while they sleep.

Vixja - This chaste is in tune with the nature. It may choose one animal type to be master of, and then they may have influence over the animal for as many turns as it has willpower. The animal will know it was them, and if it does something the animal doesn't want to do, it will remember them and make them their sworn enemy, trying to find them. Common choices are lions, vultures and whales. They may choose one type nature to read to see what is going on in the world of importance, as if it were a major event so to speak. They may choose clouds with vague information, birds with weak information, wind with moderate information, fires with good information and waves with vivid information, any two of them. At level three they may read one of their choices. At level six they may read the second of their choices. At level nine they may influence an animal. At level fifteen they may control an animal with a telepathic link.

Mamaka - If you are this you must wait until you are level seven to transform. Then you will be able to become more of a good fighter, adding one to your attack rolls and subtracting one from all rolls against you. At level nine you will be able to do the bonuses at two. At level eleven you will be able to heal up to your willpower each day any time you wish. While transformed you must make a harmony test or lose control and fight the biggest or most intimidating enemy without your defence bonus. Each day you cannot say no to serving someone something or do something for someone unless it will interfere with your missions or take up too much time that you could be using for many smaller tasks, as getting there is a waste of time. You may always make a wisdom test to see what will be better for the people in general. Each time you say no you must make an intuition test or become confused for about ten minutes. Just do it!

Naurunaihe - This chaste is all about laughter. It always makes jokes and treats life as a joke. It never fails a willpower test while laughing, and can make others lose their composure with a successful social test. It likes to confuse people and then connect the dots to make it sound like destiny or something equally important, because it doesn't like the way people act sometimes. It likes to rip itself off to start a joke, and then picks on people to keep the joke going. It gets a bonus of two the joke at level five and the laughter is contagious. It can always stop itself

laughing, but it is hard to do in combat and it likes to run away. In fact it must make a willopwer test or run away in an actual fight, as it is a complete coward.

Hestin - This chaste is all about timing. They will always be in tune with reactions, and feel, well, lucky as hell, but take it for granted more or less. Then they will try to do things that require them to want them to happen, and the first time they try it it should work with a bonus of ten to a test roll. After that they need to try until it works again, and it will work eventually if the game master allows it to happen. Then the third time will come as soon as they conceptualise it happening but it will be unsatisfactory and may bore them into not doing it again, the game master should make it as boring as possible, and then they will have to pass a harmony test or write down on their character sheet, or, the game master may write down that they may no longer try to cross the road, for example, when there is traffic.

Ditobu - These chastes may make themselves feel better all the time, with supreme control of their senses. They may raise their senses by two and then try to make food taste better for themselves, or, try to make themselves feel drunk, for example, but just feel the ecstasy of thier own imaginations. They may also make thier charisma more potent by being happier and friendlier to people, and, they may feel good with everything around them any way they want - they may always feel good or equally satisfying things. They may also add a point to any test while they are feeling good, depending on the game master's decision.

Taferal - This chaste is about making others feel good, and, makes them or others more confident about anything they want, as long as they listen to them. This chaste may, depending on what they say, as the game master may judge them on the reactions of the other players, or on how good it makes them feel themselves, be about how well the outcome is for them. For example, they may meet a prison gaurd that feels bad about beating prisoners that get out of hand, and they may be creative with them and if they say something good, they may recieve adventure points at the end of the session, depending on how well they did. Positive energy! If they make others feel positive, they may, for about ten minutes, add five points to any test they wish.

Lirood - This chaste likes to cause trouble by lying. They may always add three points to thier tests for lying, at level five, and another two points to thier lying tests for any lie they make at level eleven. They may also deduce a lie automatically with thier wisdom if it is within thier score, a simple lie at level two, a adequate lie at level four, a moderate lie at level six, a good lie at level eight, and an excellent lie at level nine. They may see through any lie at level ten. They may see through minor illusions at level thirteen, see through moderate illusions at level fifteen, and see through any illusion at level seventeen.

Sisqo - This chaste always manages to connect the dots on what is happening in the world around them. Anything that happens has been caused by a reaction somewhere, and they manage to always have a reason for how it happened. They will always be able to, depending on their wisdom test, try to figure out what really happened and then explain it to themselves, or, to others. They make excellent clergy or sages, or, not too often, advisors.

Ortega - This chaste will very often escape any problem they have and then live to fight another day, or, be able to explain things adequately enough to get themselves out of trouble. If they were to get into a fight, they may test their intuition to get out of it, or, test again next round. If they were to get into a debate, they may always neutralise it with a wisdom test. If they were to, for example, get caught on a rock on the way down a rock face or such, they may make an intelligence test to succeed. At level two they get a bonus of one to thier test rolls, at level three they get another bonus point to thier tests, at level five they get another bonus point to their test rolls, at level seven they get anoher point bonus to thier tests. At level nine they get one more bonus point to their tests. At level fifteen they may automatically pass one test a day, or get away with one thing or another, unless the game master says it doesn't make sense.

Siiruk - This chaste will be able to decipher what is going on in the world, due to the one world

consciousness, by being able to decipher the colours around them, the smells and the numbers too. For example, if there are four smokes in the sack, they will be able to feel the vibe about how it got there in the first place. If they were to decipher what happened before that, or what will happen, or, more importantly, what is happening due to the reactions around them. They will be able to see what is happening around them each way for three reactions at level three, seven reactions at level five, and thirteen reactions at level seven. When they reach level nine they will be able to automatically pass any awareness test.

Evangelicos - This chaste will often know what is right to do, and the game master will tell them the path of least resistance depending on what they want to achieve, like finding something or a place. They may also make a decision on what they want out of the choice, be it societal, material enrichment, or a learning experience. They may always choose it at whatever time they want, whenever they do not interrupt the game master to his detriment of delivering the story. They may use this three times a session at level two, five times at level four, seven times at level six and ten times at level nine.

Kuzunoha - This chaste can summon filthy spirits to do their bidding. They may summon one thing with a charisma of five, two things with a willpower also of five, and three things with a harmony also of five. They may summon flies at level three for an hour, who do exactly as their master wishes, summon rats at level six for half an hour, summon spiders for fifteen minutes at level nine, summon snakes for ten minutes at level eleven, and summon faeries at level fifteen for five minutes, who may make minor illusions three times a round, or, charm one creature into doing the bidding of the faerie depending on the personality of the character, being that they will always make the purer people get what they want, as to their decisions, and if the person is evil, or has evil intent, they will tone it down severely. At level twenty they will be able to summon a genie that will grant them one moderate wish, like raising a statistic or giving them material wealth. This is up to the game master and they will try to make it fit into their world. This chaste will need to keep their bodies full of intoxication, impurities, of all of the types of tobacco, wine and meat, to keep their minds full of ecstasy and euphoria with their own pleasures. If they miss any of these things for a day, they will not be able to summon things until they get them that day, waiting an total of one hour to begin again. They may summon each type of creature twice a day.

Dayaan - This chaste will have to hide from the view of others as it is hunted by many of the paranoid people. It may conjure things to become real from nothing, atomically carbon bondings of thier common interest. They must never be caught or they will have thier thumbs cut off, so that they may not pick anything up at all without much misery. If one is caught with their thumbs chopped off performing magical arts they will be killed! The people that hunt this chaste are usually town gaurds or clergy or some sort, who try to keep the people safe. They need a willpower of six to be this chaste, and they will be able to conjure food at level three, three times a day, conjure ten pounds of silver at level six, conjure rain clouds at level eight, conjure smells at level eleven, and conjure fireballs at level eighteen.

Akoluth - This chaste will be able to summon spirits to do their bidding often. They will need to bond with a spirit at each interval and then keep them around or lose them for ever. At level five they gain a link to an imp or pixie that they may call on once a day for fifteen minutes, who they must talk to for at least an hour a day or lose thier bond to them. At level nine they may also bond to a hell hound or a pegasus that they may use for ten minutes a day. At level fifteen they may bond to an angel or demon that they may use for five minutes a day. At no time will they be able to force the thing to do other than what they would never do in that situation. If this chaste is caught invoking spirits they will be publically decapitated!

Bliniar - This chaste will always be able to make good food for people to eat, including itself. If it makes a successful cooking test, it can make the food do extraordinary things to people! At level one they will be able to make the food taste so good that people will really want another dose, and would pay good money for it. At level four they would be able to make the food make the person recover thier lost memories, one each time they eat. At level seven they will be able to make the person more confident for up to two hours, making thier linked tests get a bonus of

three. At level eleven they will be able to make the person who eats the food a lot more aggressive, gaining a two point bonus to every attack roll for thirty minutes, like a war dance by eating or so. Then they will, at level fifteen, gain the ability to make the person their friend or ally if they pass enough social tests, but it must be a game master controlled character.

Chaste abilities - Chastices

Chaste abilities are based on the most realistic magic of all, using typical spells mixed with some fantasy. Characters may have as many Chastices or chaste abilities as they wish, starting with two. It takes one adventure point to grab one at level one, and then to raise a chastice to level two you need to pay as many adventure points as you have levels in it. If you have a chastice at level three, you need to spend three adventure points on it to raise it to level four.

Rapid Progression

Each time the character completes a session, they will gain as many adventure points bonus as they have points added here, added to what they earn.

Boosters

This will make the character much more able to do exhausting things. At level two they may travel faster, halving the time it takes to travel from one area to another. At level five they may carry more than they should. At level seven they pass any stamina test. At level eight they do not need to sleep. At level ten they never get scared or fearful. At level eleven they get one point added to each of the physique, mental and spiritual stats, one to each in the section.

Ego

This ability will make you more potent in combat. For every three point you have of ego, you will be able to add one point to any attacking combat roll. You may of course do this as many times as you have willpower, recharging a use each hour.

Apt pupil

At the end of each session the character will be able to choose one skill to automatically gain a level in, after they have spent thier adventure points. At level five they may gain two skill points per session.

Creativity

This ability will make them more creative with ideas, and the higher it is the better the idea will be. These are all artistic abilities, and the higher it is the more vibrant the artwork will be, being then more valuable. They may also dance better, with a greater idea of how to stimulate themselves with new moves. This ability comes into play whenever the character designs something, be it an art, a engine, a new spell, and so forth. The game master has the final say in what is allowed or not.

Memory

This ability makes them remember everything they have done - the game master will tell them what happened at any time. They may use this as many times a day as they have intuition points, and that includes looking at a map or something similar. For each three level they have in this, they get another level of rapid progression.

Curses

These are the typicl curses the chastes have avalailable. Headaches you get at level three and

may make a full mental attack on someone, without a dice roll, to beat thier mental statistics and curses level. If yours is higher, depending on how much higher, the other person will be taken by a headache. If the opponents is higher, then they will not feel a thing. You may cast this once per hour. At level five you can make thier bones ache. At level nine you can blind them and make them see a vivid group of gasses.

Presence

This ability makes you more admired and feared by those that see or hear you. The higher it is the more of a reaction in your favour you get, like an ego whip.

Dimension door

With this ability they may walk through the door and come out the other side, like a teleport, but without the limited distance. They may dimension door anywhere they want, but, they must test it by adding their intuition to thier dimension door for a total test value. Setting it up needs a earth based gateway, and there is no way back unless you know where the place is. You recharge one useage each hour, as per usual.

Force missiles

With this spell the character shoots from either hand a missile doing as much damage as they have levels in force missiles. They may cast as many force missiles as they have willpower, with them returning for use after an hour.

Energy shield

With this you may subtract as much damage from your character suffering at that time by soaking it through each level of energy shield they have. This power is constant.

EMP

This will short out all electrical circuits from mental energy from the character, and may travel as many meters as they have emp value times by ten.

Fusion

This is a pseudo science ability and you may use this energy to your advantage. At level nine you may shoot forth a bolt of fusion that deals six six sided dice of damage. At level eighteen you get upgraded to the fusion lance, which deals forty points of damage.

Dice

With this ability you can use luck to come out better off. Rolling the dice means you are throwing things into upheaval, and then you can benefit slightly, or, come off worse. When you dice you add a six sided dice roll to your intuition plus your dice level. If it is an prime number - a number not divisible by aything else - you lose. If it is any other number, you win. This works for all the tests that characters must go through. As you can tell, it is a good idea to have a high intuition.

=====

Enchanted

=====

The enchanted are typically set in early and modren times. They use the enchantments list.

Valkyrie -This enchanter will be able to build up a relationship with knives and axes that makes them able to make the weapons move around them with average running speed, enough to do a

good deal of damage to the thing they attack. The weapons do normal damage and will be able to be returned to the master with a good deal of effort, once lodged. To build a relationship with your knives or axes, you may have as many knives or axes as you have harmony, and then you need to use your willpower to move them. They may be set up on auto follow or encircle if the willpower is over six, so there should be little problem for most valkyries. The valkyrie must spend fifteen minutes a day with their axes or knives and then they can, after the knives gain levels, depending totally on the game masters discretion, end up moving as freely as a fly.

Psychic -This enchanter may read people's minds all day long, but may only read about five real words from a person every ten minutes for each point of intuition they have. They may read into their past and present thoughts, and then they may also implant memories into them, or, change memories. When they are level seven, they may implant one memory onto a creature every hour, and if they are level fifteen they may erase a memory every hour. To be a psychic you need a charisma, willpower, harmony and intuition of at least seven each. This type of enchanter is practically a myth!

Animator -The animator may make anything non living 'alive', but will also make it able to use it's mass in energy to move around or make sounds as if it were a scissors closing slowly to make a grating sound, for example. It may talk with any of it's creations aswell.

Puppeteer -This enchanter will be able to take control of living things through carbon controlling thier nervous systems and then they may use their opposed willpowers to see if they can beat thier opponenets willpower for each thing they want them to do. They cannot do anything else besides breathe and run at most, and if they want to fight aswell, they suffer a five point penalty to attacks.

Masquerader - This enchanter may make as many other personalities as they have wisdom. They see things people do, and may make a whole set of auto responses to these things, new likes and dislikes, and they may copy nearly any sort of act that that personality does in front of them. To learn something new that someone does, they need to make a intuition test. This means they may be as many chastes as they have wisdom.

Elementalist - This enchanter may call on air, fire, water, and earth to work for them. They may Choose one element to use as thiers, and then at level two they may work nano magics with it, at level four they may work minor magics with them, at level eight they may use moderate magics, at level thirteen they may use good magics, and at level seventeen they may use powerful magics. The types of things they may do, and the potency of all of it, depends on the game masters decision.

Desaz -This enchanter can make shadow images of themselves and they can hit out at living things to harm them. This can only take place at night when they are under light sources and can have as many shadows as they have shadows, eventually. At level one they may make one shadow, at level four they may make a second shadow, at level eight they may make a third shadow, and at level eleven they may make a fourth shadow. These shadows may attack with action points as if they were the character. They may also pick things up if they can do it through strength.

Imbued -These enchaters can power up and deliver energy damage from physical attacks, with thier hands, feet or head and weapons. The energy creates a light source and emanates a desired colour glow from thier bodies, encircling them in this 'haze'. The damage bonus is one at level three, two at level six, three at level nine and four at level thirteen. This enchanter needs a harmony of six.

Vampire -These enchanted must drink blood each day from something else to keep their powers. At level three they may shape change into a wolf, at level five they may shape change into a snake, at level seven they may shape change into a leopard, and at level nine they may

shape change into a average size bat. At level eleven they may seduce other living things with thier voice and then make them come to them, from wherever they are. It is an opposed willpower system. At level fourteen they may make thralls - things that they can control completely, but can only have as many as they have harmony. To be a vampire you need a wisdom of eight, and a willpower of eight.

Evokers -These enchanters may emit power at things they don't like, as if were a spell. They may harm things they don't like by projecting energy at them. At level three they may shoot one lance an hour at a target doing three points of damage. At level six they may shoot a second lance a hour. At level nine they may shoot a third lance an hour. At level eleven they may shoot a boomerang that does six points of damage. At level thirteen they may produce a sonic wave of energy that makes creatures ears take in too much information and they go stupified from it, for one round they cannot do anything, and they may do this as many times a day as they have willpower.

Enchants

The enchanted abilities are more fictious. They start with one ability and pay ten points to learn another one at level one, then may spend one point to raise it to two, and two points to raise it to level three. You may cast as many spells as you have points three points of willpower, and then your energy will recharge as per usual, one charge every eight hours, or, sleeping for full renewal.

Lightning bolts

This will deal one four sided dice of damage at level three, two six sided dice of damage at level five, three six sided dice at level seven, four six sided dice at level nine and six six sided dice at level eleven.

Teleport

With this spell, you may travel as far as your level allows you to. For each two levels of teleport, you may take someone with you.

Levitate

This will allow your character to float upwards indefinitely, reversing the force of gravity for lack of a better explanation.

Animate dead

This spell allows you to make zombies out of dead people. At level three you may have one zombie. At level six you may have three zombies. At level nine you may have three zombies and two wolves or wild canines that you must reanimate. At level eleven you may double your amounts allowed for each type of servant, but never have more than your total mental value. You control them telepathically.

Dominate

With this ability they can charm non human creatures to follow them and do as they say. They may have as many creatures as they have charisma, but thier dominate level needs to be greater than thier health. They may dsimiss any creature they want at any time and replace them with a new one.

Putrify

With this ability a character may make things rotten. At level three they may contaminate a vat of liquid, that will make anyone that drinks from it sick for a day. At level five they may make a poison cloud that chokes all inside it. At level seven they may contaminate a river. At level ten they may cause disease in anyone that hears them speak, but that will take twenty minutes to take effect. At level fifteen they can summon a plague of flies into any area that is about fifty feet in a circle.

Horror

With this ability you may cause horror in those around you. At level four you may scare things with a test to resist. If they fail they run away. At level nine you may kill something by scaring it if it fails a related test. At level eighteen you may scare something to death without a test, unless it is immune to fear.

Transformations

This is available to all enchanters. At level five they may change form into a deer. At level nine they may change into a sparrow. At level thirteen they may change into a shark. At level twenty they may shape change into a serpentine creature with as many heads as they have physique, with great base from their four legs. Each shape change lasts fifteen minutes and takes thirty seconds to complete.

Voodoo

This ability allows characters to use the carbons around them to influence others. At creation they may bless another living thing by adding a two point bonus to any dice roll or test that they want to once a day. At level three they may bless another twice a day and curse someone with a two point penalty to their test roll once a day. At level five they may add another usage of curse and bless. At level seven they can use a pot to make food that will heal someone three points of damage a day, but they need the required ingredients. At level nine they gain the love spell that makes someone fall in love with someone else, This spell lasts for as many days as they have wisdom.

=====

Eonia and Vecti - past present and future setting

=====

From evolution various factions have a advanced intracultural heritage. Through this they are allowed to gain levels in their intraculture and then they may advance in their own special ways. If you leave the faction you lose their support but may still develop your character any way you want, if the game master says it is possible. The intraculture is cellular based, so, you cannot modify your cells or you would become sick and die as your body changed it's dna.

Every faction has various intracultural abilities to choose from, and when you get a IC point, you will be able to use it on any of your IC abilities. You should write down your IC points so that you can level up when you have equal IC points to a level of IC type that you possess. You use adventure points for an equal level of IC points. If you have a IC at level three, you must add three adventure points to it to make it level four, for example. You start with fifteen IC points to use on your character. You need to use one point to gain something at level one.

These rules are only for advanced humans that have evolved into this. We can call these 'people' Eonia and Vecti, and they may gain the abilities listed here. You may, unless otherwise stated use your infracultures as many times a day as you have willpower, as if it were a spell. A character may only take eleven levels in ICs.

Eonia

Magic resistance Magic resistance comes from a genetic development where advanced races have tuned out from this sort of thing. There is no way you can have any other ICs other than matrix, cybernetics and blood lust, unless the game master rules otherwise, or makes a new one for the players. Unlike other IC's, this you purchase once, costing fifteen points, and then are completely magic resistant. It is up to the game master if they will allow other IC's to be added to you, and definately not magick.

Matrix This is where someone enters a chamber and becomes one with the universe, beng able to send out a ghost that may interact with the universe, but it is computerised. The character must remain inside the chamber for as long as they are in tune with the universe. While inside the matrix you may travel as if you were a electric pulsar and interact with the computers that you encounter, but you will need high mental stats for this. You must have a good matrix score to beat the system in the matrix and then get to operate things mentally. It is up to the game master how they are raised.

Astrolosis This is where the character may leave their body with advanced, developed mind power and travel around the area for short times. Thier bodies remain in limbo for that time, and the body is treated as if it were dead. At level three they may leave thier bodies and travel through any solids or liquids for about ten minutes as thier soul will otherwise start to seperate. At level six they may travel for thirty minutes. At level eight they may travel for as long as they wish. At level elevn they may become like a phantom between dimensions physically, but only emitting a ten centimeter glow around them for all the things they want to take with them, which exludes weapons other than pistols, but includes clothing and items that are rather small. This should be worked out with the game master. At level fifteen they may inhabit a new body if they like, but then the physical statistics will change. The game master should be consulted in case this gets complicated! This possession can occur at any time, but they need to build up their astrolosis to start possessing bodies. They may always go back to an old body, and can leave bodies in a stasis field to keep them fresh and living so they may enter them at any time they choose, otherwise they will deteriorate if left out in the open for too long.

Bionetics This is where a character is developed more physically, through genetic bonding, and they will need to go into a trance for at least an hour a day for improvements. If they play a session, and during that session they go into a trance for an hour, at any time, they may add a biochemisty point to thier character. Only some factions have this inherent ability, and they need to pay as many bionetics points as the level of physical statistics they want to improve. Let's say they want to improve their reflexes, and that is at seven. Each time a character gains a level in bionetics they may raise one physical statistic by one point.

Cybernetics If a character belongs to a faction that allows this, they will be able to boost thier mental statistics with magical intelligent tatoos. This is the best thing at the moment for those that want to raise thier mental statistics with quark size animated tatoos, insulated artificially intelligent non solid based energy cells that work like a computer. Each time this character gains a level in cybernetics they will be able to raise a mental statistic by one point.

Soulstice These types of characters are imbued with soul progression. Each time they gain a point of Soulstice they gain a point of one spiritual point to add where they want to.

Blood lust. It is difficult to charge someone down on the battle field with a sword, but when it comes to using weapons that shoot all you need to do is believe you are invincible. This ability is granted to some of the factions culturally, as thier adrenal glands are developed better. Bloodlust lasts as long as the player uses it, or, until the character runs out of energy, depending on the rules or the way the game master sees it. At level two they will never lose moral. At level five they gain a one point bonus to combat tests. At level nine they may add four points to their action points aswell. At level twelve they may add another point to any attack roll. At level fifteen they may add a point to thier willpower. At level seventeen they may inspire bloodlust in others as if they had bloodlust ten levels below them, from then on, but may not add a level of willpower

to their allies.

Magnetism With this ability players may move metals around them and pick up as much at once as the game master allows depending on their magnetism level. They may also jam weapons, or fire them. They do not need to move to do this.

Vecti

Optical genes If the character has this ability, they may be able to have advanced optical abilities. At level three they may be able to see light sources that are otherwise unseeable. At level six they may be able to see into the past for about a day or twenty four hour period that makes them see what really happened previously. At level nine they may see reactions leading into the future for two minutes, which is included in any ambush.

Sonic genes With this ability you can hear better. At level three you may cancel noise for the gift of hearing things you can focus on better. At level five you may hear things in the noise perfectly, and hear solid things as noise bumps off them, if you were to throw a stone into a room, the noise would bounce off all surfaces and show you what the room looks like for about two minutes. At level eight you may hear radio frequencies vaguely. At level eleven you may hear spirits whether they want you to or not.

DNA sampling With this ability you may sample living tissue through your mouth into your stomach and then digest it. If you were to take dna from another character, some of their tissue that must be fresh, you will be able to add a level to the requirements of your new skill or statistic. The dna you sample must have a higher skill or statistic than your own. You may only sample each living thing once, and this is anything living.

Refraction With this ability you may be able to reflect light off of yourself back at the source. At level three you may go partially invisible. At level six you may go invisible perfectly including anything you hold or wear up to a three centimere distance, but not with weapons. At level eleven you may reflect lasers shot at you, depending on what the situation is and the game master's decision.

Time travel This is one of the things that in reality is impossible, but is possible in this game, if the game master allows it. Your mind has altered so much that you may travel through time by using your memories added to the power around you to make you actually enter the memory as it was. At level seven you may reverse time for up to twenty seconds ago, or for one turn, once a day. At level eleven you may do the same, but three times a day. At level nineteen you may go back to the beginning of the day you started at, the one you are now in of course.

Spectral With this ability you may create illusions of yourself that do exactly as you do, standing up to four steps away from you. You can create an illusion by using your spectral cells to emit the illusion. At level two you may make one image. At level five you may make a second image. At level seven you may make a third image. At level nine you may make a fourth image. At level twenty, if you have a weapon, so do they, and if you shoot at something they will too, doing sleep damage to them, and this includes spells.

Goliath This ability makes you bigger and stonger so that you can lift objects and strike opponents. At level two you may add a point to your physique for five minutes. This will make you run faster too, but not give you added action points. At level four you may add a point to your physique for fifteen minutes. At level six you may permanently add a point to your physique. At level nine you may grow up to fifty percent bigger and add three points to your physique for thirty minutes.

Conflux With this ability you will be able to resist elements. You may choose one element of course. At level five the selected element will not harm you for ten minutes. This includes fire element for laser weapons, and earth element for gauss weapons resistance. At level nine you

are totally resistant to the element permanently, unless the game master says otherwise.

Hybrids

There are not many skills available to hybrids, most of your points will be spent on evolutions. This character type may not cast spells nor gain levels of any other human type. What you read from now to the next break means they will have these, and nobody else will have these evolutions. They look more or less like a lithe alien that stands on two legs like an ostrich, without the feathers of course.

Each skill is tested by adding its value to a statistic and then rolling a test on a twenty sided dice. If you roll under the number, then you pass. There may be modifiers to your roll that you cannot control, like trying to claw a target while they dodge or trying to bite someone on a shaky bridge, for example. You may subtract your intelligence from the skill price to learn it for no less than one per skill. You get twenty points to spend on skills. Points not spent may be saved for evolutions or for later to raise skills.

Evolutions

This is the best part of this game, as this is where you hybrid evolves body parts and off spring. You get ten points to spend here and may subtract your willpower from the price to make it quicker for your hybrid to evolve.

Once you have at least two essential evolutions you may learn basic evolutions.

Once you have at least two basic evolutions you may learn advanced evolutions.

Essential evolutions:

Claws will cost you one point. Teeth will cost you one point. A tail will cost you one point. Armor will add four to your total health and costs five points.

Basic evolutions

Poison glands will cost you ten points and require teeth. **Adrenaline glands** will cost you thirty points and give you an added five points to your action points total. **Esp nodes** will cost you ten points. **Healing glands** will cost you eleven points and will replace three lost health a hour. **Better armor** will add ten more to your health and will cost twenty points. **Toughness** will absorb three points of damage from every time you suffer damage and will cost you thirty five points.

Advanced evolutions

Wings will cost you fifty points. **Reapers** come out of the shoulders and may rake the target for damage costing forty points. **Off spring nodes** allow you to grow and control your offspring, and will cost you sixty points. You get as many nodes as you have harmony, and you may have as many off spring as you have wisdom. **Acid glands** allow your character to spit acid at opponents, and will cost you fifty points. **Ice glands** will cost you sixty points and slows down all creatures caught in the cylinder. Because of the exertion you will use up the rest of your action points that round and half you action points for the next round. You do this by heating up the rest of your body except your mouth and then releasing the blast. **Fire glands** will cost you seventy points and allow your hybrid to breathe fire once every second round.

Offspring sizes vary from birth, at one foot, to two months at three feet tall.

Each off spring will cost you ten points to grow, minus your willpower. The gestation period is three weeks until it hatches, after which you must pass a successful charism and willpower test to keep control of it, and have esp nodes evolved as part of yourself. You may only grow one off spring at a time, and once they have grown and died they may be replaced. Adventure points may be spent on advancing your offspring's skills and evolutions.

The available skills for offspring are as per normal. Raising these skills works the same way as raising your own skills. You should create your offspring as if you were creating another hybrid.

Offspring get all three essential evolutions, and may grab other evolutions through the player spending character points on them like as per normal, but, off spring may only take one of the following; poison, wings, reapers, acid, ice and fire glands. Typically offspring change colour to match their chosen gland, starting with a grey colour they change to green for poison, purple for wings, orange for reapers, yellow for acid, blue for ice and red for fire. They may take any of the other evolutions if allowed to.

Becoming a monarch hybrid

If a hybrid eats their offspring, up to a mimimum of five offspring, it stores the brain as it is made up of some other material than the rest of the offspring, and then may gestate into a monarch, taking a month to transform. Once they are monarch they gain one and a half feet in size so that they may be identified as queens. You require twenty points to evolve into a queen.

These are the evolutions available to a monarch.

Taill spikes, for thirty points. **Sharper claws** for twenty points. **Sharper teeth** for fourty points. **Area esp** for fifty points, which allows you to communicate with any form of life for a kilometer. **Charm creature** nodes which allow you to charm any creature on a successul social test three times a day. They grow while your queen sleeps and are used up as soon as they use them, until they sleep again. **Hive mind** will cost you one hundred points, and allows your hybrid to enlist other hybrids to their cause. **Magic resistance** will half all damage done to them and also adds a four point bonus to their rolls to resist magic spells like charm and stuff, and costs eighty points.

At this point, when they become monarch, it is recommended that they breakaway from the hive and set forth enlisting other hybrids to their cause, whatever that might be. The other players may also do this, and there could be a mobile army ready to battle the creatures of the planet and eat them, as that is the overall goal, to eat stuff!

Damages

Bite damage does one ten sided dice worth of damage, plus physique. Claws do one six sided dice worth of damage, plus physique. Tail does one four sided dice worth of damage plus physique. Acid does one eight sided dice worth of damage. Reapers do one six sided dice worth of damage. Offspring do two points of damage with a bite and one point of damage with a claw attack. Poison does one eight sided dice damage extra to the target. Fire does one twelve sided dice of damage to all cuahgt in it's cylinder. Tail spikes add four points of damage to the tail damage, sharper claws add three points to your claw damage. Sharper teeth will add four points to your teeth damage.

Off spring damages for claws are three points, for bite is one four sided dice of damage plus two. Tail damage is two points.

=====
Nexae
=====

This type of game is set in any time the group wants, and is able to blend energy with thier souls to make them interact with objects they build. Thier history is about building things for the better of thier people and children. They are very civilised and will always try to help others that might need it. There are two nexae sexes, living on the same energy ships they create by channeling power into it. They will deal with things they see as bad very swiftly. They have abandoned all physical metals and use pure energy instead, a system devised millinia past. Nexael are male, and nexaev are female. The women stay and tend to eggs, as they have developed from mammals back into egg laying things for the sake of convenience. They will always try to develop skills in maternal things, and maternal evolutions. The men go out and make sure the women are safe by patrolling the area, and have an aggressive bent on life when threatened. They stand about five and a half feet tall, more or less.

They cannot speak, but can hear because they read through thier eyes and ears, and use sign language to communicate, as they never tried to while evolving, for some reason. Seeing as how they cannot speak they also use energy to make others get the message they want to send, through electric pulses they direct at them. Reading other races takes a bit of effort to learn how to speak to them. If you want to imagine what a nexae looks like, it is like a chickens posture without a mouth and six arms, as they used to resemble spiders. The males are usually dark colours and the females lighter colours. They have learned how to mould energy from around them to inside them, then back out doing what they want it to, shaping it into a object or life form that they can teach. There have been great successes in developing new life forms.

The nexae are rather peaceful and can, as you have seen, learn new skills and spells from other races. The communication between the two sexes is nearly flawless, and lying is impossible between the other of the race. There is no such thing as failure, it is just something to be tried again, or, if the cost was too high, to be ignored. They may hear the sonic vibrations of other races, and can use thier gills, as they are amphibious, to make simple syllabels for them to hear. They have knowledge of communication from base level to rather advanced races, and have found a way to get thier message across, though not in great detail. They may learn as many languages as they wish, but it will take few adventure points and a few minutes to get the basics of the language. Males learn faster, go back to the females, take thier time teaching them, and they pass it on to babies with thier teaching ability. That is where they settle on a new planet and need to examine the natives. Then they will be able to help them, and feel the ecstasy of the thanks they get, which is a big rush for them to say the least. They like to see who gets the most thanks, and each time they do something like that the others will recognise it and tell them that they are good ambassadors of the colony. All they want is another fix of natural ecstasy.

For food they just feed off of the static in the air, like a tree or earthworm. They will breathe in normal static and breathe out warmed up static from the workings inside the body, and as we all know that will make it go upwards and absorb hydrogen and become clouds.

They can all go underwater and swim as if they were a crocodile, having eight limbs, they usually use breath stroke, and can stay underwater for as long as they want. They can mould coral perfectly into tombs for themselves.

=====
Nexael
=====

These males are adept at using any type of machine that is below thier intelligence for each thousand years of development. They are the desingers and engineers of the race, and hav evolved into a vasty genetically different form from the females. Abilities are raised by getting the same amount of levels as thier current score. They may choose eight levels in these abilities.

Mind blast comes from thier minds and attacks living things mentally. They may deal one four sided dice of damage at level one, two four sided dice damage at level three, and so forth if you work it our right.

Energy bolt does as much damage as thier score in it and they may cast it as many times as they have willpower rejuvenating one use each hour.

Harness energy grabs some energy from outside the being and then they may heal up or channel it into a object that is electrically based or carbon based. The higher this the more energy you can take in.

Release energy will be the ability to discharge the energy into the world that will be closed up inside them, unable to be released until they get it right. Each time you fail a test for this you need to take two health points of damage.

Shape energy will help them design the thing they want to create.

Solidify will help them put the thing together. This is like making it permanently solidified.

Learning will help the nexael learn skills of any other race they encounter. They may learn as many skills as they have levels of learning.

Camouflage will let the character change colours on their skin to blend in with the area automatically. Others may roll a ambush test versus the camouflage level plus wisdom to see if they can spot the nexael.

Sleep spells will make things go to sleep. They may make somethnig with health equal to thier sleep ability score go to sleep for about as many turns as they have sleep ability.

Illusions are created by electric charges in the air. From level one they can see thorough any illusion. They can create basic illusions at level three, modate illusions at level ten, and greater illusions at level fifteen.

Malice will make them more scary looking to others that they meet, and anyone that wants to ambush them will think of the outcome of such an encounter.

Capture spell is when the nexael is harmed by a spell they do not know, and they may learn it. They may learn as many spells as they have levels in capture spell, adding it as a level one spell and then building onto it with adventure points.

=====

Nexaev

=====

These females are all about maternal things for the colonies. Thy have no offensive ability but have a few other things they could do. They may choose thirteen levels in these abilities.

Teaching will help young nexae learn things about thier channelling.

Rejuvenate will help anyone they want to heal damage they suffer, one point for each level of rejuvenate.

Clones will let the female have a clone of herself for each point of clones they have, and this lasts for as long in tens of minutes as they have clone score.

Ego whip will make the opponent less aggressive and more submissive to them. Clones may also do this.

Homeostasis will let you heal faster and recover emotional well being quickly. If you have

suffered in some way, it will quickly get back to the norm for each level of this you have.

Possum is when the nexaev tries to get out of trouble, or tests others. They may take a terrified posture and the other creature has no way to see through it unless their intuition is higher than the possum score.

Seduce is when the female may use eye contact to make the other creature interested in her. If she wants to get them to do something all that is needed is for their seduce score to be higher than the others wisdom.

Glow will allow them to raise their charisma towards things they cannot communicate with, like insects, animals and primitive peoples. They will see the nexaev as a friend with a greater first impression than normal. They may add their glow to their social tests and anything that is aware of them that they are not aware of.

Maternity will let them more aware of the needs of the kids. At level two they get to read the child better and then they will know what to do to get it to have a better experience as a child, or, to grow up faster. At level three they may lay one egg a month, which must be kept warm via body heat as no other heat seems to do much for them. At level six they may change colours to make the child feel more comfortable, making teaching easier. At level nine they may hear the heartbeats of other nexae and respond better to panic, stress, and know how to deal with that. If they have at least five levels of glow, they can combine them to make the nearby nexae more calm or braver to deal with things.

Magic resistance is the amount of resistance they have to magic and abilities. They may absorb one point of damage from offensive magic for each point supposedly suffered. They may also add this to any other magic test where they might be affected, but remember to use the level of this to help decide the outcome.

Magic reversal is when the nexaev repels magic back at a caster. They may reflect any magic they wish, but their reversal needs to be higher than the casters levels in the spell or ability.

Crafty will make them better at their analysis of the world. At level two they gain a point of intuition. At level four they gain a point of senses. At level six they gain a point of wisdom. At level eight they gain a point of intelligence. At level eleven they gain automatic passes in everything they try to do that is part of awareness, ambush and socialising.

Avian

The Avian race is a humane bird like race that has the head of a eagle and the body of a lion, but it is covered in feathers and has claws for feet and moderately evolved hands with sharp nails on them. They are rare, but can survive well enough. They never leave their planet except through portals that they can open. If they need to fight, the males get to it quickly. They may fly as quickly as an eagle the same size as them, being about six feet tall. They may use primitive tools and have a very detailed culture, with each cluster of Avians having a tribe of 'bird men' of about five males and three females, or such. Their males hunt with the females, and they take it in turns to rotate guarding the nest and sleeping. They usually go out in pairs. They do live in higher places above ground most of the time. The males are called Avaino, and the females called Avia. They fit into any time line.

Avaino abilities

These are more for combat than the females and they get seven levels of abilities to spend here.

Edge boost will add five points to your edge for each level of it you buy. You may have as much edge as you can buy.

Thicker coat will allow characters to toughen themselves up with natural armour, adding two health points to them for each level of thicker fur they buy.

Portal will open a portal to another place in this world at level eight. At level fifteen they will be able to open a portal to another world.

Sharpness will make them deal one extra damage to their opponent from a bite or a claw attack. This does not wear out it goes on forever. After level six they may harm spirits too.

Sonic bolt will be the easiest thing to overcome. It is a bolt of sound that fixes in on the target doing one point of shock damage for each level they have in this ability.

Sonic wave will harm things from the sound energy that gets things to be damaged as if they were hit by solid impact. They deal two points for every level of sonic wave developed.

Sonic discharge will be when they send out a growing sphere of sonic force that travels outwards for as many tens of meters as there are levels. The discharge does one point of damage for each two levels of sonic discharge the character has.

Glyphs will be when they inscribe curses into buildings or in forests, on any wall of any sort. For cement they need a sharpness of five and for metal they need a sharpness of nine. At level two they can make a curse where the trespasser will be unlucky for fifteen minutes and suffer a three point penalty on all rolls or tests. They may make the glyph shoot a sonic bolt at the trespasser, at level six of course. At level ten they may make a sonic wave from the glyph.

Storm will make you bring clouds closer to you with a storm in the making. The storm is wild though, so the game master should decide what happens during it. This is easiest to do around mountains, as then you can hide in your cave and let the storm do its thing. The greater the level is the more intense the storm will be, and the faster it gathers. If there is no sign of a storm, then it will take longer to summon.

Gale will summon winds instantly to take things off their feet. If the Aviona is high up, they can make it on the ground far below them. The higher the level of the gale, the stronger it will be. A gale lasts for ten minutes for each level of gale the Aviona has.

Gouge will try to blind an opponent in one of their eyes with your beak. You must test your gouge skill against their [reflexes plus their intelligence].

Scouting will increase your chances of finding something when you are flying around. At level three you gain three bonus points to ambush and search. At level five you get another point of senses. At level seven you get another point of intuition.

Avia

These creatures are more passive than the males, and like to stay in the nest from inherited genes. The avia gets nine levels to build their character. Avians are highly moral.

Oracle will let them speak with the oracle to find out information. The oracle is a divine being that explains things from the information it is given. It does know everything, but will be able to explain things if given enough information about the problem. The higher the level of the oracle, the more detail will come from it. They may do this as many times a day as they have harmony.

Song will make the avio sing beautifully for all the living things around them, making them alter their mood. At level three they can calm anyone in the area that listens. At level seven they can boost the morale of everyone that hears them, and then they will get a one point bonus to attack

rolls. At level nine they may disarm people as they try to hang onto metal weapons, but not natural ones, as their weapons shake from the noise. At level twelve they may charm all creatures in the area that have levels equal to the song level, which could be enough for one, two, or more creatures. [If there is a creature with a level of two, another creature with a level of one, and another creature with five levels, and their song value is four, they may charm four levels of creatures. For this example you need to take the one creature with level two, leaving two song points to use, and that means you can charm the other one as well, having one song point left, which is not enough to charm the level five creature.]

Pining will make other creatures want to satisfy the Avia, like trying to get a cheaper price on a item they want. It is sort of like sulking, but they know how to plead very well, working better on parents than young people. It is extremely irritating to those around them, and they must pass a harmony test to see if they can resist each minute. Avio may pine for as many minutes as they have levels of pining.

Flock will make them able to summon birds to them. From level one they may talk with birds. Summoning the birds at level two will always mean they make a mess wherever they have been summoned at level two. At level four they will be able to send out scouts that travel for thirty minutes there and thirty minutes back, at most.

Swarm will call stinging insects to the Avia. At level three they may summon their charisma in bees. At level six they may summon their charisma in wasps to the Avio. At level nine they may summon hornets to them. At level eleven they may direct the bees, wasps or hornets to do their bidding. These all last for ten minutes.

Gentle morning mist will make a mist for everyone to hide in and then they will be able avoid being seen. You cannot even use heat vision in this mist, nor sonar as you are nearly completely blind. The avio may conjure this mist as many times a day as they have willpower, and it clears up quicker in hotter places. The area is about ten meters for each level of gentle morning mist they have.

Intake will allow players to learn skills much faster. You may subtract one adventure point from the cost of the skill for each level of intake you have.

Star gaze will allow the avia to see what is happening in the universe around them and allow them to make a horoscope for the next few days. The higher their level of it the more detailed the information will be.

Wishes are granted upon a shooting star. They may buy wishes as they see a shooting star, and need to erase eleven levels of it to make a wish when they see a shooting star. The game master may decide what they are allowed to wish for. Some examples of wishes are to raise a stat, or to grab three levels of abilities. They are not omnipotent, but can be rather strong.

Maturity is when avia take care of their young. At level one they may lay eggs. At level three they can make any sort of food in crude bowls from herbs and carrion. At level five they can make their young grow faster, and know the best foods for healing the wounded scouts and hunters faster, up to the game master of course. At level nine they can make anyone believe they are their real parents or guardians and will get a automatic reaction of trust from them. They have two minutes to make a good impression, which you must talk out with them and then the game master will decide whether they want to talk to you if they discover you are not their real parents. For that you need your maturity level to be higher than their wisdom score, to get the initial encounter.

=====
Derao
=====

The Derao are a race that look like lizard men mixed with humans. The sounds they hear from their gods makes them more powerful and happier. They might be likened to a cleric in Dungeons and dragons. There are three types of derao, the emphatic, the evangelical and the illuminati. They all live life differently and do not attack each other because that would upset thier god. Thier magic is more like common modern day magic most of the time. They spend thier time submitting to thier god who helps them in a small way every now and again. Males and females get the same abilities in this section. This game uses ancient time lines usually.

The derao alike to think of themselves as holy, and try to act that way to stay in esteem with the gods they worship. Each day they must pray for ten minutes and then they will be granted a renewal of thier spells. If they do not pray then they must ask the game master what they must do to atone for this. They like to live in forests and in swamps, and sometimes on mountains. They like to read and write aswell, so it is uncommon for a Derao to not be literate.

Emphatic

These characters will try to help others as much as they can, being holy warriors. They get a rush every time they are helping others and will use tame magics to help them. You get ten levels of these.

Burn will shoot forth a jet of flames that will harm everything inside it with one point for every level of burn they have.

Praying will revive them with as much health as they have levels of praying.

Tact will help them in any discussion where there is something to be gained but there is a lack of cooperation. This is like a bonus to diplomacy. At level seven they can sway any debate over to either side, but not end it if the game master says no. At level thirteen they may make someone feel embarrassed by what they are saying, and they will be more likely to give the Emphatic character what they want, if they have less harmony than the character's wisdom.

Dispel will take away the harmful effects of magic, and might cancel an inbound spell, but they need to be able to react in time. It is up to the game master if hey can dispel magic. Tlf thier dispel level is higher than the spell level, they dispel it. Like all magic they can use it as many times as they have willpower.

Zeal will give them as many more action points as they have levels of zeal. The spell is automatic and they may cast it once a round, declaring at the beginning, as they need to go as quickly as possible. I urge game masters not to let them bend the rules and cast them over each other in the same round.

Detect magic will help them find where there are magic items or doorways, and portals. The higher the level detect magic they have, the more the game master should give them secret stuff. This is a constant power, always switched on, and even if they do not worship that day, for whatever reason, and the god removes thier powers, they will stil be able to do this.

Holy water will be there to be blessed by the character and it will restore one health for each canteen they drink. They may make as many doses of holy water a day as they have levels of holt water, so a character with three holy water levels may make three canteens, each healing one health, each day.

Holy ground will boost thier attack rolls and related tests when they are on holy ground. This bonus is based on thier levels of holy ground. At level two they gain an damage bonus of two point. At level four they gain a damage bonus of two. At level six they gain a damage bonus of three points. At level seven they always hit anything evil on holy ground, or, unholy ground.

Slash will deliver damage onto things that are not normally hit by weapons, being carbon based

yet not solid matter, like ghosts and demons. For each level of slash they have they may add one point of damage to evil creatures and evil spirits.

Evangelical

These characters are granted artistic abilities and like to make it interesting. They are pacifists by nature, and will not usually use weapons, but that is different for a player that goes out on adventures, as they might need it. Their mission is to still thier pride over thier arts and remember that they are not better than others, and are full of passion from thier god, and happy too.

Inner peace will bring them closer to happiness. At level three they gain automatic pass on morale. At level four they gain a point of harmony. At level five they gain a point of wisdom.

Encircle is when they make a circle on the floor with chalk on stones or wood, or with a stick on the sand. The circle is as many feet wide as they have levels [plus two feet]. At level three they can make things inside the circle look blurred. At level five the people that are allies of the caster will recieve a two point attack and damage bonus for weapons. At level seven the caster can make the circle erupt in flames and damages all who enter through the circle one eight sided dice worth of damage, and as they enter they are blind for the rest of the round. The game master should decide what happens if they are blinded combat wise. At level nine they may make a chemical fire that burns the creatures going through the circle every round for one eight sided dice of damage, and they must make a relevant check or test or run back through the fire circle. At level eleven the circle can become a repulsion dome, where arrows, spells and creatures may not pass through, including most basic advanced weapons. Things may pass outwards though. You have to rub the circle out when you want to leave, otherwise have all you statistics reduced by one.

Triangulate is for illusions. When they stand or sit inside the triangle another invisible triangle surrounds their own triangle by five feet for each level of triangulate they have. Every creature within the outer triangle will be affected by the effects of the illusions of the caster. If the level of the spell is greater than the subjects wisdom, then they see the illusions. You must rub out the traingle before you leave, or you will lose one point of all your stats.

Pentacle is for performing and arts. Once a pentacle is drawn in the sand, or etched in with chalk, they may be able to add as many points to it as they have levels in the performance. Dancing, public speaking, painting, writing and any other thing the game master decides belongs in this spell will have added bonus points to rolls for that art while inside. You must erase the pentacle after use or you will lose one stat point for each stat.

Web will throw a web over someone that stops them from moving thier legs, as if they were up to thier ankels in sludge. for each level of web, they will remain stationary for one round, unable to walk away, nor fly, but spells to do with moving, such as dimension door, portal and teleport still work.

Familiar is a creature that the caster has come into contact with and has let them touch them. They must be touching the animal for the ability to work. You need five levels inthis and then they are erased as you get your familiar. Common ones are doves, cats and dogs. It is treated as a friend and will understand what you tell it to do, and the caster will understand the familair too.

Illuminati

These foul people love to have things in excess and are thankless to thier god. They only remember thatthey need to pray before they sleep. The more they tell others about why thir ways are wrong, and lead the peope astray, the less time they have to pray. They use small weapons, if any. Thier goal is to take over the world they are on, through lies.

Corruption is something that you buy your way out of. It starts rated at zero, and then each time you cast a spell it gain a level. As soon as it is equal to you wisdom, you halve all your test values. If you cast a spell from there on, you will lose your character. You may reduce your corruption by drinking holy water, or, wait six hours to have it reduced by a point. If you choose to drink holy water it reduces, but you lose out on adventure points at the end of the session.

Pentagram is when they sit outside the etching and then they may summon spirits to do thier bidding. At level four they may summon an imp for an hour. At level nine they may commune with a random demon. The higher thier score the more time they will have and the more it will tell them the truth. At level twenty five they may summon a demon for fifteen minutes.

Invulnerability is a spell that makes the target immune to damage for as many rounds as the illuminati has levels.

Fool's gold is where rocks are turned into something that looks like gold. The higher the value the more fools gold they can make at any given time, and the longer it lasts.

Voice will make your character have a more powerful voice to help them orally with people. You could add this to your social tests, eventually being so powerful you get nearly everything you want.

Manipulate will let you turn things around that are set against you in conversation. If you cannot do it yourself, the game master must turn it around for you, if your level of manipulation is high enough, unless it will not make sense. Details make it easier, so, for each level of manipulate you have, the more key words will be dropped. This is essential when the numbers are against you, or when trying to get the leaders on your side.

Speed will make you move faster, adding action points to your total, point per level.

Aging will make creatures older quickly. You need to beat thier physique to make them all older, and you make them one year older for each level of aging and then you can do it again if you have enough charges. Once this has a level of thirteen they die instantly.

=====

Asekii

=====

This race stands about five and a half feet tall and usually dwell in large cities using forgery, fraud, and manipulation to get thier way. Typically they will make a lair in unused warehouses and set traps for the people that would also want to dwell there. They use poisons to take out people that they suspect of ratting on them and also have a great tone undstanding, seing the real meaning of the conversation better and better as they progress, helping them intimidate others with thier bluffs. They do not like leaving the cities they are in except on horseback. They recieve eight points for abilities.

Multitone will allow them to tell what the person really means when they are talking to them. At level two they may detect phony interest in them. At level four they may detect someone trying to intimidate them. At level six they may detect bluffs and fear. At level nine they may detect lies and decode them perfectly as the game master really meant it.

Pitch allows them to make thier voice make others think differently. At level three they may make someone calmer. At level five they may make someone excited. At level eight they may confuse someone if their pitch is higher than thier target's wisdom. At level eleven they may make someone less confident taking one point from thier test rolls for every three levels of pitch they have.

Deciever will allow them to lie and make others think they are not what they are. This is a social ability and they will be able to use this with other skills and abilities. For every three points of this they may add a point to thier charisma. For every two levels of this they may add an accent to their skills list. The game master ay decide whether to include this in certain tests.

Gating will allow them to open a doorway that looks like a furnace transporting them one hundred meters for each level. The doorway takes a full rounds concentration to open.

Sweeper will allow them to use a mental ability to sewwp ten meters in diameter for each level they have to find life forms. At level eight they may sweep active thoughts for ten seconds.

Semik will create a semi circle in fron of them that will be lit with fire that will burn people that pass through it for one point of damage for every two levels they have of this. The fire is permanent unless dispelled.

Torrent is a gust of wind that will throw arrows off course and stop people charging. The wind is not strong enough to take the thatch off a hut though. They may affect ten kilograms for eac level they have in this.

Raqueh

This is a sect of humans that like to dwell in smaller cities and usually avoid each other. They work with areas, selecting villages and small cities that are close to mountains because the rain brings static energy to them and then they get stronger while it rains. They usuallly act as gypsies and mystics to get money honestly. They get eleven points to buy abilities.

Honesasia is where you buy points to lie. For each point you have of this you may lie once and then subtract a point. When your honeasia is zero you have to tell the truth every time someone asks you something. If it reaches twenty you may ignore this rule from then on.

Backbone is where you need to fight or act. You need to test your backbone whenever the game master decides you must. You test this ona twelve sided dice as if it were a stat. If you fail you take the amount you failed by and add that to any dice rolls for you penalty.

Illusia is where you may make illusions. At level one you may make nano illusions that last for five minutes. At level four you may make minor illusions that last ten minutes and your nano illusions last an hour. At level eight you may create intermediate illusions that last for fifteen minutes, minor illusions that last an hour, and nano illusions that last a day.

Glassix will allow the Raqueh to hold the hand of the person and see into thier future, unveiling one event for each three levels they have in this, plus one from level one. So they would have one event at level one, two events at level four, three events at level seven...

Disk will create as many disks as the Raqueh has three levels and they may be flown on if stood on. They will last ten minutes for each caster level.

Exi will allow them to hurl one small plate at targets. The exi will deal one point of damage for each point of exi. At level five they make two exi doing equal damage. At level seven they make three exi doing equal damage.

Suction will make the target creature lose thier breathe for as many rounds as the Raqueh has levels in this.

Raino will make them as many points added to thier abilities and skills as they have points here

when in the rain. They may add three points to thier character wherever they choose for each level of raino they have temporarily.

Coutal

These creatures may reverse nearly anything. They all worship demons because the demons like to play games with people and empower others to set thier wits against the people that stand in thier way. They may themselves develop into lesser demons with wings. They get thirteen points to buy abilities with.

Reversa will instantly reverse a blow they recieve. They may buy levels in this and erase one point each time they use this to reverse a blow.

Reverskai will reverse any magic they see cast if they wish. I is also instant and they may for example reverse a fireball back at the caster for the price of one point.

Once the Coutal reaches level eighteen as a Coutal they develop wings that allow them to fly as if they were a bat, looking like bat wings too. This is permanent and conspicuous.

Korgah

These creatures are usually good at crafts when it comes to any sort of culture, anywhere. They are usually quite freindly and outgoing, emanating a warm aura. They hate evil things and crimes, so usually become police persons. They get ten points to buy abillities with.

Warmth will give off a presence of trust and peership, like a magnetic way to make people trust them. For each level of warmth they have they may add a point to thier charisma when talking to or being seen by a living thing.

Multiculture will allow them to, for each day spent in a city, gather information of their culture, making them gain, as if a skill, points in that culutre. For each level they have in this they will be able to add as many levels as they have for the first full day, another set of points for a fortnight, and finally another set of points for a full week.

Detak will allow them to detect evil beings in a radius of five meters for each level they hav in this. Evil would be any selfish antisocietal thoughts, depending on the Korgah's perception.

Torque will allow them to launch a fire ball doing as much damage as they have levels in torque.

Containment will allow them to reprocess used foods. For each level of this they may go a day without food and water, which makes it great for travelling around looking for criminals!

Retest will allow them to re roll any roll the game master allows them to re reroll. Each time they use this they must subtract a point from thier retest level.

Chivas Ortega

These are very simple creatures and are very primal. They like to live in the bush as they can see things that trees would cover, revealing everything to them, as they are aso paranoid. If you enter a village of these people then you will have a hard time gaining their trust. They like to do

things in the day as they have undeveloped senses too, so, as they are created they lose a point of senses. They are super fast though and may add eighty points to thier edge. You get eleven points to buy abilities with.

Slice will allow them to add points to all attack rolls, as many as they have points of slice.

Cloaking will allow them to pass through a pace unseen, yet seen. Nobody will interact with them unls they start an encounter. The higher it is the more conspicuous they may be, depending on the discretion of the game master.

Flanking will allow them to always get on the off side of the opponent. They must add as many points to thier attack roll as the Chiva has levels in flanking.

Rogue will allow them to add a point to all skills related to being a rogue for each level of this.

Wink will allow them to make a better first impression. If thier wink level is higher than the opponenets wisdom, intuition and intelligence, seperately, they will trust the Chiva more.

Pace will allow them to run faster. For each level of pace they have they may add to thier speed, but not thier stamina.

Pesoysha

These creatures are very intelligent and wise. You will need six in intelligence and wisdom to become one. They like to write things that come true, manipulating the universe as they progress.

They get three points to buy abilities with.

Caligraphio will allow them to gain levels in their abilities. They may not have a higher level of another ability than they have calligraphio. They must write anything that they want to happen on anything they choose. For each level of this they can delay the effects by a day.

Declaration will allow them to declare that certain motions in the house get passed. The stronger it is the more thier changes will be considered.

Tradegdy will allow them to create a scandal or a death.

Disaster will allow them to create an earthquake, eruption, hail, tidal waves and so forth.

Procreate will allow them to deform children that are in the womb to mutate more into a certain type of creature that they want to be born. The higher this is the longer it lasts and the further it reaches. It typically works for an hour per level too.

Plague will summon locusts, army ants, and flies to a city.

Disease will create a disease in a city, more people per level, more severity per level.

Mitresha

These people have learned the arts of morphing into other forms and taking on their abilities. They are very friendly to people they consider good, but lash out at threats to the society they are a part of, or what they consider a 'bad' thing. They get seven points to buy abilities with

Felinity will allow them to speak with felines at level three. At level nine they may charm felines for an hour. At level fifteen they may morph into a tiger.

Caninity will allow them to speak with dogs at level three. At level nine they may charm dogs for an hour. At level fifteen they may morph into a wolf.

Serpentil will allow them to talk to snakes at level three. At level nine they may charm snakes for an hour. At level fifteen they may morph into a boa constrictor.

Eaglia will allow them to talk to eagles and birds at level four. At level ten they may charm birds for ten minutes. At level seventeen they may morph into an eagle.

Dolphinia will allow them to speak with fish at level four. At level eleven they may charm fish for two hours. At level eighteen they may morph into a dolphin.

Firefly will allow them to speak to insects at level three. At level eight they may charm an insect for a half hour. At level eleven they may morph into a firefly.

Roach will allow them to add points to their health for each level of the roach score. At level nine they may morph into a roach.

=====
Biostayoh
=====

These people have supreme control over their emotions and physical forms. They are very social and love to impress people while drinking, hiding their obvious advantages of course. They are very athletic and like to share their good will with others. They get eleven points to buy abilities with.

Focus will allow them to add points of accuracy and damage to their attack rolls, dividing their level in focus between them.

Bind will make them heal quicker, one health per hour for each level they have in this ability.

Athletica will allow them a boost in any athletic skill by as much as they have levels in this.

Serenity will allow them to remain calm under severe conditions.

Anerva will make them immune to pain depending on their level in this.

Explosion will allow them to focus themselves into rage, gaining willpower up to as many points as they have levels in this.

Detach will allow them to leave any conditions of emotional need behind them to make rational decisions. The more they are attached to someone the harder it is. This is a constant power and reduces the ability to charm them too.

=====
Etheraim
=====

These people can use their abilities to walk through walls and may enter other planes if they have enough levels in certain things. They like to live anywhere and give off a glow in their eyes that lets them identify each other upon eye contact. They like to have their own agenda, needing

nothing except for food they can simply walk into a empty hotel room and sleep, excetera excetera...

Etherian will allow them to become less dense and walk though walls, depending on the game masters discretion. They may make a finger ethereal at level three, a hand at level six, a arm at level eleven and thier whole body at level seventeen. They become so massless they can fly at level twenty two. They start with one level of this.

Teliah

These people can make things move and change forms from gasses to liquids to solids and vice versa, and move things around that have mass.

Telekinias will allow them to change a liquid into a solid at level seven.

Telekenias will allow them to change a gas into a liquid at level seven.

Telekonias will allow them range and potency of thier other abilities.

Socio

These people blend into and excel everywhere socially, and have developed quite a high opinion of themselves. They like to go to parties and meet influential people, playing games with the world as thier personaliyy dictates. They get ten points to buy abilities with.

Goad will allow them to make someoen give thier word out of anger or fear.

Diminutive will allow them to make someone less confident in themselves and suffer test rolls of the difference between thier harmony and the diminutive level.

Compliment will allow them to deduct as many points as they have levels in this for thier tests. It lasts for a half hour and will last for one test at level one, two tests at level two, three tests at level four, and five tests at level six.

Dominator will allow them to weave thier way into a conversation that theywant to be in. They may dominate a group of people talking with greater numbers depending on thei score, usually two people at level two, five peolpe at level three, ten people at level five, moderate groups at level eight and small crowds at level eleven.

Accentuate will allow them to speak with an accent they have heard, to gain respect, fear r anything else they can think of.

Bribe will allow them to make a sweet deal with anything that understands them, including spirits in a traditional seance if someone else summons them, for example.

Bluffia will allow them to make an absurd threat or promise that they cannot live up to.

Toashoa

These highly aggressive people like to hang out in groups and do the most masculine things they

can think of. They get to impress people to be with them, making them feel good and secure, or make others feel insecure with thier potent influence composure wise. They are always male, and the females are from other races. If they have a dominant male gene they will be Toashoa if the father is one. Nobody knows how these creatures cam into being, but it is thought that a necromancer created a brood to protect thmeselves, and then died. They get ten points to buy abilities with.

Aggressio will allow them to strike out with more aggression adding points to damage per level.

Aggressia will allow them to add points to the range or deduct points from the attack roll.

Empath will allow them to determine if someone can be trusted or not.

Evade will add points to thier enemies attack rolls when striking out at them. This is not a dodge but rather a constant benefit.

Sauve makes them more alluring to the opposite sex depending on thie ability level.

Fireseeds will allow them to fling fire seeds at targets. For each level of fireseeds they have they may throw another seed each doing one point of damage.

Majesty will allow them to make people fear them as long as they have momentum. They may force others to take a morale test each time they have momentum, but, for each person the player has with them they may add two points to thier test roll, and for each person the victm has they may subtract three points from the test roll - it is like a war of nerves.

=====

Hoskaniyya

=====

These exciting creatures are all female and are rely on thier mother's dominant gene to make them be born. They like to mix with Toashoa and find them pleasant to use. They will get another point to wisdom and need a charsima of six. They are very crafty when socialising and exude a lot of dominance when they speak to someone. They make excellent teachers and what we oday call psychologists. They get ten points to buy abilities with.

Charmer will allow them to gain trust quickly and get things for cheaper, and so forth, depending on the wisdom of the other person.

Flirt will allow them to seduce memebers of the opposite sex. They may add thier charisma to the ability and subtract the intuition and wisdom of the victim to see if they seduce them.

Kiss will allow them to make the other person fall in love with them, as a love spell would. If they were to kiss a woman, they will admire them. The kiss value needs to be higher than thier victims wisdom and intuition though, so it might take a while!

Vibe will let them make people feel thier moral drop or rise as they see fit, by as many points as they have levels of vibe, people that can see and hear them of course.

Deduce will allow them to tell someone's mood at level one, someone's personality at level three, someone's intentions at level five, and someone's history up to a year at level seven. At level nine they may read people's body language and tones to a great degree.

Mob will allow them to have influence over a group of as many people as they have levels of this. If they were to have more levels of this than they have people to talk to, they will have greater influence over them.

Anglica

There is a blessing every now and again when the land needs a saviour and an angel is born. These angels emit a white glow and they are usually hidden from the world to grow into a full on angel and then trained excessively. They receive ten extra skill points due to this. They sprout wings that allow them to fly at a moderate pace, but it makes them a little awkward when trying to get into small spaces. They get eight points to buy abilities with.

Disspia will allow them to remove spells that are weaker than their disspia level.

Prism will allow them to reflect light during the day to blind creatures. The higher the level the longer they are blinded for, usually one round at level one, two rounds at level three, three rounds at level six, four rounds at level nine, and no more than five rounds at level twelve.

Curato will allow them to heal health levels for as much as they have levels in this.

Hold will let them make a creature immobile for three rounds. They may do this as many times as they have four levels in hold.

Batter will let them hurl esp stones at targets. They deal as many stones as they have levels in this ability, each stone doing one point of damage.

Grave is where they may send a creature to eternal rest. They must have double the grave level compared to the targets physique score.

Demonica

Sometimes in royal circles where the king dabbles in magic and seances they are granted a demonic child. It is never given unless requested from someone that can provide the enchantment. Often they are stolen into circles of evil villages where they are groomed for greatness. Because of this temptation they are shackled into service from the head of the area, but they sometimes break free anyway and escape. They get eight points to buy abilities with.

Cherish will allow them to make someone cherish them. It is like a constant charm if their cherish is higher than the targets wisdom and intuition combined. It is nearly like a love spell.

Grant will allow them to create an illusion of them receiving a wish, like fools gold. The higher their grant level the more potent the illusion will be.

Stiletto will create an icicle that will deal as much damage as it has levels. When it reaches level seven they may split the icicle into two icicles, dividing damage.

Sanctuary will allow the character to create a sanctuary to hide in, and may take as many people with them as they have four levels in sanctuary. While in the sanctuary they may rest there for as many hours as they have levels, gaining two health for each hour spent inside, but they must return to the same space they were in. In the event that something is blocking their path back the sanctuary will get hotter and hotter as it 'breaks up', dealing damage then.

Flies will let them bond to one fly per level. There is a telepathic link where they may see what the fly sees, but the fly must remain inside the radius, being one hundred meters per level.

Dreamer will allow them to enter the dreams of people that are asleep and influence them towards what they want them to think they dreamed of. They may stay for one minute for each level of dreamer they have, and they must have double the opponents wisdom to enter into their dream.

Psionkai

The main advantage of being a human Psionkai is the rate they learn at. There are different abilities and spells to take as a human. Anyone may play a human. You get eight points to spend on abilities and spells at this point.

You must spend one point to buy an ability, and then you spend as many points as it has levels to make improve it. If you have a ability at level one, you need to spend one extra point to raise it to level two, then two points to raise it to level three, and so forth. You may multi class this human.

Learner will make you learn faster by adding a point to your intelligence instead of doing it the costly way. You need to gain four levels of learner and then erase them and add a point to your intelligence. Remember to start again at level zero.

Psi blade will make a psionic shard shoot towards the opponent. It does as much damage as you have levels in psi blade.

Spasm will make the enemy spasm and lose as many action points as the ability has levels.

Psionic leach will throw a visible chord between you and another living thing and you may suck their health to replace with yours. You suck one health a full round and may not touch the chord or the function will stop.

Evade will let you auto dodge from a attack. If you have more levels in this than the attack value of your opponent, you dodge it completely. This can be a missile or a sword or even a fist. If you are on horse back, for example, it does not apply.

Aid will let you add the level of your skill to any dice roll you wish. Remember to use a willpower point to do it.

Scent will let you track things by their smell and smell things in the dark. It will also let you smell magical radiations from items and doorways that are magical.

Appraisal will let you gather information about people you meet, what they are up to. If your appraisal level is lower than their wisdom skill you will get what they want you to get.

Deamul

This race has wings to fly with. They are very strong looking and have huge muscles. They like to think of themselves as the scourge. Their culture is about society and making it better for everyone including other races. You get seven points for this section. You need a physique of eight to be a Deamul.

Sense evil will let them determine whether anything is evil or not. They may have a radius for this of as many feet as they have sense evil.

Psi bolt will launch a crackling bolt of energy that does as much damage as they levels in it.

Fire bolt will shoot a small fire ball at the target. Until they this is level three, they will do one point of damage. Until level seven it will do two points of damage. At level eleven it is a petroleum based bolt and will burn enemies for as many rounds as they have levels. It is impossible to put out with water, but smothering yourself might do the trick, depending on the game master's decision.

Potence will add one point of damage done with a weapon that deals as much damage extra as they have levels in potence.

Psi form will let them become psionic energy versions of themselves. They need to add thier level to thier harmnoy and may stay inthis form for as many minutes as they have levels in this ability. They may use and suffer from magic and psionics, but not physical damage.

Dome of resistance will take a full round to set up. It acts as a shield from arrows and spells, sucking one level of damage for each level of the ability. It lasts for three rounds plus the level of the dome of resistance.

Tempest

A tempest is a link between elements. They will be able to use all the elements they wish, but need to test every time they do, by adding thier level of it to thier harmony. To be a tempest yuo need a harmony of seven. You get nine points for this section.

Fire ball will deal one six sided dice at level one. At level five it will deal two six sided dice of damage. At level nine it will deal three six sided dice of damage.

Ice shard will deal three points of damage to a traget at level one. At level five they will deal nine damage. At level nine they will deal thirteen points of damage.

Fire resistance will allow a subjective reduction of damage per level of fire resistance, letting them walk through fire and be bruned physically.

Ice resistance will do the same as fire reistance, but with water an cold.

Earth tremor will knock down opponents that have less reflexes than the level of earth tremor.

Wild winds will konck down creatures that fly right out of the air if thier level of wild winds is more than thier reflexes.

Chaos can be learned if the character has seven levels in fire ball, ice shard, earth tremor and wild winds. This chaos will let loose extreme humidity, hail stones, gale force winds and shaking earth upon a logical area for as many rounds as they have levels in chaos.

Gemini

This race comes in pairs. The player will get two characters that suffer damage at the same time but have one form to speak and one to listen. The first is called the voice and may speak on behalf of both of them. The second, the advocate, will be able to nod and shake their head and use charades to get the message across. On the other hand, the voice cannot hear, so only reads gestures while the master mind can hear. They both have mouths and can both eat, but

one is mute, and they both have ears, but one is deaf. The player must remember if one gets hurt they both get hurt, they need to eat double, but can rotate duties with ease. If one casts a spell, only one spell is cast, and they both are physically there. When you buy abilities and spells both get the same stuff, but may function as if they were one person. They may both act independantly though, so they may both use a sword with seprate attacks, and so forth. Of course you get action points and edge that is copied over both of them. The major drawback is that you need to spend double the points to improve stats, spells and abilities and skills, but may buy abillities at creation as if they were normal abilities. To set yourself up you need to spend one point to buy an ability, then one point to raise it two, then two points to raise it to three, etc. You start with five points.

Lock will hold a creature that is not astral or ethereal still for one round at level two. At level four it will hold a creature still for two rounds. At level seven it will hold a creature still for three rounds. Any creature with a willpower or physique greater than the lock spell will not be affected.

Egoism will emit a wave of testosterone onto one creature. It will make them gain a point of physique or charisma for as many rounds as they have levels, and lasts one minute for every level they have in it. This will boost a creatures ego, no doubt!

Spectres will make a carbon copy of themselves within as amny metres from them as they have levels, and as many spectres as they have levels. The spectres will be total illusions in that they cannot attack, but can look like they are there to be attacked, and act as if they were alive, under the control of the player totally. They may also walk through walls, but cannot see what the pair do not see, nor hear what the pair cannot hear.

Menthol is for the voice and emits a invisible psionic mist that makes thier breath smell so nice that they may add a point of charisma to thier total for every five levels they have in this. When something smells their breath they will have to see if thier wisdom is strong enough not to be affected by this. If their wisdom is less than the level of menthol, then they are immediately nicer to the character and will be their friend. You may not make orders, but you may make comments that they will think of as a breath of fresh air.

Cilleay is for the advocate and they may hear more finely, beig able to filter out noise any time they want. They also hear more of what they want to hear. It is very hard to ambush a gemini pair that has a high level of hearing, they even hear breathing if they have high enoug levels in this. They should add thier wisdom to tell what it is that they hear.

Presidence is a ability that adds colour to your actions. If you are dancing you will have an air about you that will make people like you more and be more impressed by you. When you are walking down the street you will attract admiration, making you a mystery to the people watching. creatures that are young will copy you, and that measn theyhave a lot of responsibility in this way. If you enter a room you carry shock value with you, as the air becomes more tense. If this is a very high level people will either dislike you and fear you, or like you and feel more confident when you are around. You are also more likely to gain status with people that are powerful, as you emit a suggestive power yourself. It is all to do with perception, and they will always notice you more the higher it is. You can also use it in combat when you meet a hostile party, and if your presidence is higher than thier wsidom, they will suffer a reduction of as many action points as you have levels in this until they hit you, of course.

Austice will encourage the creatures come to them and then they will talk to them and tell them all about thier experiences. No doubt the advocate will be more interested in recent things, like who has passed by recently, or, how many there were and how the creatures felt about them. At level six they may understand nature totally as a constant ability and will know where they are welcome, where the rivers and streams are, and where the predators are usually. At level nine they will be able to hear wise words for the day from the orcle for five minutes as the wake up each day.

Asurreality will make the voice invisible for prescribed rounds as they have levels in this. They may attack and cast spells while asurreal and be hit if they are in a known place. At level one they may go asurreal for two rounds. At level four they may go asurreal for three rounds. At level seven they may go asurreal for four rounds. At level nine they may go asurreal for five rounds. At level eleven they may go asurreal for an hour.

Dismiss is for the advocate. They may dismiss any spell that is lower level than thier dismiss level, and may also dismiss zombies and undead things for as many health as they have levels in dismiss times by five, so, with dismiss at level two they can dismiss ten health points of undead.

Necromancer

These are also human and may be multi classed with psionkai, clans, enchanters, chastes and any other human derivative. They deal with the dead and will usually need to set up a laboratory to make great undead creatures. They get eight points to buy abilities and spells. Each undead takes a point of harmony to control.

Zombies will ressurect a dead creature to have as much health as the necromancer has levels. Zombies will be able to hit on a five and below and will deal three points of damage. They cannot make descisions by themsevles.

Skeletons will be stripped of all thier muscle mass and flesh and charged with as much health as the necromancer has levels. These cannot make descisions by themselves, and suffer half damage from swords and blades, but double damage from maces and blunt weapons.

Gargoyles can be made out of statues and will be able to realign their carbon bonding so that they move as if they were made of magma, but very slowly to keep the form of it. The statue must be created by the necromancer and will be able to have a soul placed into it that can think but will obey the necromancer totally to it's knowledge. The gargoyle will deal five damage per hit and hits on an eight and below. It has triple the casting level in health and suffers no damage from bladed weapons. They only have enough action points to walk slowly or attack once.

Summon ghost will be added to your charisma for a successful summons. The ghost will be able to do it's thing but will regaurd the necromancer as a aquiantance.

Ghost form will let the necromancer change into a ghost for as many rounds as they have levels in this ability plus two. While a ghost they may not be physically harmed. At level nine they may go into ghost form for an hour at a time. At level twelve they may stay in ghost form any time they wish.

Gate allows the necromancer to go into the spirit world for as long as they can be a ghost. This will let them consult the spirits.

Shroud will bring darkness upon the area but the necromancer may still see. It lasts as long as they have levels in darkness.

Whirl will emit a whirling spiral of shadows and darkness from the necromance that deals on damage at level one, two damage at level three, three damage at level five, four damage at level seven and five damage at level nine. It's area is three feet plus one foot per level, harming all parties inside the whirl, but not undead.

Druid

=====

The druids are in tune with nature and amass a lot of pets to keep them company. They must meet them and make friends with them first. The obvious choices are leopards and wolves, but they need to make them docile first. They are human and may multi class. Druids get seven points to spend on abilities. They may only have as many pets as they have harmony at any given time.

Earthenism will be added to a charisma roll to see if they can make an earth based creature docile enough to charm. They will need to get more levels for bigger creatures.

Aerialism will let them do the same to flying creatures.

Oceanism will let them charm fish, sharks and whales, as earthenism

Anicharmism will let them test to see if they bond with an animal. The higher it is the more likely the animal will bond with them. The more mass the animal has, the less likely.

Healiaersism will let them make healing potions that heal one health for every two levels of this they have, tested by adding brewing to wisdom, of course.

Incensaoh will attract animals to the candles they can burn while they breath in the gasses and sing to make animlas come closer, as the gasses will alter thier voice to become like a mermaid wherever they are.

ClouDEMISM will let them read the clouds in the morning and reveal two words for each level they have of this ability on what to expect.

=====

Taurus

=====

This race will be very powerful in combat. They are pure warriors and do not use magic, being very primal. They resemble minotaurs and like to live on high ground. They hate the sea and bathing and hygiene, but somehow manage to look well kept. They get eleven points to begin building thier abiities.

Imimagic will let them cancel any spell cast at them if thier level is higher than the spell. They may not use magic items either, not even weapons.

Bullpoop will let them tell any lie from the truth if thier level of bullpoop is equal to or greater than the other's wisdom and related skill.

Fortitude will let them take damage away from any attack. At level one they will resist one point of damage, at level two they will resist two points of damage, at level four they will ignore three points of damage, at level six they will resist four points of damage and at level seven they will resist five points of damage. So, if they have a fortitude of level three, and they suffer five points of damage, they only take three damage.

Vengeance is when they are struck in combat. If they are hit they may lauch a counter strike with as much bonus to hit and damage as they have levels in vengeance.

Cleave will add points to damage inflicted. When they have a cleave of two, they get to do an extra point of damage with a held weapon. At level three they do two extra points of damage. At level five they do three extra points of damage. At level seven they do four extra points of damage. At level nine they do five extra points of damage. At level eleven the opponent must

make a poison save or be decapitated if it is under eight meters tall, for every attack.

Champion will let them gain added points to charisma with other warriors according to their champion level. For each three levels of champion they will get a henchman or crafty old wizard to be their followers.

Marksmanship will let them throw small axes and daggers at opponents with a bonus to hit and damage as they have levels in marksmanship. They will also be able to use bows and crossbows better. The accuracy comes from the practice they have in it, and the damage comes from the areas of the thing they hit.

Tactics will let the character be able to step about more gracefully, not in speed, but in composure to make them harder to hit. They may declare that they are defending or attacking before the round commences and then avoid the first attack that round, or, automatically hit with the first attack that round. They may do this for as many rounds as they have levels in tactics, but, they will only be able to use the tactics bonus for the first attack each round. They may not wear armour if they use tactics, nor a shield, as they are too heavy.

Cry is when they charge. If they cry they get a bonus to hit and damage as much as they have levels in cry for a bonus attack that round. If they are not wearing armour they may avoid pikes, unless they are numerous and close to each other. At level three they get a bonus opening attack. At level six they get another bonus to an opening attack when they battle cry and charge, before the enemy has a chance to react, of course.

=====

Trinoka

=====

This race shifts between forms and attitudes. They are looked after for seventeen years and then married to another of the race, or take a few mistresses from the slaves, which is absconded! They are about five feet tall and develop forms of extreme femininity and severe aggression that they shift between when their mood changes or they need to. When they are in trouble with animals they will become aggressive, and when they are in social trouble they will feign a womanly persona. Otherwise they usually just stay natural. They have seven points to spend here. They must be in the form that the ability is listed under for it to work. Each forced change lasts an hour.

Neutrality

This is when they feel comfortable with the scene going on around them. They will be able to force a change into either of the other two forms with a wisdom test, due to the content of the people speaking, for Femility, and an intelligence test for Aggrovisity, calculating the risks of the scene properly, of course.

Healer will allow them to heal one point of health for each point of healer they have.

Psientry will let loose a bolt of mental energy that does electrical damage to the creature and they will lose one health for every two levels of the psionic attack.

Femility

This will come about without concentration and has a separate set of stats and skills. They will retain their abilities of course, but will have no say when they change or not. It is up to the game master and they need to make a willpower test to not change into this form. The player should adjust the character by six points to make it more feminine, written down next to the normal stats with a dash between them. They also look more feminine if they are male or female.

Gossip will make the character better at taking attention from themselves. They may add this to their charisma and count that as the level for social purposes.

Repulse will make some other creature, or themselves, seem repulsive. The other people or creatures will try to get away from or avoid them.

Aggrovisity

This will come about when there is no talking to get out of trouble, or, when hunting. The player must make a harmony test to not change forms. They should change their character by six points to make it more aggressive and write them down next to the family scores, maybe with a dash between them? They will look more like a warrior when this happens, male or female. If physique is increased remember to add to the health. When they change back they lose the extra health.

Stingray will blind the creature due to the sand coming off their hands or feet. They will regain their lost mass by healing later. The other creature will be blinded for as many taken actions as the aggrovist makes, related to stingray level.

Nails will be how much damage they do with their claw like hands using unarmed combat skill, s it is genetic. They may also add the nails value to their attack rolls to test if they connect or not. They may hit astral, ethereal - any kind of living creature - with this.

=====

Reavers

=====

This race is very close to humans but is shorter and leaner. They love crafts and weave mystical enchantments and changes around them. If you played dungeons and dragons they are like a mix between enchanters, transmuters and diviners. You need a harmony of at least seven to be a reaver. If you stack the bonuses the people may actually pass out from euphoria or fear!

Mirage will create illusions from a musical instrument of their choice, using the skill plus the wisdom to see if it works, and then using the level of mirage to create an equal square foot of illusions per level.

Illustration is to do with painting. The reaver will be able to make a fine painting that will have a desired effect on the other creature or person, making them trust the painter more, or something like that. The effects are extreme and hypnotic and will alter the ideals of the viewer. Other common uses are to make people scared of the painter or think of the painter as a very wise person or advisor. The effects may be found out and the reaver may get into some trouble...

Facials will be when they etch a tattoo onto the face of the other person and they will gain one point of charisma permanently. They must pass wisdom and painting to get it right, with a bonus of the facials level. They may fetch a heavy price for this art work.

Banner will let them make a flag for war or celebrations that will make people feel fiercer or more clam, for example, when they look at it. They may all raise their related test values by as many bonus points as the banner skill is.

Masiatra will let them make great statues for other places and then they will be able to make people calmer, for meetings, or panic if they are intruders. They may only do one of those things, and the effects on their checks is equal to the masiatra level.

Decoration will let the character make any place look nicer, making the people more celebrantional and genuinely happier. They may also decorate people with flowers and jewelry, adding one point of charisma at level three.

Fashionism is when they come up with new garments and weapon styles. They may design any number of things, and they will, after being created, have a bonus to appeal equal to the level of fashionism. These garments will add a point of charisma to the wearer for every three levels of fashionism they have while worn.

Accent will add a desired accent to the character to make them more interesting, more seductive, or more trustworthy. If their accent level is above the others wisdom score, then the effects are beneficial. If the accent level is three points higher than their wisdom, they genuinely believe every word they say, depending on the game master's use of the scene, of course.

Empathy will make them more sensitive to the person they are talking to. The more levels they have in this, by the discretion of the game master, they will know more about the truth behind their actually talking to them. They will sense what they really think.

Historia will reveal events that happened in that place by them placing a sheet of paper up to the sun to block out its bright rays and then they will have a link to the light reflections of the past there. They may look as many days back and more accurately for each level of historia they have, totally up to the discretion of the game master, as this should remain subjective.

Gothique

These people are thinner and have sharper features than other races. They also stand at about six feet plus and are not really human. They will like to indulge in unhappiness and logical answers as to why, and have that reflected in their abilities. They are total rebels when it comes to populism and will always try to back up the victims of this. They are truly neutral, but refuse to think of happy things, instead being very aware of the way the world works, taking the broadest perception against the most intellectual. They get ten points to buy abilities here. They must have a preferred mood though, which they must seek out to be satisfied. This is an optional rule, as they like to feel, enlightened, superior or sensual, for instance. If they get to feel said mood during the adventure they should be granted an extra adventure point at the end.

Stun will be an ability to stun others with an expression or act that makes them sink into thought if their stun level is higher than their intelligence, as they fail to process the condensed act, be it a noise or a action that they hear or see. They cannot do this in battle though.

Throttle is a ability that lets them throttle the other creature or person with static electrical force. They will actually choke the other so they may not fight nor cast spells for as many rounds as they have levels in throttle. It doesn't actually do damage but will cancel a fly spell, but not a levitate spell, and flying creatures will fall for that round. They may throttle anything they are aware of.

Decieve will let them make a fool of anyone that they don't like by feeding them false information. They do this mentally through psionics, and then the other party, as many as they have levels in decieve, will be fooled for as many minutes as they have levels in decieve, like walking right into a guarded castle, for example.

Answers is when they take any question and answer it. They will get three possible answers at level one, two possible answers at level four, and the right answer at level seven. If they go all the way to level eleven they will know how things work by just looking at them or thinking of them, but this does not include automatic wins for subjective or cultural things, they have to declare a query to get the answer to that. While they have this at level eleven they can tell physical reasons for anything, and the game master must reveal the truth.

Dampner will detect all magic items and illusions for three feet per level, plus two feet. They will

know what it is where it is at level three, and know what it does at level six. By level nine they will be able to dispel items that were created by crafty old wizards three levels below the level or less. This will cancel it totally. At level eleven they may suck them dry and gain an adventure point for each item or illusion they cannibalise.

Allure is when they attract people of the opposite sex. This will attract men and women to them by just being aware of them, and if their allure is higher than their willpower, they will be lured to them.

Vision will let them see into their future and get an idea of what would happen in said circumstances. They get more information the more levels they have in this. This is purely subjective due to the discretion of the game master.

Grace will add a point to their balance tests for each level permanently up to level four, maximising the bonus at four points. As soon as they get to level five they gain a point of reflexes and at level eight they gain a point to their charisma permanently.

Kabbalah

The kabbalah is a sect of humanity that has various tricks to liven up their existence. They are usually very clean and like to live inland. They have eight points to buy abilities with.

Seance will let them talk to spirits. The magnitude of the spirit and how long it stays is reflected by the skill level.

Sandia is a sleeping potion that they brew. It lasts for an hour after air contact and puts things to sleep that have health less than the level.

Unluck will reduce all the skills and tests that the selected character does through for as many minutes as they have levels. At level one they suffer a one point penalty. At level four they suffer two points. At level seven they suffer three points. At level nine they suffer four points. At level fifteen they fail every test that they make, even automatic successes.

Luck does the opposite of unluck.

Kite will grant them flying abilities from something like a third story building. They usually develop this ability above pools of water. The higher the level the higher they can glide more quickly.

Shift will let them teleport as many meters plus six in any direction.

Psillies will shoot forth a spiral lance that will deal one point of damage for every odd level of the ability.

Heratti

These are dark grey jungle and temple dwellers. They usually enslave small villages of societal peoples to build their temples for them. They hate the day time and suffer a penalty to all tests, rolls and ability levels during the day. If you were to meet a Heratti you would notice they like to grow their greasy hair down to the waist and like to plait it into a pony tail. By the time they are about sixteen they have enough hair to use as a weapon if need be. They then keep it about that long. They hate airborne creatures as a cultural absolute, but love snakes and keep them all

over the place in thier homes. They would like to live in peace with the other races, but have developed a able force to deal with any people that don't like the idea of them sacrificing other people to thier leaders. They stand about five and a half feet tall. Players get nine points to spend on abilities here.

Tharmalia is a radar of heat that they develop. They will be able to cast a circlce around them, that is not magical, but rather extra sensory, that detects body heat. The radar is as many meters as triple thir level plus two meters.

Agilitism is where they are more nimble. They will be able to add one action point to thier total for every level they have of this up to level four. At level five they gain three levels of climbing and jumping and at level eight they gain a level of reflexes. At level ten they gain a level of reflexes.

Cleanse will let themmake any water sweet and drinkable. It will come in handy in the jungle where evrything is toxic mainly, sometimes in the forests, and definately in the bush. They will be able to sustain as many canteens of water as they have levels of purify.

Bait will be when they turn thier backs on opponents to goad them into attacking them from behind. If someone does attack them from behind they will always be interrupted by the Heratti who will be able to launch a spinning counter attack. The attack roll is canceled for that attack. Heratti may only do this if their bait level is higher than the opponents wisdom score, and only once for every three levels of bait that they have per combat scene.

Whip is where they use thier hair to do attack. They may decide to use thier hair to try to whip the opponents eyes, taking very little action points it must be said. If thier whip level is higher than the opponents reflexes they will blind them for two rounds where the opponent must fight as if they were in total darkness.

Demonism will summon a spirit out of the everprence to speak with them, or to fight for them. Thespirit has seven health and an attack value of five, doing two points of damage. It lasts for as mnay rounds as the Heratti has levels in it. They build a relationship with the demon and if it is defeated they must erase thier level and start again at level one with a new demon.

Sealace will summon a spirit to speak with them about any problems they have. The spirit will get to know them eventually as hey gain levels in it, and it stays for as many minutes as the Heratti has levels in it, times by three.

Smite will be where the Heratti adds magical attack points to it's attack roll. The extra cleaving damage may hit anything from level one, be it a ghost or astral creature. This does not add points to damage though...

=====
Aries
=====

This race is about six feet tall and is less outgoing so will be a bit fatter on average. They worship the god of war and have many ways of fighting other peoples that they quarrel with. They like to live on the lowlying areas on grasslands and have a lot of goats which they drink the mild of. Due to the generations of this contants sourde of calcium, as they drink mil more than water, they have gorwn stronger bones than usual. All Aries characters get a bonus point of physique. They have eight points to spend on abilities.

Brutality will let them be more aggressive than other races. They will add as much points to any roll or test or comparison where they are doing something brutal, like trampling fallen enemies, or disarming someone, or fighting smoething with a shield. They may ignore the shield as soon as thier brutality is level four. At level six they may ignore armor scores and deal damage

directly to the opponent they fight.

Bowyerism is to do with arrows. They may add one point to archery tests for each two levels of archery they have. They may also, once their skill is level six, use arrows as held weapons, lodging them into opponents using this ability with their reflexes to see if they lodge it. Each time they lodge an arrow into an opponent they will back off and try to break the arrow, or, continue fighting with a penalty of three to attack and dodge rolls, as the arrow is lodged into them making them distracted.

Warator is where they use music and war paint to psyche themselves up. They must pray to thier god for at least a minute and will be rewarded with a combat bonus of one level per two levels of warator for all combat related things, but not spells, for an hour.

Electricution will launch a lightning bolt from the clouds onto any enemy that they are aware of within thirty meters, dealing as much damage as they have two levels of electricution. They must be close to a cloud, as it will not work indoors, in a passage, and so forth.

Shield will create a shield that will absorb magic spells, as ong as the shield level is higher than the spell level. It will absorb as many spells as it has two levels, plus one. The character may not move the shield, it is like a glass sheet set up to cancel magic. If they are not destroyed within as many minutes as they have levels, they will dissolve.

Staunch will close all cuts and gashes and heal as much health as they have three levels of it plus one. It requires contact between the two parties if for someone else.

=====
Cancer
=====

This race is all about comfort zones. They will like to get settles in every scene if there is no enemy around, and should be awarded an extra adventure point on the spot for getting comfortable in an set scene. They like to guide people that are younger than them, and listen to people that are older than them. The cancer society is based on respect for others and self, and they like to use toned down magics. Living in the mountains and on hills, usually, they enjoy a great advantage when it comes to raiding parties, as they like to clear any cover from around thier villages to rid them of sneak attacks.

Comfort will be when they are comfortable in any scene. If they are uncomrtable they will suffer a two point penalty on all tests. The higher thier comfot the more they will gel with people and enjoy bonuses to thier tests. The comfort zones come, in order, [0] bedroom, [1] home, [2] hill, mountain, village, [3]town, [4] city, [5] forest, [6] bush, [7] swamp, [8] jungle. As soon as thier comfort zone is met within that place they will not suffe penalties of two there. As soon as their comfort is one point higher than the scene, they will recieve a bonus point to the tests. As soon as thier comfort is higher by three points than the scene they recieve a bonus two points to tests there. For each person they have with them, even other cancers, they may negate a level of discomfort.

Sensitivity will make them more aware of things around them. They will be able to gauge what is going on and if there is danger in any situation from the air around them, and the noises. The visuals are not important, and if they close their eyes they can add a level to reading the scene.

Aquadivia is where they throw a pebble across a lake or river and watch it bounce. Aside from being very pretty, it also tells them where turst lies towards them from others, as the rings will show them how much that person trusts them, and, the bigger the ring the longer the trust rides into the rest of the thier lives. They may also, having gotten to level five, see what dangers lie ahead of them over the next march, while thinking of where they are going. They must declare their direction and they will get some feedback on the perils that lie with that route.

Icicle will launch one icicle at an opponent for each level the Cancer has. Each icicle does one point of damage.

Sheet is where they may make any surface slippery to the people trying to stand or move on it. Every action they take they must test balance or fall down. The area affected is equal to one meter for every level plus three.

Snow will make snow that will envelop the victims. For each level of snow they have, they may subtract an action point from the enemy while in the snow. The snow comes like an avalanche and will cover an area as wide as they have levels of snow in tens of meters, plus ten meters.

Enthrall will create as many chords of energy as they have three levels of enthrall. The chords may be used to lash the opponents that they have doing one point of damage for every two levels of enthrall they have. The tentacles will be able to do things that ropes could normally do, like picking up weapons, disarming people, holding people still, opening chests, playing a piano, and so forth.

Mate will make people their friends if their level of mate is higher than their wisdom. From then on they will have this person as their friend, but not animals.

=====
Virgo
=====

Virgoes are good with their memory and always know the right thing to do, more or less, justice wise. They have an excellent choice of words and may beguile many people with their stories. They stand about six feet tall and wear modest clothing. They get ten points to build their character with for abilities.

Attornism will let them bring automatic rulings on cases or justifications that their level will allow them to. They will be able to fill in the blanks for all cases that they hear of. They will also, reaching level five, be able to slate any person they wish, bringing them into political ruin.

Antitrust if their level of antitrust is more than the wisdom of all enemies present, they can make all conscious creatures think that the person they point at is an enemy of all gathered there, that they are a spy or something, and that they will stab them in the back sooner or later. This is great for fighting more than one enemy as they will fight amongst each other immediately.

Tire will put creatures to sleep with sonic waves from their minds that send out the most beautiful lullabies. They will remember what really worked for them as a child putting them to sleep, and the chords used. If their tire level is higher than the enemies intelligence, they get tired for the rest of the round, and pass out the next round. The following round they will be in a daze and will only use half their action points. The next round they pass out for as many minutes as the tire level.

Complex will, upon eye contact, deliver to the enemy a sense of being inferior. In a social gathering they will feel awkward, but in combat they will suffer a penalty to their attack and damage rolls. The effects are as much as they have levels in complex.

Darianism will drain a spell caster of as much spells that they may cast for every two levels of weakness they have.

=====
Leo
=====

This race stands at about four and a half feet tall and has mustard looking skin. They will be able to energise others and are otherwise very comely as friends. They will like to stop fights anyway they can, and unfortunately will always show mercy to people that they think mean it, even in battle. You get twelve points to buy abilities with.

Spine will grant the Leo an ability to ignore the plees for help that enemies might cry out. This starts at one automatically and if they have more spine than the other has wisdom they will be able to follow through on the action. If they fail they will show mercy to the other person.

Meteor will deal two damage for every level of it they have. It will be as many inches as they have level, so eventually could harm two things at once. It will also deal damage to non living things.

Sunlight will be able to blind others from the rays if the level of sunlight is greater than than thier reflexes. They will be blinded for as many rounds as the level of sunlight.

Warmth will heal lost health levels with a stimulating warmth from thier hands. They may heal one health point for each level of warmth they have.

Flamikia will create a disc of flames that they are actually just a false sensory impression and they will be able to fly arouns at great speeds on this disc. It lasts three minutes per level. They will be able to fly as if it were a fly.

Sparks will create a firecracker onthe ground that will disrupt anything being done. It doesn't deal damage but wil carry on for as many rounds as there are levels in it, distracting creatures with the visuals, the prickly feeling, and the noise. It will usually scatter dumb creatures or disrupt spell use and archery. The catser is immune to this so will not suffer a penalty when being engaged and using the sparks to unsettle the opponnet or opponenets. The area affected is one yard per level squared.

=====

Libra

=====

Libra are all about equality. Thier approach to life is about fairness and justification for important acts done by people that effect change. They like to live in any area that needs some looking after and then they will take a lot of responsibilty for thier actions. They learn at an advanced rate and may subtract two from any adventure points cost to raise skills, but not abilities.

Balance will allow them to not try to make any situation fair, or look for peace. The higher thier balance the more aggressive they can be and take a side to back up, usually the weaker side of course. They cannot say a good thing about one party without saying something bad about them, or something good about an alternative party, trying to make it all look like it is balanced. The higher thier balance value the more the game master won't tell them what to do. Every time they encounter a scene with living things they will have to see if thier balance is high enough to resists backing up the opponents, as they have an urge to see equality. For example, if they are encountering a few orcs being part of a far superior force, if thier balance is low, they should at least play neutral in the scene and not fight. If thier balance is very low they will maybe shout for the orcs to run away, or, try to stop the fight by running in between the two forces. They do not automatically trust all parties, but, are rather gullible it should be said. The game master can force them into a controlled action, and then let them continue from there.

Metallurgy will allow them to disarm anyone with a physique less than thier metallurgy level. They may also make metallic objects fly around, but not wooden ones. This metallurgy is completely subjective to the game masters decisions.

Guilt will make the other party act innocently, losing as much points to attack and damage as they have levels in guilt above their harmony. So, if they meet a orc with a willpower of, say, four, and thier guilt level is three, there is no guilt. For each level the guilt is above thier harmony they suffer a point deficit to hit and damage.

Proactivity will add one action point for each level they have of proactivity, minus three. If they have a proactivity of two, they will add no bonus nor suffer a penalty. If thier proactivity is, say, five, they gain two action points to add to thier character. They may also add five points to their edge for each level of proactivity they have.

Scales will allow them to sum up a decision scientifically. The higher this is they may add points to any reason based decision or case, and act upon that if they choose. For every two levels of scales they have they may add one point to thier balance. If thier scales value is higher than the challenge of the scene, they will know what the outcome will bem be it a encounter, or, more socially, a gamble they make over a game of poker.

Switch is where they may reverse things in the physical world. At level one they may switch the attitude of a conversation to change the issues being discussed. At level three or they ay switch the ideas of the people participating in the conversation so they are reversed, making each party think of all the good things about each other and each others points, if they make a combined test roll to see if they can resist, based on wisdom, of course. To do this test they must add thier wisdoms together and roll less than than that value on a twenty sided dice. At level five they may swop one statistic with that of another, any of them, but they won't know what the others stats are mathematically, it is taking a chance. This lasts for two rounds, and there is no defence for it, other than dispel or magic resistance. At level seven they may switch plaes with someone physically, instantly At level nine they may swith bodies for one round for every three levels of switch they have, plus one round.

Scorpio

The Scorpio will always seek meaning in things. They astand about five and a half feet tall and will have advanced acceptance of universal logic, not opinions, or, think about opinions of the masses to see if they are in tune with the energies of the universe. They get seven points to buy abilities with.

Astrology will let them see what attitudes will previal in the world. They will be able to see the general mood of the cosmos at level one. At level three they will be able to see what the next few hours, depending on thier level per hour lets them see. At level six they will be able to look one day into the future for every three levels of astrology they have, getting what has happened energy and event wise. At level nine they may see what is planned for them, or, if there is no plan, they may make notes on where to go for the desired encounter of scene, going as many days into the future as they have three levels of astrology.

Witness will be when they see a spell cast and learn it. They may learn one level of magic from any source by seeing it done, or, having it explaied to them as they have levels in witness. For example, if they see some one cast fireball, and they have a witness level of three, they may learn three levels of fireball instantly. These levels of witness allow for direct levels of spells, so if they use up all three levels on fireball they hve used up all thier witness points. They don't have to buy the spell witnessed, but only have the witness levels to stick into thier characters arsenal of abilities.

Autumna will make you able to resist the winter weather and cold spells too. If your level is high enough, or, more specifically, rules wise, then you will have to have a higher autumnna score than the challenge of the elemental influence.

Analysis will be when the scorpio thinks of how things got the way they are. They may add this to thier wisdom score to see if they can figure it out. They may also use this to create a lie of some sort that will need to be equal to or above the wisdom score of the intended reciever. They may also see though illusions cast by a lower level wizard than them, depending on when the illusion was cast. They will be aware of it, but know it is an illusion none the less.

Capricorn

This race is has white hair and stands about six feet tall. They are usually very courteous to people and are not really into meat. They like to decorate thier clothes with all sorts of signs that mean something to them, and are very societal when it comes to being a good person. They pray to their god Jira, and they recieve much benefits for this, as they have a good relationship between them, as they really love their god, and this means that Jira is pleased and wants to see them prosper. They get eleven points to spend here.

Charity is when they want to give to others. This starts at level one and may not be bought. They gain a point each time they donate to a worthy cause with food, money or lodging. Each time they do something good, they get another point to of charity. They get these points because they may add the points to any testt hey might have, not to benefit the effects, but to be added as a bonus to the test roll or whatever. They must thenearse these points as they use them. Each time they sleep they lose two points before they wake up, so it is a quickly changing ability. As explained, you cannot use adventure points to raise this.

Purge is when they come into contact with evil creatures. The more purge they have the more likely they are to run away or attack them. If they choose to attack them they suffer a two point penalty on every attack they make against them. The purge must be higher than thier harmony statistic for the effects.

Deflection is where they may deflect any magics cast at them. They will be able to deflect any magics cast at them of a lower casting level than thier deflection level. They may not reverse the spell back at the caster, but at a slant where they may use it on something flanking them. Imagine the scenes where they are being attacked form all sides, it would be greaat then!

Recede is for any person fighting them. They will be able to intimidate them and then they will slink off for the rest of the round, if the recede is higher than thier intuition, as they get a gut instinct to avoid that person for a while.

Slash will be a spell where they slash at an enemy with thier weapons, or fists and feet, and then see them take damage whether they are astral, ghosts, etherel, and so forth. The slash does one extra point of damage for every level of sash they have. This does not include an attack roll, just the damage, but, it affects what suffers damage too.

Miracle is where they make a wish for the good of the people that are victims of something or another, and they get it done for them. They may also use this in combat, but they need to concentrate for a full round, and if they are attacked they have it interrupted and cannot realise thier goal. The higher thier mircale rating the stronger it comes, as this relationship is built with Jira slowly, as you learn from Him, he will set upon you more authority. Each miracle will erase your miracle score and then you start building it up again, like any other ability. The game master has the final say what is supposed to be a miracle that a loving god would grant as they will not grant them revenge, for instance.

Aquarius

These are small stout people that like to work. They have minimal magics but use machines a lot, being more advanced and disliking using real magic. They will also, being reallted to the air, bond with bees and birds in certain ways. They do not use direct magic but are dreamers of the cosmos and like to plant trees and make water features to make thier cities more beutiful. They hate fighting but will protect themselves from the evil beings out there. They are sought after as slaves and will submit to slavery and be happier than you would think. They seem to accept a lot fo things that makes others worried. They get eight points to spend on abilities.

Bearer will allow them to carry more than usual and lift heavy objects. For each two levels of bearer they may act as if they had that much more strength for as many minutes as they have levels in bearer.

Whisperer will let the birds, flies, bees, wasps and other flying creatures tell them what is going on in the world around them. They will also get a ego bonus to combat of as many levels as they have two of whisperer for combat if a airbourne creature agrees with them and boosts their self esteem by making an appropriate noise in their ear.

Swarm will make all the flies in the area irritate the enemies of the aquarian as they obviously are wrong and they want the aquarin to win, as they care for them. They are swarmed for as many rounds as they have levels of swarm.

Machines will help them understand new inventions, flare with dwarven apparatus and mechanical prowess. For each level of this they may build a machine that is one foot squared. They may also know where to strike a wall with war machines during a siege, or, how to repair walls. The more levels in this they have, the more technical they are.

Lowernism is where they pray for colder weather, or rain. The higher thier relationship with the air element the more likely and more powerful the effects will be for he area. If they were to have it rain, it will satisfy the farmers no end. They may pray multiple times using up thier willpower to make it more powerful, stacking it if you will, so there will probably be some rain, or, cooler weather. This could for example bring the market place together again in a heat wave, or end a drought.

Negation, if bought, will lower all levels of swarm, lowernism and whisperer by one point for each level of magic resistance they add. Like always, if their magic resistance is higher than the spell level, they may ignore it.

Piscies

This is the race of the sword. They are obsesed with crusades and will make sure they spill as much blood as possible every chance they get. They drink the blood of the fallen and use thier body parts in mutti where they access filthy energies and feed off of them, gaining feelings of ecstacy from the unclean acts they commit.

Bloodletting will allow them to regain health after an adventure for drinking blood. They can do this at level three. Then at level seven they may gain an extra adventure point for every litre of blood they drink.

Robustness will make them gain one health point for every level of robustness they have. These health points will be added to the total permanently.

Sword bonus will add an attack point to any sword skill test for every two levels of sword bonus they have.

Immunity will negate any sleep spell or other non lethal magic upon them, but not poison, offensive magic nor physical attacks.

Empower will let them do extra damage in combat, dealing an extra poin for every level of empower they have.

Slippery will make them harder to wreslte or spar with, and may get them out of bondings where they are all tied up.

Devestate will let them deal a killing blow to anyone that they have more levels of devestate than they have levels of physique. They will deal double damage if they have more levels of devestate then thier health levels, and triple damage if it is four levels higher than their health levels.

Psionvie will let loose a bolt of psionic energy that will harm anything in any form as if it were struck by a arrow. It deals on epoint of damage for every level the Piscies has of Psionvie ability levels.

Scythe will allow them to attack more than one opponent with each indiidual attack if they are close together, but a minimum of two. They must declare a scythe attack and then they will be able to, depending on the game masters discretion, be able to swipe right through the two with a attack that encompasses two or more creatures at once. There is no attack roll. The damage done to each party is also rolled individually. This is great when surrounded by orcs, for instance, as they like to use short weapons like shirt swords and axes, things they charge at you with. Seeing as how they are so close it is easy to cut them both down at the same time, taking a clumsy wild swipe through them. It doesn't work when wearing heavy armour though, nor if the enemy is wearing metal armour. This only works if your scythe attack is greater than thier reflexes, of course. You may only swipe at a group once. If you try it again they will avoid you completely.

Fearless adds one point to your morale for every level you buy of this. This willhelp you when you want to stay in a fight you are losing, for example.

=====
Easuh
=====

This race is very proud and they are human species, but have a horribly swift way of dealing with things. They dress like ninjas and are very serious about things that they say they are going to do, serious about oaths, and so forth. They like to wear black at all times they are outside the villages, and otherwise wear white inside the village. They like to use blwo guns and throwing knives to fight with or, when not all over the place with habitat usage, katanas. They get thirteen points to buy abilities with.

Power strike will let them deal extra damage with thier bare hands for every level of power strinke they have.

Pressure points are identified and will be accessible when thier pressure points level is greater than the enemies wisdom, usually going for the neck if they are wearing armour. If the opponent is wearing armour and they go for a joint, the more joints there are the better. The victim may add points to thier reflexes the more they have armour. The pressure point attack will make them wince in pain and have thier spell interupted or drop thier weapons as they fall to the ground for three minutes.

Blind fighting will allow Eashu to fightin the dark with a combat bonus of as muach as they have levels in blind fighting, as it will reflect their solubility with the scene.

Toxin will make thier nails excrete a toxin that does acidic damage to things, destroying locks, or example, or opponens. The damage is as much as they have levels in toxin.

Ableness will add one point to jumping, stealth and all other athletic skills that they use to get around in the world, but not combat nor intellectual skills.

Disvisibility will allow them to go invisible by becoming a mirro image of what is shone onto them.

Airika will let them emit a cloud of sleeping gasses from thier mouths to put things to sleep if thier Arika level is higher then their physique. The gasses cover about a room at every level - no change for this in terms of area.

Status will allow them more respect within the village they come from or when meeting others of their race. This is equal to thier level plus thier wisdom. This you cannot buy with points.

Distort will be able to change any spell launched at them into a varient that smells nice for them. This is a form of mockery for crafty old wizards that they like to kill.

Hexporting will let them teleport to any area within as many tens of meters as they have flank levels. They will be able to attack after that, especially if they decide to flank the enemy and grab them in a firendly manner.

=====
Chickas Coyote
=====

This race is lightly brownish skinned, and while not very directly beautiful, has a sexy energy that come from them, making them very popular. The men are called chikos and are also rather sexy and have the same dark seductive look. They speak little bits of every language, and they might write this down on their character sheet. They usually like to ride around on horses and look for bars to take over, making a living by gambling, prostitution and drug dealing. If they have a child they usually make sure there is a home for them in the city or on a farm near the city, and leave them for thirteen years, returning to them when they think they should be over thirteen years of age. They are rather distant to religion but they do repsect the views of others. Thier favourite weapons are whips nand daggers, held or thrown, for the women and lasoos and great swords for the men. They get nine ability points to spend here on abilities.

Seduction will make them as much more sexy to the person looking at them or hearing them as they have levels of this. They will always attract members of the opposite sex by being near them and they will flirt with a naughty smile every now and again. Persons may resist if thier wisdom is greater than the seduction level. Players may choose what to sa if it is an extra, but they will always be overpowered by their appeal, and be driven towards them. If they resist they will suffer a penalty of as much as the seduction level on every actin they take until they do speak to them, or, if they walk away, for five minutes per level of seduction.

Sneer will make people less confident in their actions and they will suffer a deficit on the next test, if they are of the opposite sex they will gamble worse, or in combat, only if they are of the opposite sex, they will suffer the penalty for the next attack. Coyotes may sneer for one action point every round, but it will not work until they have waited two full rounds.

Suggestion will plant an idea inside the minds of listeners. This comes in especilly useful in games of poker, as they will set the pace and aggression of the game. They like to tirck others into doing what they say, making their games as much more in their favour as they have levels of suggestion minus three levels, so, if they were to make a suggestion as a level four

suggestion, they will make the game one point in their favour due to thier aptness in misdirection and discomfort, or ego boosting, for example. In combat they will be able to make the opponent block when they should attack, and attack when they should block. This features will affect the combat starting at three levels of the ability, meaning that at suggestion level of three, they will make the attack roll worse by one, or the dodge and block actions worse by one also. Coyotes may suggest once and then wait two rounds until they can do it again.

Dusk will let the Coyote, for one hour, add points to thier stats. They may add as many points as they have dusk and will be able to take full benefit of that bonus until the sun sets, witht the game master slowly bringing them down to earth, like they should be. It is far more likely that they get into a group of people for the night's adventure, or, that they are riding into town and will face a nosey sherrif or protect against a gang of bandits...

Dawn will, like dusk, add points to the Coyote, with the only difference being that the bonus is one stat bonus for each level of daw minus two. It is far more likely that they will get into a fight with some gamblers that are out late and want thier money back at this time, so putting points onto something like sneer will do wonders to avoid a fight!

Shaded will, if they stand in the shadow of another person, allow them full access to probing them. They may ask questions and get answers no less than thier level in words for each level of shaded they have. They will also heal in the shade and can heal one health point minus two for each level of shaded they have per hour.

Uniculture is the ability to detect the words and meaning of a language they don't understand. For each level of this they have, they shoudl be able to make out one word from the syllabels of a foreign language. They will also know how to dress after ten minutes minus their uniculture level after being in a city, town or village, with a minimum of two minutes. They may also subtract thier level of uniculture from any language they want to learn, or cultural craft they learn.

Psidirk will let them cast a dagger of psionic energy for every two levels they have of this. Each dirk does two points of damage to the desired target, but will not damage ghosts or other planar energies.

Universal Coyote Flaw

The flaw to being a coyote is that they always have to be cool when they are around other, ror even in combat, and they look down on everyones image they project. They suffer a penalty of as much as they think they are better than someone when they speak to them, and often resort to violence if the other person laughs at thier notion of themselves. They need to test willpower when taunted like this, or take as aggressive an action as they fail by.

=====
Scat cats
=====

These homosapians like to celebrate life by eating poop. That is what thier culture is based on actually, that they make their prisoners eat poop if they are bad or piss if they are good. They are very artistic otherwise, and will be able to lure people into thier fantasies by many different ways. They like to brood over things that they would do to the world and if they were the rulers, and they like to think they are better at doing things than anyone else. They get eleven points to buy abilities with.

Mistage will allow them to conjure illusions with their bodies when they dance or walk around. This is due to excess water in thier system. They will be able to create an illusion for every level they have of mistcloud levels. They may create one illusion an hour, and have as many illusions going as they have harmony. They only work in cooler weather as the heat will dissolve the mist. That means they may make these in autumn, winter, first half of spring and last fifth of spring.

The illusion will be bigger with each level they grab of mistage.

Sweetness will make people see the mist and immediately be repulsed by them as they know all about what they do for fun. The mist will form knee deep clouds when they exert themselves constantly, and anyone actually smelling the mist will become interested in talking to them if they fail a conscious test. It also makes felines and canines docile aswell, but they are not into that really.

Justification will be where they add a bonus to thier wisdom to justify an action they have taken, or a decision made by someone else. They don't need to play it out if they don't want to, and if they do it is recommended that they play it out first then test it, to see if the other party bought it or not. It is impossible to justify nothing, all they need to do is use common sense. Each time that they justify something they should recieve a point to diplomacy for a real challenge or fresh perspective on things.

Kakademonism is where they summon filthy spirits to do thier bidding. They may summon an imp for two points, a salamander for three points, and a demi devil for four points. They will remain around for as many hours as they have in it, or dissapear after thier task is complete. Usually they can have one full combat befere they leave, or, retrieve one thing for the scat cat. After they summon the demon they must erase the points of kakademonism.

Exhale comes into play at level three. This is where they emit a smell from thier mouths of a toxic nature, making every creature puke for as many rounds as they have levels in exhale minus three. If thier willpower is less than the exhale level they might pass out if they fail a conscious test.

Scagozah is where they gain automatic successes by saying smothing bad about thier brethren. They know exactly what people think of them as they have learned what people think of their activities secretly with a innuendo every now and then. They know exacty what to say, and the positive energy that comes from them makes them, from mockery from within that they feel, enchant the other party. This makes the other person feel the ecstasy of eating the poop, even though they don't know what it is like, or, as if they were pulling the wool over the other person's eyes, makes them seem more radiant to the person they are speaking to. They may add one point of charisma for every level of scagozah, up to level four. After that, at level six, they may automatically pass any social encounter where they make a big deal about these acts, but never again on the same person.

Rally is where they may get everybodys attention, and, feeling like social outcasts, let loose with the truth about the things they are against in the world. They are brutally honest and yet fair in their deductions and will be able to rally support amounting to two people per level. When thier rally reaches level seven, they may cause a rio. When thier rally reaches level nine, they may enact a stoning or hanging. They need to add thier rally to thier social check value and then see if it reaches over seventeen for a march, twenty one for a riot, and twenty four for a stoning or hanging.

Universal scat cat flaw

These people are heavily pissed with society and will need to dress in colourful clothing to vent thier frustration. If someone knows what they do, they will spread the word and the person may become a social outcast, repulsing all the people that know who they are. The only people that will accept them are the mayor and the clergy. This is a scenario and will affect thier actual content based adventure. They may never rally once exposed.

=====
Espers
=====

This human race is very into esp. They use it in all sorts of things they do, and they have a great time doing it. They are obsessed with the collective, which is where they all exchange messages for others to hear, and often confess or market thier products. They are completely human, but break thier children into as soon as they think they are ready. Through thier ancient texts they have decided that there will be a saviour for them and that he or she will deliver them into nirvana where they will all be happier it says. They get ten points to spend on abilities all together.

Image projection will let thier mind conjure a picture for the other person to see, or, over the network. They will be reprimanded if they sent out a bad image, or for planning esp floods. Each time they send out an image it may be as detailed as thier image level. This image may make them laugh or scare them, for example.

Sound projection will let them send out a sound for all to hear, including speach. It may be as detailed as hey have sound projection level. This sound could make them act innocent, suffering penalties on thier tests, for example.

Smell projection will let them smell one thing or another depending on what they create for them. The smell may acutally be something sexy to turn people on, or bait for a trap, depending on their wisdom or judgement test of course.

Physical projection will create a force that is physical for all the other people to feel, be it a knife attack, or a choke hold. The game master will decide how powerful it may be depending on the level of the porjection.

Taste projection is where the esper makes a taste in someones mouth. The taste could, for example, be toxic and they may vomit for a round or two, depending on the game masters decision.

Esp resistance will be how much they may resist from the source of their projections they are targets of. The higher the reistance, th more they will be able to resist.

Universal espers flaw

These characters lose concentraion easily and need to make a conscious test or be distant to the real world, but should recognise a threat if they have enough intuition.

=====

Porisenova

=====

This creature is about five feet tall and can speak most languages well enough. They have a slightly musceled appearance and will try to do the things they said they would do to keep thier tribe satisfied while being initiated, males and females of course, as the right to hunt is granted to the strongest of them, not sexistly based of course.

This is a fanatical creature that lives to gain power from gods they worship to grant them powers. They have six gods to choose from, gaining all the powers of the chosen god and four powers from the flanking gods, and oone power from the distant gods. You get to choose your god and then gain them as posture, then the gods next to them will be flanking, then the gods next to the flanking ones are called distant. The furtherest god from you is your opposition god and will try to kill you every chance they get. Your chosen god will be friendly to you, the flanking gods will be pleasant to you, and your distant gods will be icy towards you unless you are serving them in some way, but will throw you some bones now and again.

The gods relations go in a circle from [a] to [f]. If you have trouble picturing this circle use a star of David to keep [a] as far away from [d] as possible. Observe the 'circle' below...

use adventure points to buy them back, but this is very uncommon it must be said.

Sanguine

These filthy creatures are about six feet tall and are lithe and have astonishing reflexes. Players may add one point to their characters reflexes value to be one of the Arguandenta.

Most of the time spent is preparing for the afterlife. Unfortunately for these creatures only the wicked gods speak to them and they have only known them since they developed language, taking it from the shaman to the people. They like to live anywhere in all climates, but are usually not numerous in said climate, but are all over the place. They are neutral to antisocial in their approach to life, being more concerned with self than those around them, but realising that they need those around them to survive of course. They get nine points to buy abilities with.

Supplement

This will allow them to raise their spiritual and mental statistics by drinking blood of another, but it must be someone else each time. They will gain one point to raise each spiritual statistic by spending the adventure points on supplement and then actually having the blood in reach. They must gain as many levels in supplement as they have in that stat plus one to raise it to the next level. So, if they have a wisdom of six they need seven levels in supplement and to have drunk the blood of seven others to raise it to seven.

Vampirism

When in combat they may drink the blood of another to compensate the blood lost by them themselves, meaning that they do not lose any more health and actually revive themselves for each pint they drink, restoring them to full health with clots filling the pores to stop the bleeding. At level six they may thin their blood flow to boost their action points by as much as they have levels in vampirism. At level nine they may thicken their blood to raise their physical statistics by one point each.

Drift

This will allow them to drift from one place to another as if they were teleporting. The haze that gets between where they are and where they will be lasts for a second as they drift to the other place and they may drift for as many meters as they have drift levels.

Succubianism

This will allow them to make a dark fantasy out of any encounter they have. For each minute they speak to someone they may add a point to their charisma for each level of this they have, but only as much as they have levels of this power.

Talons

The Sanguine may also grow claws from flesh receding from their finger tips and then the bones gaining supplement from the blood inside them to make the fingers get claw like tips that they may rake with. This will take three rounds. For each level of talons they may deal one point of damage to an opponent up to level three. At level four they may add acid damage of one point per level starting at four up to level six due to the blood they may manipulate into acids in the time they grow the claws. At level seven they may add sleep poison to their attacks and anyone cut by the talons must make a stamina check or fall unconscious.

Blood magic

If they ever cut themselves and place the blood on a surface they will be able to talk to spirits servants of thier god. They should use a bowl and let it run from edge to edge to guide their thoughts, or they could just slit their wrists and watch it run off thier arms. This seance will typically take one health point away and then they will be able to decode the running blood as it flows downwards. Earth and blood are soluble so they may even talk to the gods of the earth if they choose to. The communication is founded on the pain they like to see in their followers and reward them with information telepathically. At level eleven they may make a circle of eleven persons or more and then draw blood from each other into a central point to the circle. If they do enough harm to each other there may be a occurance where the blood will start to bubble from the static emitted spirits and they may hear the actual voices of the spirits. If they drink all that blood out of a pot or something they may become demi devils, but that means they will need to accept the horrid spirits imbuing them with a pECIAL test of the game masters decision, including of course harmony and wisdom at least. Once possessed the game master will make the necessary changes to the character as they see fit.

Krautenbas

This humanoid is a person that lives in small units usually in feilds of flowers or in the forest or jungle. They like to make brews that have magical properties and make them for others to swap at markets when they need things. They are usually very lightly clothed but may wear armour if they wish. They need a pot or wooden vessel for thier potions and concocions to be brewed. They get ten points to spend on abilities. It is hard to deal with a Krautenbas in the areas they live in.

Healing herbs

This will restore health up to as many levels as they have in this starting at level four. So they will heal one helth at level four, two health at level five and so forth.

Biofuse

This will allow them to construct bombs with the right materials. They need fuel for the bomb out of the right sorts of oil extracts and metals to make the detonation spark. Usually they will use a common spring that is coiled into another spring to spark on contact with extreme force, say when they hit the ground of course, releasing the springs that seperate at the ends as they fly outwards from thier couped up positions. For each level they have of Bifuse they may make a bomb that does as much damage and travles as much feet as the level they have divided, so, if they had a biofuse of level six, they could make a bomb that travels two feet and does four damage, making six.

Stimulants

They may make stimulating brews for people to gain as much extra action points as they have levels in stimulants for as many rounds as they have stimulants levels. These compnents are easy to come by usually.

Sleeping potions

They may also make a sleeping potion that can act as a contact based remedy on weapons. The sleeping potion will have a value of as much as they have levels in it. For each level of sleeping potion they have they subtract as many action points from the target for the next round. Any potion that is more than the opponents stamina check will put them to sleep as if they had passed out.

Poison

Also easily produced is poison. The poison will deal as many points of extra damage as they have levels in poison.

Resurrection potion

If someone dies they may be resurrected with one of these potions. They will emit a shock into the system like those jumper things in hospitals by string ray extracts of their chemicals in their system. Rays may be found in nearly every lake or river if you look hard enough. They may add the level of resurrection potion to their health to see if they are positive with health or not. Coupled with the healing herbs they may completely save a life if the herbs are given soon enough to the semi-conscious person.

Beastialism

If the Krautenbas captures the blood of an animal they may make a potion to change another into that form for as many ten-minute segments as they have levels in beastialism. This change of form will take five rounds at level one, four rounds at level three, three rounds at level five, and two rounds at level seven. Once in the form they may act as if they were able to fly if they are a bird, or hunt like a leopard if that is the case.

Asaclavah

These people will like to hunt evil things. They will travel from area to area to smite all sorts of evil things. They typically do not wear armour and instead of having abilities they get pros and cons to choose from, plus with their points they start with. They are typically very tanned as they like to lie around rivers fishing and drinking weak alcohols while they relax. They also like to leave evidence there so that the evil doers may be warned that they may return. The Asaclavah also may practice telepathy, as they may not use magic at all. The telepathy they use is very pure and savoury to the old people who disdain evil spirits and the abuse of the elements. They usually fan out in a web of connected persons feeding each other information and scout out the area. Once they find creatures to eat or evil to destroy they wait for their friends to join with them and then tackle the task together. They get seven points to buy abilities with. These abilities do not have levels, but they have an advantage as they start with being stronger from birth, but not progressing due to abilities, so they focus on their skills and stats.

[pro] Ambidexterous

This will let them use two weapons and attack only using the higher action points total for a dual attack

[pro] Teleshock

This will let them deal three damage to their enemies from as far as one hundred meters.

[pro] Sunder

This will dismount an opponent on a successful attack, dismounting them if they are mounted.

[pro] Dhala

If they are using a knife or short-bladed weapon they may only use one action point to attack.

[pro] Shifty

This will add three points to their dodge skill. They may add this to any doge test.

[pro] Muti

This will allow them to cannibalise the remnants of others. They must eat the body parts of thier fallen comrades and enemies, if human, and for each part they eat they gain an adventure point.

[pro] Laitie

This will allow them to have a kid with them that will act as a servant. If the kid is killed they may be replaced if they are near the tribe.

[pro] Young learner

This will allow them to gain two extra adventure points at the end of the session.

[pro] Weapon focus

The character may focus on one weapon skill of thiers recieving five points to it as a one off.

[pro] Skill focus

The character may gain a five point bonus on any one skill of their choice.

[con] Weakened

This will make the character more devastated by diseases, less resistance

[con] Bowels

This will make the character need to pass a test or poop thier pants when they feel the pressure.

[con] Slow riser

This makes the character rise badly, needing an hour to get awake. While they are rising they suffer a three point penalty on all tests.

Demonatrix

This is all about sex. They need to get someone into bed to begin the magic though, but whores will do. They may do the most amazing things to them, and it works on animals aswell. They may also embrace the scat magics to make the experience more potent! They are always good at dancing having a bonus of two points to that. They start with ten ability points.

Beatings

This is where you will beat the lover into submission. You may get a kick out of it and for every beating you dish out you gain a point of harmony to the required cost, and this will take a long time indeed, but it is worth it in the end! For each beating you dish out you will add a point towards the level of harmony you have, so, if it is level six, you need to beat seven people to raise it to seven.

Bondage

Will let them be able to doinate someone in bed with bonds. They will be able to torture them into saying nearly anything, or make it exciting if thier level is higher than their harmony value.

Knifism

This non lethal 'art' is all about slitting people up slowly on non noticeable places so that they get aroused and then they may make them say they will do anything by scaing hem or turning them on with the blade and the cuts.

Iceism

With ice blocks they may be able to turn them into torture objects. The ice will melt on them due to contact and they will find that they can make them say quite a lot, but it is easier to get an ice block past a gaurd than a knife!

Urianism

This is piss magic. If they were to drink each others urea the characters will both gain a random nature spell for use the next day. The better the level the better the spell will be. This is relayed and will need to go from mouth to mouth.

Faesceasism

This is scat magic. If they eat each other's 'mess' they will be able to each gain two spells from an list for use the next day. The trick is to get the person to do it with you, a 'relay' event.

Wickism

Wickism is where candles are used. If the candle burns the partner then they will recieve one adventure point to use he next day if they do not react enough, using a willpower test of course.

Slavery

This is where the total list of abilities has been learned to level three. As soon as they are all learned they may gain a level of this. If you use all the powers then you will be able to make your lover become, not really different, just your thrall as well - a total servant that is conscious. You may have as many of these as you wish, but there is no psychic connection. You must get the lover to say yes to each and every

Possession

You may make a lover possessed by a demon if you have learned slavery up to level seven, and then they may be willfully submitting to the demon, or test thier harmony to revoke it. The possession ability may only be learned if your slavery level is seven or more. There is a game to play with the demon though... The 'demonic game' is a way in steps to beat it into a corner. If you play chess you will be familiar with the king king pawn ending to the game where you have nineteen moves - ten for you and nine for the demon - to get a mate and you must not lose your pawn or you cannot 'take' it. It is you and your slave against the demon, of course! Now, to play the demonic game you need to move your pawn one way and the demon must move next. You may only move your 'pawn' or yourself though, so be wary it doesn't slip away or it will take your slave with it!

[a] [b][c][d] To the left you will see a grid from [a] to [p] The character must start with the
[e] [f] [g][h] 'pawn' on a block sqare to the 'you' and you may move in any direction one at a
[i] [j] [k][l] time. The objective it to take the other 'pawn' - demon by moving your pawn into

a [m][n][o][p] block where the demon is. Your own piece may only block the demon.
You may not use your own figure to take the demon, ok? The demon and the
pawn may move one block in any direction, and you always start with you pawn at
[b] and yourself at [a]. The demon may start at any position they want.

Once you have taken the demon your slave becomes a demon too. The demon will be able to do all the things it used to, but be a slave of yours magically. You may have as many demon slaves as you wish, just like slavery. The game master must decide how to handle the demons powers though. Now it must be said that you would have to pay quite a lot to get a whore into bed with you and eat poop and stuff. The players might decide to use a date rape drug too, but there might be some noise. I can't being to think of the repercussions for a witness to this!

Riflessione

These characters play games with thier reflections. They usually like to live in cities and in mansions as servants where they may have fun with the mirrors. They recieve six ability points to buy these abilities with.

Sanctuary

This will allow them to change places with the mirror image of themselves and allow them to fight or whatever as it they were merely reflections, having thier real self in the mirror and having thier other self attack or whatever. They may swap for as many rounds as they have levels in sanctuary. This may also be used on shiny armour, for example...

Reflectionary

Any attack that is aimed at the Riflessione will reflect back at the attacker. This is automatic and occurs as many times a day as they have levels in this.

Fade

If the character looks into the mirror for long enough they will be able to see themselves fade due to the light shining onot the mirror if they don't blink. This will make them invisible and they will remain invisible for as many quarter hours as they have levels in this ability.

Traverse

If they are on a body of water they may travle with the current as the light reflects thier carbon mass onto the water and then the gamma rays carry them with the current. They may walk on water aswell, and, may accelerate to as many times the speed of the current as they have levels in traverse.

Echo

If they hear a sound they may mimick it perfectly to within a quark type difference in pitch and tone. This means they may be able to speak as if they were someone else, or, learn a song to the near perfect equivalent, depending on the decisions of the game master.

Water moulding

This will let the reflection of the character mould water. They could, for example, make a water elemental or a wave to put out a fire. Their reflections on the water may become one with the water, so they could breathe in an underwater cocoon, for example. This should be up to the

game master as to what they can do at one level or another.

Domphinaka

This character type is like a bard of sorts. They will usually be male but females are heard of. They will need a musical instrument, and start with a guitar or flute skill of fourteen. They will also start with the guitar of course. They get eight points to buy abilities with.

Charm person

This will be where the character uses their levels in this to overpower the willpower of as many people plus levels of force they divide them between, versus harmony. If there are two people nearby with harmonies of four each, and the 'bard' has a level of seven, they may charm one of them. That would be one person with a harmony of four total with a total of four levels needed to charm one of them. Excess is lost.

Charm beast

This works the same as above on animals and some monsters that might be able to hear songs, unlike undead and golems, for example.

Illusionsong

The caster will be able to make nano illusions at level two, minor illusions at level five and moderate illusions at level nine. They must be heard playing their song for it to become reality though and they will need to concentrate as well.

Entropy

This creates discord between the people that hear it. It may unsettle and reduce the morale of as many people as it has levels.

Fixate

This will make the musician the centre of attention, excellent for sneaking the rest of the party into a castle or something. The 'caster' is not able to fixate more people than their level in fixate.

Sonic lance

This will be a lance coming from the guitar or flute or whatever that deals one damage for every three levels of this plus one. So, at level three, it will deal two points of damage, at level six three points of damage, and so forth.

Harlot

These are always women and can seduce nearly anyone with their charms. They will usually keep useful people around and like to snake their way into circles of power where they get their own will done. They will usually like to be friendly at first then as they rise in power become more and more nasty towards others. They get seven points to buy abilities with.

Pals will allow them to emit an aura of genuine interest towards others. If they want others to think they like them they can add as many points to their charisma as they wish, but may not

charm animals or monsters. This is focused so it will only work on one person at a time, so forget about starting riot with this power.

Chariyya will allow them to dance more excellently and weave a web over all the viewers. They may only raise their appeal by one point per round, but after that they will be able to charm people and creatures by as many levels as they have risen by round by round to their total value. The chariyya will charm anyone that has a lower wisdom and intuition score combined and then they will trust the harlot as if they were a regular acquaintance.

Finger of death will allow them to target someone as if it will be seen as a thief, murderer and rapist to others that see them point at the victim. The level of this must be over the intuition of the viewers as if it were stacking, meaning if their level was twelve and the people all had intuitions of five two people would be affected with two points wasted.

Pact will allow them to make a deal that others find serious. They will have to have more pact level score than the victim's wisdom for it to work.

Prestige will let them gain popularity in a certain area quickly. They will be able to add their prestige up and call it 'fame' in certain areas, and they add points daily if they dedicate their day to social activities. Their prestige collects individually, and reduces weekly by two points as they are out of contact.

Distortia will allow them to, while in conversation, change the message meaning by as many meanings as they have distortia. They can usually take a threat to them and use this skill as an ego whip, take a saying and benefit themselves. The distortia needs to be higher than the judgement check of the victims and then the game master may decide how it has changed. At level eleven they may also shout reducing all rolls of targets by three.

=====
Korona
=====

These characters have their physique reduced by two at creation. They may summon all sorts of things to them and then use other abilities to issue instructions. They get four points to buy abilities with.

Command will allow them to make the summoned do something for them, and only works on things that are summoned. The higher the level over their willpower the more they submit to the command.

Summon bees will allow them to summon as many bees as they have levels of this multiplied by two.

Summon wasps will allow them to summon as many wasps as they have two levels in this ability.

Summon hornets will allow them to summon as many hornets as they have three levels in this. They must reduce their command ability by two because of the hornets aggressive outlook on life.

Summon wolves will allow them to summon one wolf for every six levels they have in this.

Summon flies will summon two flies for every level they have in this. They may add two points to their command ability when dealing with flies.

Summon minor demons will bring a imp or similar creature for every four levels they have in

this. The imps last for as many rounds as they have levels in this ability.

Summon ghost will summon a ghost for every four levels they have in this. The ghost cannot actually interact with the world, but can hear and speak. The form will be visible only to the Korona.

Cherub

These creatures can do a lot to people's emotions and desires. Cupid, for example, is a cherub. They want to spread joy everywhere they go, and each time they fail to spread joy they have one skill and one ability reduced by one, chosen by the game master. They get five points to buy abilities with.

Cupid will make two people fall in love, but, they must have this over the wisdom of thier targets combined.

Bolt will emit a fire arrow from thier open palms at a target. It deals three points of damage for each level of the bolt.

Jest will allow them to crack a joke. If thier jest is higher than thier victims wisdom then they will affect any creature that has a lower wisdom than thier level.

Cutness will allow them to add one point of charisma to thier stats for every level of this starting at level four. So they would add one point at level four, two points at level five and so forth.

Wings will develop thier wings so they can fly. Thier wings are fully formed at level seven.

Probe will allow them to probe someone and they may ask one question and get an answer in as many words as they have levels of probe.

Posse Chiwahwah

These people will want to get by on robbing caravans and usually have a lair inside a village where they can control the mayor and people. They like to blend in and pull people around with gossip and threats. They get seven points to buy abilities with. These are always male.

Etheraen will project as many blades as it has levels of this and then they will travle to the opponent dealing two points of damage per blade.

Yap will let them make a opponent that is not prepared and having a willpower and harmony combined amounting to less than thier yap level, react by running away or facing a penalty of three to all rolls.

Spectro will allow them to add as many points to all eye sight tests to spot things far away. They may add twenty percent to thier seeing per use as they have levels in spectro. This is something the game master must decide.

Quick is where they may add ten percent to thier edge and one point to thier actions points per level. At level nine they may add one point to thier reflexes.

Therma will allow them to see invisible creatures and see living things in the darkness. The higher it is the more they can see. This is out of ten, and may not rise beyond ten.

Tale will allow them to follow someone better, like tracking, but requires no tracks. They must add thier level to thier intuition and roll beneath it to succeed.

Direction will allow them to find thier way to a destination that they have heard of. They need to test this along with thier intuition to see if they find the place.

Sprangder

These characters set up 'nests' in different places where they may keep themselves glistening with thier vibes they give off, changing the aura of the area slightly. The bad thing is it needs to be a room or a cave where they energy does not float away. They get thirteen points to buy abilities with.

Hez will emit a healing aura all around. The haze will heal one health for each point of hez they have over a hour. The hez aura will dissapear within a fortnight, but will work for the next day, half as potent for the next day, and just a twinkle for he next day. This only works if no air currents are present.

Tempera will make it as many degrees cooler or warmer and humid as they have in this ability. This aura takes a half hour to fully produce.

Spritiam will make all present spirits in the enclosed area appear as if they were made of carbons again, but only slighly so. They may then strike the spirits or speak with them.

Dust will let them make a room dusty after three rounds. All rolls add a point for each point of dust they have, minus two. At level five, for example, they may make a room dusty with a penalty of three to rolls.

Snara will make a snare in a room where they must remain in for as many minutes as they want to charge the snare with. After they have set the snare they may have as many minutes as they have willpower to evacute the area. The ability will look for ten kilograms of heat mass to trigger the snara. They snara deals five points of damage per level as if it were a fireball and creates a backdraft that deals damage to anyone in the radius of as many meters as they have levels.

Naphaghati

These are the very biologically advanced. They get eight points to buy abilities with.

Physiqa will raise thier physique by one point for every three levels they have in this.

Reflexa will raise thier reflexes by one point for every three levels they have in this.

Sensia will raise thier senses by one point for every level they have in this.

Willio will raise thier will power by one point for evey two levels they have in this.

Wisa will raise their wisdom by one point for every two points they have in this.

Inta will raise thier intelligence by one point for every two levels for each level of this they have.

Thrasher

This is a very aggressive group. They usually like to settle matters with a broken nose on either side of the encounter and must test willpower each time they are challenged or accept, which could be a dragon telling them thier hair looks ugly, or something. They get nine points to buy abilities with.

Charguh will let them do as much damage extra with a weapon attack as they have levels in this ability. It mus be an attacking charge.

Egoia will add as many points to thier checks and test rolls when they are outnumbered, which they view as cowardice, as they have levels in egoia.

Fraktoreo will need to be used with a blunt weapon. At level three they may knock an opponent back, after which they may carry the 'mode' for the next attack with three extra attack and damage points. At level eight they can knock an opponenet down. At level eleven they may fracture a bone in a creature less than three meters tall.

Momentum will allow them to add as many points to an attack as they have two meters they 'charge'up tot the opponent. The bonus may not be beyond the level of the ability.

Tungstan will add as many health per level as they have levels in this.

Gnash will allow them to block an attack with a two handed weapon so the opponent must add thier gnash level to thier attack rolls to see if they hit or not, due to the gnasher dismissing thier blows.

Finesse will allow them to disarm an opponent if they fail a balance check. The opponent tests for balance and adds the finesses value to the test. This is constant as long as the user does not have a shield.

Ferro-velho

These hustlers like to feed off of society. They get seven points to buy abilities with and are always male.

Casanova will allow them to slink onto the inside of women as if they were very charming. They may add one point to thier charisma when dealing with women for each two levels they have in this.

Makavelli will let them add one point to all thier skills for each three levels they have in this.

Liberata is personal and will raise thier charisma by as many points as they have levels in this, minus two. So at level three they may add one point to thier charisma.

Uncooth is where they may impress people with rebellious behaviour at level three. From then on they may add this to thier charisma when dealing with rebels. At level seven they may make a threat with combined body language and voice to reduce a victims test rolls by as many points as they have two levels in this. At level seventeen they may rouse rabble to riot, making a test to see what happens. They need to roll under thier uncooth skill by ten points to create a riot, under thier uncooth level by five to create a 'distraction', and if they roll over thier uncooth they will face an angry mob that means them harm.

Facade is when they emit an aura of importance. The importance will affect thier victims wisdom and judgement related checks to see if they can see through it.

Encrypt will allow them to pass a message on that they may set the level for, but not more than they have levels in encrypt. At level six they may speak in code that nobody outside the posse wil understand.

Decrypt will let them decode a message that is encrypted at a level less than this value.

Trend will let them make anything look better. At level two they may deface something by simple

Adrenaline will add as many action points as they have levels of adrenaline.

=====
Hudroe
=====

These people will suck up water into thier bodies to power thier spells. The start with eight points for abilities.

Spon will allow them to suck up water for thier spells. They may have as many charges for spells as they have spong levels, and only revive thier spong value with water, drunk or bathed in.

Wind will let them create a current of wind ten knots for each level.

Icien will emit a icicle that deals two points of damage for each level. They emit a bonus icicle for each three levels they have in this ability, so would throw three icicles at level nine, doing eighteen points of damage.

Morpha will let them alter thier features with water in thier system. They may stay in this form for ten minutes per level. At level six though they may grow by as many feet as they have three levels of morpha. At level nine they may transform into another creature over a full round and then stay in that form for as many rounds as they have two levels in morpha.

Blizzard will call a blizzard to an area at level seven. The blizzard will be as harsh as they have levels in blizzard. Trying to make a blizzard at level six or below means that they will make the clouds denser, and only that.

Hydrate will let them heal personal health by as many points as they have hydrate levels.

=====
Vixen
=====

These women are very sexy. They must have a charisma and physique of six each to become a vixen. They get six points to buy abilities with.

Foxy will let them draw attention to themselves from others. They pit thier foxy value against the willpower and physique [hormones] of the victims, which includes any people present, and only the men. If they overpower the victims then they will all want to meet her. If they overpower them by five points they drop anything to meet her, and quickly. If they overpower them by seven then it acts as if it were a mass charm and they become desperate for her!

Sexy will allow them to seduce any male with a personal encounter if they have a higher sexy

than the victims age halved, but of course only starting at sixteen. This mean that a vixen may seduce a eighteen year old male if their sexy is equal to or more than eight.

Smitten will be something the vixen uses to 'pull the wool over the eys' of someone she knows. Thier smitten must be over thier victim's wisdom score, and then they can count on regular visits from the person, or maybe a favour? They must mee the person as many times as the victim has intelligence, of course, to see if they notice the aloofness.

Truth is where the vixen makes some one tell her the truth. If they have a truth value over the victims intuition they are entrusted with the secret if asked. This works on women also.

Dare is where the vixen can make the other person, women also, do stupid things to impress them. They could dare someone to drink something at level three, open something at level five, or streak at level seven, for example. It is not often that they will get them to attack someone though!

Compoyya is where they may add one point to thier reflexes and social checks for each two levels they have in compoyya. They may not, as nobody else cannot, raise thier reflexes higher than twelve.

Passive

These people use illusions, teleporting and invisibility to passively deal with problems. They are always good and will deal swift justice to any people that they do not like and think are 'bad news'. They get ten points to buy abilities with.

Naport will allow them to teleport five feet for each level they have in this.

Devisibilty only starts to work at level five and then they will be able to go invisible for as many rounds as they have levels of this.

Ruse will create a nano illusion at level three, and a minor illusion at level eight. These illusions last for as many rounds as they have levels of ruse.

Close will heal them or another of one health point starting at level four. This means they can heal three health at level six.

Foal will allow them to gradually grow wings that they may use to fly with. The wings will be visible but small at level four, be moderate and able to glide poorly with at level seven, and be fully formed at level eleven.

The ancient skills and their prices are

For all games in ancient times you get thirty points to spend on skills. The game master may allow certain skills or add thier own. Avian skills are on another list and they may not learn these skills.

Sword skill costs you five points. **Short sword** costs you four points. **Great sword** costs you six points. **Axe** skill costs you five points. **Dagger** skill costs you four points. **Spear** skill costs you six points. Pole arm skill costs you seven points. **Mace** skill costs you five points. **Flail** costs you six points. **Bow** costs you five points. **Crossbow** costs you six points. **Dodge** costs you five points. **Unarmed combat** costs you four points.

Hiding costs you four points. **Stealth** costs you five points. **Pick locks** costs you seven points. **Pick pockets** costs you six points. **Disguise** costs you six points. **Traps** skill is six points.

Throwing costs you three points. **Swimming** costs you two points. **Climbing** costs you four points. **Jumping** costs you two points. Flying costs you seven points.

Farming costs you seven points. **Brewing** costs you eight points. **Cooking** costs you five points. **Money** skill costs you six points. **Art forms** cost you five points each. **Languages** except secret languages cost you five each. **Heraldry** costs you five points. **Fishing** costs you four points. **Building** costs you six points. **Tracking** costs you six points. **Horse** riding is five points. **Digging** and mining cost you six points together. **First aid** costs you seven points. **Etiquette** costs you four points. **Diplomacy** costs you seven points. All other arts cost you six points.

All the skills work like the game master says they do. If you want a skill that is not on the list, ask your game master how much it costs. Each skill has a related statistic which is up to the game master, but remember weapon skills should rely on reflexes. You test a skill by adding the skill level to the linked statistic and then roll under that on a twenty sided dice.

=====

Chaste skills - modern day

=====

For each point of intelligence you have you may subtract as many points from the cost as you can, but, never less than one.

Chaste skills cost what is listed below to get them, and then you need to pay as many adventure points as needed to get them to the next level. When you test a skill you add your obvious statistic to the level of the skill, and try to roll under it on a twenty sided dice. You may spend thirty points here.

Athletics will cost you four points. **Pistols** will cost you three points. **Rifles** will cost you five points. **Gunnery** will cost you six points. **Throwing** will cost you two points. **Cooking and arts** will cost you three points. **Negotiation** will cost you four points. **Philosophy, economics and medicine** will cost you four points each. **Engineering and science** will cost you five points. **Languages** will cost you two points, and never fail after you have five points in them. **Lock picking** will cost you three points. **Driving** will cost you two points. **Security systems** will cost you five points.

=====

Hybrid skills are:

=====

These skills are only available to hybrids, and hybrids may not learn skills on another list unless they learn from someone else.

Claw skill costs you five points. **Bite** skill costs you six points. **Tail** skill costs you seven points. Spit skill costs you nine points. **Kick** skill will cost you five points. **Dodge** will cost you seven points. **Wrestling** will cost you five points. To learn wrestling you must have claw, bite and tail evolutions.

Jumping skill will cost you six points. **Climbing** will cost you seven points. **Fly** skill costs you ten points. **Swimming** will cost you five points.

Esp costs you ten points, with which you can communicate with your group of players and your off spring, but you need esp nodes before you may learn this skill.

Eon and Vecti Skills

When characters are created they may use up to twenty points to buy skills with. To raise a skill you need to pay as many adventure points as it is to raise it to the next level.

Athletics will cost you three points per level. **Pistols** will cost you four points per level. **Rifles** will cost you five points per level. **Gunnery** will cost you six points. **Craft** will cost you seven points per level. **Farming** will cost you four points. **Construction** will cost you three points. **Engineering** will cost you six points. **Science** will cost you seven points. **Medical** will cost you five points. **Economics** will cost you three points. **Arts and languages** will cost you four points each, and you should discuss with your game master which ones you want to grab and develop. **Diplomacy** will cost you two points and includes common laws. **Unarmed combat** will cost you four points. **Throwing** will let you throw with accuracy, and costs two points.

Avian skills

Claw skill will cost four points doing four points of damage. **Bite** will cost three points doing six points of damage. Nest building will cost one point. **Flying** will cost six points for fancy moves in the air. **Dive** will cost three points, and adds two points to immediate damage that round, unless you want to pin them. **Fishing** costs four points per level. **Swimming** will cost five points to learn due to the wings they have. **Wing buffet** will knock down up to three opponents that are not too heavy, and costs eleven points to buy. This works as if it were a combat roll, adding your level of wing buffet to your physique. They test balance to get up. All **languages** cost two points to learn, except for avian which they get an automatic pass on.

** Flaws and bonuses **

By now you should be able to know what is going on in the game Legion, but there is always more that a player wants to their character. For example the player might say that they would like their character to be a deep sleeper or have to eat more food, or ask for things that will make them better at what they do, like specialization in a weapon of some sort. This section is for those situations where the game master might look for some guidance on what to do, or might not accept it because of some or other reason. In the event the game master does not want these traits in the game, they will not be in the game.

If on the other hand the game master wants these traits in the game then this is just a guide for them to work off of, giving ideas on how to organize it for the game to work with them.

[Also, if you have been hearing crazy stories about people actually taking on some of these powers or traits, then shoo them away! They are really crazy silly people that I shouldn't even mention - no idea what they are on about...]

Mechanics

When it comes to organizing these things, characters do not receive more points for them unless the game master says so. Preferred is my system where they take a few points for a flaw and spend them on a bonus, so you need to buy flaws before you may buy bonuses. The game

master may say one flaw per bonus, or decide on a points system to manage this with left over points being able to be spent on the rest of their character wherever they want, even going so far as to take mammoth flaws to raise a stat or something.

Flaws

These flaws will give you points towards gaining bonuses. You do not have to take any flaws if you don't want to.

Hungry [1] You will need to eat a good deal more than normal people.

Horny [3] You will be chasing the opposite sex around a lot more.

Deep sleeper [2] You will sleep deeply and not hear intruders or thing that could harm you.

Tame [1] You will submit to the authority a lot more easily.

Coward [2] You will avoid conflicts a lot more.

Childish [3] You will always try to make fun of serious matters.

Narcisist [1] You have a huge ego and will always think of yourself as being superior.

Slow learner [3] You subtract two points from each session's adventure.

Proud [5] You will want the best of everything delivered to you. If there is someone with a better looking girlfriend than you, you will become irritable, for example.

Phony [2] You overact.

Boring [2] You will not remove points from your charisma but will bore people out of listening to you if the conversation goes on for too long.

Bleeding heart [4] You will try to show everyone where others are wrong, expecting them to react, leading you into a pattern of inaction like a 'tettle tale'. You will also gossip a lot more about how people are wrong and usually side with the majority in all things. When you need to do something you will always be the last to take action. You must also reduce your edge by five points.

Clumsy attacker [5] You must add one point to your attack rolls with a weapon. This covers all weapons and arrows, or guns.

Clumsy footwork [3] You will always add a point to anything athletic, suffer a point penalty to your dodge, and subtract a point from your balance check.

Fat [6] You will need to eat more than others and will have your stamina and reaction checks suffer a one point penalty. Many armors will not fit you. You will lose two points to all athletic tests that the game master says you will lose two points to.

Dim [4] You will subtract all your checks that have something to do with your mental capacity by one point.

Stupid [6] You will subtract from all mental related checks by two points.

Phobia [1-8] You will be particularly scared of something or other. If it is something rare like tornadoes, you should get one point, for example. If it is something common like big kitchen knives, then maybe eight would be the bonus for that phobia?

Dry [6] You will cast your spells as if you had two less spells total for each day or eight hour period.

Arid [20] You may never learn spells or gain in abilities of a magical nature. If your character cannot have any of these things anyway, you may not buy this flaw, even if you multi class later on.

[If you want to make your own flaws then try to balance them so that the character gets less than you think they should to maximise the challenge of the game.]

=====

Bonuses

=====

You may buy bonuses for your character with flaw points you have collected, or, the game master may decide that for each flaw you may grab a bonus.

Weapon specialization [5] You may specialize with one weapon of your choice, gaining a one point reduction to your roll with that weapon. You may buy this multiple times, even after starting to play with adventure points.

Ability or spell specialization [8] You may specialize in one of your abilities or spells and while it is at the level you pay for you cast it as if you are one level higher in that thing. So raising your skill from three to four will cost normal, but you will act as if it is five. You may take this multiple times before you start playing, and may buy more of it after each session, but, you may not buy it multiple times for each ability or spell.

Resistance bonus [10] You will be able to make a Purity test to resist any spell directed at you.

Immunity bonus [30] You will not be a victim of any spell directed at you.

Ambidexterous [8] You will be able to use either hand to make attacks with or use skills as if it were your primary hand.

Dodge bonus [12] You will be add subtract two points from your dodge rolls each time you roll.

Healthy [10] You will be able to add one health point to your character each time they go up a level.

Light sleeper [5] You will awaken easily to any noise that is around you.

Class over [30] This will allow characters to buy out of class abilities or spells on at a time. With this bonus they must pay for this bonus and then they may learn any spell or special ability as if they were part of that race or class.

[If the game master and group want to make up thier own list of things for bonuses then they should be advised to make it more expensive than they think it should be to maximize challenge.]

=====

Ancient Equipment

=====

What would an adventurer be without some equipment? The following is what they should pay for their equipment and what it does. The characters get three twenty sided dice worth of gold when they start. Weapons held in the hand always do the damage listed plus physique.

- A sword will cost you twenty five gold and deal one six sided dice plus two damage.
- A dagger costs thirteen gold and deals one four sided dice damage plus one.
- A axe will cost fifteen gold and deals one eight sided dice of damage.
- A spear costs eighteen gold and does one four sided dice worth of damage plus four.
- A mace costs twenty gold and does four points of damage.
- A flail costs twenty gold and does two four sided dice damage.
- A short sword costs eighteen gold and does one four sided dice of damage plus two.
- A great sword will cost thirty gold and does two six sided dice worth of damage.
- A lance - spear skill - will cost you twenty five gold and does does one eight sided dice damage.
- A longbow costs thirty gold and has great range.
- A short bow costs twenty gold and has moderate range.
- A crossbow has short range and costs thirty gold.
- A cloak will cost you fifteen gold.
- Hard riding boots will cost ten silver pieces.
- Saddles are eight gold pieces.
- Light armor costs twenty gold and and gives fifteen points of protection.
- Moderate armor costs fifty gold and gives thirty points of protection.
- Heavy armor costs a hundred gold and gives fifty points of protection.
- Gloves will cost you two gold.
- A skull cap costs three gold pieces.
- A helmet costs ten gold and offers eight protection points.
- A great helm will cost twenty gold and offers fifteen points of protection.
- A shield will cost you twenty gold and offers fifteen protection points.
- A tent will cost you twenty gold.
- A pot will cost you twenty five gold.
- Rope will cost you two gold per meter.
- Arrows will cost you one gold for five and do one six sided dice worth of damage.
- Crossbow bolts will cost one gold for two and do one six sided dice of damage plus two.
- A vial of buring oil will cost you two gold pieces

If you cannot find the items you want on the list ask your game master, who may modify anything anyway.

=====
Modern equipment.
=====

Today we have a lot of things to buy to make it in the world. Pistols typically take three shots to kill someone, knives take about three stabs to kill someone, rifles take one shot, grenades do it quickly, and so forth.

=====
Advanced Weapons
=====

- Gauss rifles** shoot nails into targets and deals two four sided dice worth of damage.
- Gauss cannons** shoot huge metal bolts at targets and deal three six sided dice of damage.
- Electric pistols** deal two four sided dice of stun damage to opponenets.
- Plasma rifles** deal three twelve sided dice of damage to targets.
- Plasma cannons** deal six ten sided dice of damage to targets.
- Photon rifles** shoot anti matter at targets, dealing four six sided dice.
- Photon cannons** are also laser sized weapons, like the rifles, dealing five twelve sided dice of

damage.

Quasar cannons destroy planets and will emit a lot of radiation even when turned off.

Rail guns are long thin weapons that are basically gauss weapons mixed with plasma weapons. They deal forty points of damage and need a while to reload.[rifle]

Cluster bombs spray their ammo around and then they detonate all over the place, bouncing around and exploding quickly, like a lot of tom thumbs. They deal the four sided dice worth of damage.

Weapons platforms

These craft have a walking base like legs, usually two legs to walk around on, and can be mounted with cannons. They typically are about nine feet tall.

Small wps - one weapon pod under the cockpit, armour worth thirty five points.
Medium wps - two weapon pods on either side of the cockpit, armour worth fifty points.
Assault mwps - Five weapon pods, armour one hundred points.

Construction platforms are platforms will be used to farm with and to build and repair things. **Scout ships** will be able to look ahead and also attack targets with various weapons. **Colony ships**. These ships carry civilians and other things that are needed. Inside you will find farms, engineering blocks, and so forth.

Advancement

After each session you get adventure points and one growth point. The amount of adventure points depends on the difficulty of the game, or the exertion and effort put in by the players.

Levels

Gaining levels of your class is done with growth points. After each session you gain one growth point. When you have as many growth points as you have levels you go up a level and gain as much health as your physique value.

Skill and ability upgrade

You will also gain adventure points to spend on your skills and abilities. The game master will decide how many you have earned throughout the session.

Raising statistics

You may raise your statistics of physique and the other eight by spending as many adventure points as it is cubed. If you have a physique of five then you need to pay five times by three, making fifteen adventure points.

* Game master guide *

After the characters are created there might be some questions on how to start and what to do. It is up to the game master to set the mood and things of the world they are in. Remember the game master has the final say in what can and cannot happen. It is also up to the game master what they find when they look around and what the reactions from the other people in the story

are. Game masters, or GMs can make any rule they want to, or change, add or take away anything at any time. It is advised they give a reason for this, as it might upset the players.

Making a map for your world might take a while, so I suggest you make it in writing first. Each town should have, a tavern to drink, socialise, find quests and sleep in. There should be a few characters in the town for them to interact with aswell. I would suggest a barman, a veteran soldier maybe and a barmaid. There should always be a equipment shop too. Then there should be a barracks for the soldiers to rest in and also a mayor inside the city hall. There could be a mystic there aswell, someone that helps them with divining powers so they will have a heads up on anything they might need to do. A sage, or, an old man that knows a lot about the area is also recommended. There should be at least one farm on the outside of the city. There should be a library, a school, a doctor, a workshop, a jail and a map maker or seasoned scout. Depending on how big the town or city is, there might be a slave trader nearby. In decently sized cities there should be a stable too, or maybe the farmer could have some horses. If it is set in modern times, then you could actually pull out a real map for the players. Great success! If it is set in space, they should have a ship with all the necessary rooms in it. Medical, piloting, farms, energy generators, workshops, labs and sleeping quarters. If they settle by a space station outpost, then there will be a bar with a lounge and sleeping quarters aswell, as well as a weapons dealer with a workshop. These are some of the things that I use in my games.

Now that you have designed your village, town, city or space station, you can draw it out for your players, but that might not be for you as a game master. You could just use your imagination, after all. Please think of it as a 'movie' being made. The game master is the director and set designer and extras, and the players are actors or heroes of the 'movie'.

=====
Personality
=====

The personality depends on what the players see in the character. The more they play out thier personality they might decide to give them extra adventure points. If they act one way, then another, there is no set personality for thier character and they will not recieve adventure points for playing from this. Every time they do soemthing that is out of character, the game master might want them to explain why they want to do this, and alert them that it is out of character, but I hope they are never forced to do anything they don't normally want to do. The game master should alert the players as to how they se the character as the personality develops. The more the GM understands the personality, the more they can plan ahead for them. This rule does not have to be played if people decide not to use it, I suggest a group vote for it.

=====
Quests
=====

Adventures

When they meet a new person, or 'extra' controlled by the game master, they should get a new quest if they talk for long enough. There might be a problem if they talk to someone that speaks a different language to them, but that is up to the GM. They never have to take the quest. Good quests for getting into the game would be to get something for someone, like a strange fruit in the forest or swamp far away. They may stray off course a little, but that would mean they would take longer to complete the quest, or find a new quest. If they complete a quest they should get some money, items and status, aswell as added quest adventure points.

Sub quests

When the players stray off course they might gain a new missions to do. If they were to meet someone else along the way they might try to help them or not. They might also be thrown into a

new world where they try to get back on track. They might be drawn into a village being raided, maybe into a new quest that links up with the one they are in, or maybe a person wanting something else from them or offering a new of looking at things. Then they might want to complete the subquest, and receive adventure points or items for it.

Encounters

When they are travelling through any given place, they will meet people to talk to, or monsters to fight, unless they are monsters. If they are non human creatures, then they might find some racism between the races, or they might be in a situation where there is a war going on and they get sucked into it, if it is part of their mission or not.

Scenes

At any time the GM may set the scene as they see fit. They may make them, while travelling, stop in a meadow for any given reason and explain it to them. This is an opportunity to play out their character more for the sake of impressing the GM with how much they can act as another person given a chance to act 'freely'. They might be able to investigate the area, or set up a tent in ancient times, or use their equipment to scout the area before they pitch the tent. They might otherwise do something their type of character will do as often as possible from then on. Depending on their personality they might play out with the other players a mock encounter where they pretend to socialise from their characters point of view. This is an opportunity to take a break from the quest and just relax a little, unless you want to discuss something for real amongst the players.

Freedom

If the players want to ignore all the quests they could just go another way and have a game where they just satisfy themselves. Instead of them trying to get something for someone else, they could decide to get it for themselves. On the way, they could find out something new, and go for that as well. This is a selfish way of playing, putting yourself before others, and you will not receive adventure points for completing the quest or adventure due to awards, but will receive adventure points for each session still, hopefully.

Campaigns

This is more than just an encounter or a quest. If you want to make a campaign it is a whole lot of content that will be written about each thing inside the world. These go on for many sessions usually. It is advised that in a campaign the GM keeps the characters going one of the ways they would like them to go, depending on the ways the GM thought the adventure should be played. If they want to give them options about what they should do that would suit this fine. The GM does a lot of speaking about the history of events that have taken place, and may drop a few hints into it as to how to deal with the problems. This could be destroyed though if the players find some loop holes in the story, so triple check all the details of your campaign.

If you so wish, you could take control of the characters yourself. This would mean they will automatically move from place to place and answer questions the GM asks them, like yes and no for a completely stable campaign. The more freedom the characters have, the more they might undo the campaign. Going 'off road' might sound like fun, but battle after battle will get to them, and they will return to the campaign eventually, bruised and battered. A campaign is more like an examination than a movie, as there is a right and wrong way to do things here, so, consider this a content based 'puzzle world'.

An example of a campaign, a very short one, would be like Cluedo. That game, if you have never heard of it, is about a murder mystery. There was a murder and there are clues as to who did it.

There are a lot of options in this type of game, and there is a lot of content. I like to call a lot of content with a lot of clues confusing. Anyway, it is possible to solve it if you get the facts right, and the GM might decide to be merciful if it is too challenging.

In campaigns the GM will be able to create a vast world for themselves and the players to adventure in. It is suggested there be quest first before the campaign is launched because then the GM can gauge the attention span of all the players to see how much effort to put into it. Campaigns are not as flexible as quests.

Riddles, puzzles and traps

This is one of the favourite sections for any type of game master. Pretty simply you should plan these traps before you get to them. If you were want to ask other game masters what thier ideas were and which ones were the hardest to overcome, you can swop these with other groups. You could also scour the internet or library to find content for your riddle. Players should get adventure points for each riddle they get right, as it is mental exercise.

Riddles

Riddles are usually asked by wise men in echange for knowledge. The wise men I am talking about are usually obsessed with looking for a young person to learn something. They will always try to motivate people but like to see them submit to them so that they can feel clever about themselves. Anyway, the wise men could ask a riddle and the players could answer it hopefully after about five minutes. If you want to continue, then you need to improvise to end the scene. If everyone is having fun trying to answer the riddle, there is no rule saying that you cannot continue. A good way to make riddles is to work backwards. You take something that you think of as an answer to a good riddle, something that everyone has heard of of cours, and then you say what comes before that, added to key words to give them a chance to answer. For example. if you take the answer to your riddle as wine, you could work back from that to grapes, then to a grape vine, then to a seed. You then start with the seed, and ask them what a seed that intoxicates after maturing is called. I hope it works for you. This is very simple sometimes due to body language from the GM, or, could be made very difficult by making the riddle longer and adding more things that define the answer.

Puzzels

This is advised to be drawn onto paper for the players to look at properly. It could be a cave painting, a bunch of levers to lower a draw bridge, and so forth. It is advised that the GM makes sure that the players understand the puzzle, as it is not word based, it is a physical problem and is based on the outlook of the scene. An example would be, for the draw bridge, that there are three levels to push up or down. There might be one up on the left, one down in the centre, and one up on the right. Seeing as how the draw bridge is drawn up, they could try reversing the lever combinations and hope it falls down. The trick here is, will there be something bad happeneing if they get it wrong? This will make them more cautious of course, so the GM gets to see what they do to beat the system. Added to the puzzel is some hints, and the more time they take to solve it, if they do, then the more hints the GM will drop. The more hints the game master drops, the less adventure points they get for completing the puzzel.

Traps

These can be placed anywhere. It takes a relevant ambush or similar test to not fall into a trap. The players will be harmed if they fall for it and if they spot the trap, they may avoid it, unless it is something to be overcome, but then it would become a puzzel. For a trap you use stats to overcome them or spot them from a distance.

GM controlled characters - extras

The GM might want to feel like they are playing too, so may also make a character to travel with the players characters. They might also want to make some stationary characters in the towns. They may use as much detail as they want for thier characters they make. They could also just make it up as they go along.

Challenge

The challenge of the scene is how difficult it is to overcome, be it a trap or a fight. Depending on how much the characters have done, and how hard it was to do, they get more adventure points.

Mercy

Sometimes the challenge of the scene is too much for the characters and swift action is required. They could be being attacked by a few orcs that are about to kill them. The GM, to save the characters for a while, might make a horde of humans come over the ridge towards them and sctter the orcs quickly, for example. This will save them from dying often.

Modifying

If the scene is too easy, the GM might add challenge to the scene. If they want they could add some orcs, or bump them up levels. They might also alter the dice rolls and lt them hit when they should miss.

Veto

This is where the GM says that something will happen without a vote. It is advised that this be used sparingly, as it might upset the players if it happens too much. This could be overuling the mechanics of the game, and may be a real change to everything that is. If they say that something has changed, the players need to accept it, or ask why it has changed.

Magic items and more monsters

There are many magic items to be found in these games. They may be used by anyone that holds them and then they can, once touched, reveal thier true powers. To spot a magic item you need to either see it, hear it or touch it. If you are wounded by a maic sword, for example, you will know exactly what it does.

To create a magic item you need to cast your spells you want it to absorb into the molten metal because the molten metal is a liquid that is flexible in crabon buildup. You cannot make wooden magic items, because earth opposes air and magical things are air based. When it is a liquid you must cut open a arm or something to let it absorb the energy in your blood, giving it powers. This blood will be consumed by the metals and then they will be imbued with it constantly, or, be able to cast the desired spell. The GM will decide if it permanent or not. If it is not permanent then it will recharge every hour for another use. The blood entering the metals will dissolve quickly leaving the spell as it was for the person using it. This lets characters get powers beyond thier racial allowance.

Suggested items

=====

The game master may roll a ten sided dice for random items to be picked up by characters. If you want to give them a random item, you can roll a twenty sided dice to see which one they get. You can see the numbers on the ends of the items.

Magic weapons will usually make the weapon skill more while holding it, or the damage more, or add to both. There should be some caution here, as if the weapons are too powerful then the game might be thrown out of balance.[1]

Magic compass will reveal the direction to a place if you think of the place you want to go to, pointing that way. It comes with north south east and west indicators.[2]

Magic pots will make the food better tasting and heal people as much health as they have levels put into the pot. This has no limit to usage.[3]

Magic armour will suck up damage done to the character by as much as it has levels.[4]

Magic rings can be loaded with all sorts of skills. They are the easiest to carry, and you may have a many rings on each finger as the GM allows. Of course using weapons or picking things up will be harder and that is why warrior type characters don't like wearing too many rings.[5]

Magic necklaces will usually make you invisible or grant strength.[6]

Magic metal wands can store any sort of spell. They may store any three spells the caster wants, all returning after an hour.[7]

Magic metal staves can store up to six spells all returning after an hour for another use.[8]

Magic tomes with a metal cover can grant the character more adventure points for use in any area that the game master offers to them.[9]

Magic earrings and nose rings, tongue rings and other strange jewellery will make you gain a point of physical, mental or spiritual stats while wearing them.[10]

Magic lamps will grant one wish to characters when they find them.[11]

Magic cards will either benefit the character or lead to thier detrement. There are twelve cards to get. Rolling a one on a card draw will mean that a greater magic item will appear. Rolling a two will lead to a average magic item appearing. Rolling a three will lead to a lesser magic item appearing. Rolling a four will grant you two skill bonus points, but not new ones. Rolling a five will lead to an extra adventure point that can be used. Rolling a six will lead to gaining an extra point of health total and heal you all the way up. Rolling a seven will lead to a reduce your health by half. Rolling a eight will lead to you losing two points of health total. Rolling a nine will lead to you losing one skill point, chosen by the GM. Rolling a ten will lead to you losing three skill points, chosen by the GM. Rolling an eleven will take two levels of spells and abilities, chosen by the game master. Rolling a twelve will mean you have two abilities or spells decimated to zero. [12]

Crystal balls will reveal the workings of the universe for the people that get hold of them. You can see what has happened in the world. If you pass any intuition, itelligence and wisdom test, you get vague information for one pass, reckless information for two passes, and adequate information for three passes.[13]

Paintings can be made to see and change appearance by the caster, given life if painted while there are positive magics going on.[14]

Magic mirrors will be able to keep a record of all the people that have walked past there ever. The creator can see anything the mirror sees.[15]

Magic carpets can be used to fly with. The communication is based on impulses from anyone on the carpet, so if there are two beings 'earthed' into the carpet, it will listen to both of them, and will find the middle ground between instructions.[16]

Magic healing potions will heal as much health as the caster could.[17]

Magic spell restoring potions will make three used spells return.[18]

Magic gas cylinders can be thrown at things and will cloud the area up with foggy clouds that come out of the compressed cylinder.[19]

Magic candles can be made that burn for three months and cannot burn out or be blown out.[20]

More potion brewing and scroll writing

Brewing potions and oils

Novice brewing will be allowed at any time. With basic brewing you can brew for an hour forest leaves to make a horrible tasting yet healthy meal.

Basic brewing you have a skill of four in brewing you will be able to make a potion from mushrooms, that grow very fast, and therefore restore your health with one point per dose.

Standard brewing you have a skill of seven you can brew snake venom into a pot that you can drain and make into a powder once it has dried and then you may spread that on real food.

Good brewing At level eleven you may brew a globe of sleeping gas from common plants.

Master brewing you have a skill of thirteen in brewing you will be able to mix toxins into a lethal solvent that will kill anyone that it enters the body of, but being exposed to the open air they will dry out quickly, after one full round.

Magic scrolls

You need to be literate to write or read scrolls. There may be anything written onto the scroll, any spell that might be unique. When you hold the magic scroll you will be aware it is magical because of the static you feel. The game master can put anything they want onto the scroll. Once you have eight levels in your spell you may write scribe it onto a scroll. The level of the spell will be two four sided dice lower than your own level.

Monsters

There are many monsters in different worlds. They typically have five health for each level they have, three weapon skill or natural damage for each level, and have their abilities listed there. You may roll a six sided dice to see what will happen for a bit of action on the way somewhere...

Orcs are typical cannon fodder and have any amount of levels and come in small groups usually. They may live in little camps and raid things or grow rice in their homelands.

Lizard men have a better culture and usually have at least three levels, and usually come in threes. They always are civilised and will always try to dominate others.

Goblins have one level each, and they can come in great numbers. They live in the sewers usually.

Minotaurs have about five levels and might come in pairs at most. They like to hide in abandoned buildings and eat visitors.

Hell hounds come in packs and typically have four levels. They run very fast and have bloodlust to take things down, so their morale is an automatic pass.

Wolves have about three levels each and come in packs. They like forests and grass lands.

Salamanders live in fiery places like in volcanoes and will always attack if the situation suits them. They typically have at least six levels.

Imps live in crypts and attack anything they don't like, because they like causing pain. They typically have six levels.

Gargoyles live in all dark places or out in the open where they disguise themselves by turning to statues. They typically live in colonised places and have about nine levels.

Hobgoblins are a cross from ogres and orcs and will live anywhere. They have about six levels.

Ogres live wherever they please and will come in groups of

Fire elementals live in caves and dungeons and volcanoes and have about ten levels.

Vampires live in castles and surround themselves with skeletons and zombies. They typically have about eleven levels.

Dragons are very large and live in caves. They have twenty levels and can breathe fire.

Illuminati are magical creatures that cast any of the available spells as often as they like. They typically have about four levels. Their fire does about thirty damage plus one twelve sided dice.

Hydras have about five heads and can also breathe fire and may attack lots of different things at the same time as they have a multiple nervous system. Their fire does three six sided dice of damage if not biting, and they have about fifteen levels.

Hunters are aliens that go to planets to hunt for sport. They have lots of space weapons. They will have about seven levels.

Dread wolves are native to forests and grass lands around keeps and castles. They usually have about five levels and will travel in groups of at least three. They are created by a wizard using the required spell on them. They are very foul smelling and will understand their master fully. If they ever get hold of creatures, especially humans as the skin is so soft, they will try to bring them down and drag them back to the lair alive if at all possible if they are told to be their master. There is no psychic link, but they will remember everything they are told. They may also speak verbally because they have absorbed some of the energy from their creator.

Trolls will be out and about all over the place in any terrain. They stand about seven feet tall and will heal up one health point a round and try to eat everything they see. Sometimes they travel in packs and route villages to get food. Every now and a again they meet ogres, which are bigger than them and serve them as slaves. They speak slowly and are not stupid enough to have a fair

fight.

Arch wizards are not real monsters and have nearly all the powers of all the races that are not genetic and resemble out bound magic. They like to live in keeps and castles and towers and might be neutral or evil.

Ghosts you need to use magic to kill. They lurk all over the place but are not common. They might have a quest for the characters, or might attack them. They may or may not speak to the characters and cannot cast magic. If they touch a creature the creature will suffer one six sided dice worth of damage.

Great cats are not that common. They try to bring down prey in packs and will feed the pride with them. They typically have great attack skill and about eight health.

Gremlins will usually hide in caves and in buildings, or, sometimes, in swamps. They like to swarm all over the people that they meet if they are good, try to tease people if they are neutral and try to kill people if they are evil. They have a few very weak spells.

Imps are natives of the spirit world and will sometimes come into other worlds in a carbon form to fool around with the mortals. They usually come in foursomes and have about one level of health. They can cast random spells chosen by the game master at a beginner level, but often will not engage in real combat. There are also greater imps with wings that can fly like a bat. They will be one of the group, and usually carry a magic ring of some sort.

Greater imps will lead the pack and are always with three imps. Greater imps have seven levels of health and can cast moderate magics.

Troglodites are like smaller lizard men that swarm around in big groups. They are very primitive so use wood and stone weapons to fight with. They only have about four health each, and terrible attack skills.

Giants are about eleven feet tall and carry modern weapons. They have about nine health levels and very good combat skills, and have access to the clan spells list.

Hemorite reside and scout out swamps and jungles. Males are like snakes mixed with humans, having a snake like body that stands about six feet tall supported by their tail. They have six levels of health and they have arms like that of a man and may carry modern weapons with a decent attack value for them. The males are green and the females are red. They have a natural venom and it puts things to sleep after four rounds. They use the Chaste and Evangelical spell and ability tables. They are neutral or evil, depending on the tribe.

Demi devils are an off shoot of demons that have materialised in the real world and have about nine health levels. They have access to the Enchanted and Illuminati spell lists and use curved swords to deal damage in combat with moderate skill. They are usually deep red and maroon stripes from tattoos that they use to give them maximum wisdom. They have great bat wings and can teleport as often as they want. Their place in hell is to judge the males as to what the devils want out of them, if they are worthy to hold audience with the devils, and usually have several demons serving them. They may not write anything down, but can read any language. They have free time once a week from their duties and rotate the posts adequately. Their main purpose in the real world is to offer souls to the devils, as they put them through tremendous pain to agree to serve them in the next life. Once people have sold their soul their physique drops one point a day. The only way out of this is to find a dispel from an Emphatic of at least sixth level. If they do, they will regain all their lost physique points in ten minutes. If this breach of oath occurs, then one four sided dice of demons come out of nowhere to slaughter them and the Emphatic, who they would very much like to kill, but never know where to find them. They do however notice that they have lost a slave, and then the demons will take their fifteen minutes to please the demi devil.

Holy warriors try to destroy anything that is not good. Neutrality is not enough for them, and will destroy anything that helps these immoral creatures. They are possessed by angelic powers and will be able to use the Clan, Eon and Emphatic spell lists. They are always human, and may sprout doves wings tht are astral but visible to fly around with. They often have a clique of a few great spirited young men that want to help them. They are filled with the answers supplied by the god that speaks to them and will always ask if they are pleasing them after every third hour they are awake. During this time they will not move even if a boulder is rolling towards them, unless of course it is physically impossible not to move. They fit into any time line. Their sole purpose is to kill the wicked and they have the ability to sense close by wicked acts with a radius of one kilometer. When they have been a holy warrior for three years, they have exhausted thier time and must enter a portal to hell to fight until they die. If they die in hell, they go to be with thier god and serve him an practice combat with other holy warriors. One day judgement will fall in hell, and there will be quite a mess when the horde comes to clean up.

Roxii is a type of life form that travels from planet to planet to try to dominate them and take them over. They are forbidden from practicing any other magic other than Enchanted and have two health levels. They use weapons no more powerful than a plasma rifle and are very sinister with others that resist thier demands. This is a common alien to encounter.

Cusek is a type of primitive life form that has access to clan magic and uses bone weapons. They usually serve as slaves for aliens and are common on any planet that hasn't been colonised. They are like weeds that need to be removed, as seen by most intelligent life forms, and will attack anything that they don't like. They learn languages quickly, but not tools. They have discovered that they may make traps out of branches and pits, and like to hunt predators.

Sectoids are a race that likes to use diplomacy instead of might to get thier will done. They stand about five feet tall and use Chaste magics and all types of weapons. They like to demand gifts so that they feel well looked after and in high esteem. They are very religious and will become very offensive when people discredit thier culture.

Teasla are very helpful alines that like to see things done right. They are way out numbered by the other aliens, but have access to all spell land ability lists. They only use gauss weapons for the sake of fallout.

Making your own monster requires first either a physical form or some other idea. You can create your own monsters by watching fantasy movies or reading about them in a book. When you create a monster you should not make it as strong as you possibly can. I have heard of stories where the monsters become invincible, and trust me it is hard to go back down to a monster that is weaker again. When I frist started playing I made monsters so strong that they were impossible to kill, but this is quite natural. So do it! Make a god like monster and see how you cannot do better and it is 'useless' in the world. Then set it aside and start making things you can use.

Combination worlds

If the players moan enough maybe they can play different types of races in the same game. It might be a bit hard to combine futuristic race with a modern and ancient one, but ti is possible. If the GM wants to they can combine any things they want, as they could all arrive at the same place because of some rift in time, or, they could all be common place in that world. The problem comes with skills. If there was a combined world then you use all skill lists that are on offer. The stranger races would be welcome if they grew up together, or they could resce the aliens from a facility that keeps them tightly observed. Once you have them all together the adventure can begin. When it is all set up the adventure can begin. Remember to offer more ability levels and skill points to make it balanced for a while at least.

Multi classing

With this the characters can, once they reach level five from growth points slide into another race and buy thier skills and abilities. They will remain in the original form, and the game master may say when they will not allow any requested multi class if at all. Once you have ten levels all together you may slot another race.

Development is quite easy here, as when you add to your one clan or path side you may not add any other skills or abilities to the other race. So, if you have a clan level of four, and ended the session, you may add a growth point to a new path or clan. If you do this then you start that race at level one and spend all adventure points on the new side of your character. As you start your new clan advancement you do not get the starting bonus for abilities nor skills. You can do anything from your original race of course.

You must declare before a sessin that you want to start a new clan or path. When you do that you need to be trained or around another of that clan, and this should take up time in the game. Let's say you want to learn a necromancer level, then you need to spend time, and often money, with these people. That means you will get to be level one in that clan when the game master decides yo uhave earned enough. Once again you do not get the starting points to buy levels, nor more skill points, so you will maybe have three points or so to buy abilities with, making for a very gradual addition to your character. You may never ever do things as if you were one clan and then multiclass at the end of a session - it needs to be a conscious choice to start acting like a person of that clan or path, and naturally your growth point will reult in that clan aspect emerging.

Group duels

If you find yourself in a conversation about who has done better in thier own worlds there might be a bit of a lead to who is stronger and sharper. You could just fight with each other over a quick combat, but believe me it is fun fighting with other groups.

Concept

The world that shares the players must be one that doesn't give either of them an advantage. You need to keep track of each party and it is reccommended that they play on different days, unless it is set up inside a castle or something and they are bound to meet quickly. In this case they should be sitting in different rooms, or it could be done over telephone. I suggest that the different groups play on different days to avoid the sledging from the other room as people eaves drop.

If there was a meeting from either one spotting the other one, the game should pause. It is recommended that they meet at the same time to play against each other, maybe the first to see the other should get a bonus round to attack with, as that is what this is basically about, killing the others.

Mechanics

For a group duel each team takes their characters over into a fresh world, or creates thier new characters for the duel. If the other team dies while in this, it is a boon to the othe team. When they meet up they will probably be able to spot that they are the ones everyone else is talking about, and maybe they will get angry and pick a fight. It is so obvious when you see the other team, they will probably argue about how many blades of grass there are and get petty to strat a

fight. This might not be realistic but it is fun. They may even sneak up on the other team by following the mess they make.

Climax

This should be fairly simple. Just get the players into the room and let them fight with any combat system you are comfortable with.

Designing new races and adding new abilities

The easiest way to design a race is to look at pictures of people in a magazine. The people in there will all have a message, especially sports people. Another idea would be to watch a movie, especially sci fi thrillers and horro movies. Or, if you are serious, you could look through a rpg art book and base a race on something you see.

Once you have the actual picture in your mind, you can see what suits it. Believe me you want to do it this way because then you will have a subject to work on, instead of finding a subject to look the part you had in mind. Then you should name them. I find the best way is to say something like hero in another language on the net and change some letters and syllables so that it sounds cool too. So you now have your image and your name of the race.

Adding abilities should be easy. Remember if you make something purely for combat it can still speak, but, if you make something purely for speaking it will be no good in combat, of course.

To find the right abilities for the image you will need to scour your imagination for things you never heard of before, and things that suit your race practically. You could read other races to copy over a few special things to it, or copy them from legal rpgs.

Then you need to select skills for them, and maybe even your own weapons and tools for them to use. Also important is their level of development technology wise.

Gods

The gods are very powerful beings. They can cast all the spells available and might come to the planet to have some fun. They can be found out with detect magic. While in carbon creature form they cannot be killed by any known means, maybe another god could kill them?

They want to play games with people because they are bored. They want to impress people so that they will pray to them more. They want to spread the word of their being there, and might sometimes reveal themselves to good natured beings, but never to neutral nor evil characters. The gods here are not omnipotent as they would destroy each other due to paranoia, but they seem to get along well enough.

There are as many gods as the director says there are. They may say there is only one god, and one devil, or any combination of them therein. The gods may speak to anyone any time they want through impulses or through the weather.

Nature

This is not a god, but is a gathering of consciousness from semi sentient beings to make a collective of reactions and opinions. The less intelligent the creature the more basic its thoughts

are, and thoughts are reactions to stimuli that they take in. Then they will be influenced more by thier 'primal drive'.

It is possible to dominate the forces of nature through willpower, but, everything linked up to the frequency of the universe will see the reactions interact with each other and maybe have shocking outcomes.

Nature is based on a one world consciousness too, as creatures will be affected by each reaction they feel or observe. Thoughts travel at the same speed in creatures, but we know that simple creatures do not have a consciuos, that hthey do not ask questions. If you don't ask questions you follow the path of least resistance. Having a consciuos is not about asking questions only though, as it is resistance from the creature. A person that finds themself at a rotten bridge will stop and wonder about it. A child wouldn't even think about it if they wer two, unaware of the world around them. Consciousness is an advanced fear complex that makes people ask why they are scared or are interested in the scene they are in. Does a whale have a consciuos? That is because it has nothing to be scared of, of course. So...

The less you fear the more you become one with nature and the less resistance there is from you. Nature will respond to you often and you will feel enlgightened by the workings of the world and the creatures in it. Worshipping nature will bring you closer to the truth, which some GMs might agree there is, and some might say there isn't

This 'entity' is savage and has no mercy, as mercy comes from resistance to the urge to be primal, which would be more like a two year old playing with a fat soft worm... merciless.

The oracle

The oracle that the avaiio speaks with is not a god. It is a channel for communicating their problems for it to solve, as it has no guilty feelings because the gods all vote on what is right and then they cram that int the oracle. They might still have thier own opinions for thier subjects, but when asked what is right or true they may let the oracle speak on behalf of the majority. The oracle may only answer seven questions for anyone that is not an avaiio, and to get that right they need to steal and eat a aviao egg.

The oracle has an outlook on what is right, unlike Nature, who sticks to being primal. The oracle does not resist the flow of information that much, but it is afraid of not answering correctly, as it is primal and content based with a maternal instincts. It gathers information based on what it sees, and what it sees the question as from the point of view of the being. If it cannot answer the question it will ask for more details which it treats as a bonus for the character, not taking away from the total it gives them. Eventually it will be able to answer other questions at least which refer to the sub sections. If it cannot answer a question at all, it will explain why the question doesn't make sense, as any problem that can be posted, can be posted simply and clearly.

**** The following is an additional format for running adventures where the character is elected king o queen. They are fully related so you could walk into being monarch and then out the other door to continue if you get bored. While a monarch the charcter will not recieve any adventure points nor growth points unless they travel around thier kingdom on 'adventures'. ****

**** Monarx campaigns ****

This game is supposed to be played with pencil and paper. It is about kings or Queens that have vast armies to use to crush the opposition, but to get big armies you need to make sure your economy can support them. It is similar to real world policies, but is set in the eras or past modern and future. You will also need a six sided dice to play with, maybe two of them would do? You can find a six sided dice at local stores or even in the old board games you have, but I am sure you will find one. I suggest you also have a calculator handy to play this game with.

To play this game you need at least one game master and one player, but having two players would make it even more fun, as you could ally up and crush your enemies, fight against one another or even play different parts of the same side by taking different roles within it. If you are familiar with games like warhammer or chess you will find it a lot more interesting to play with all the economics and politics, but then maybe you prefer to just fight? This game is for those who want to do it all as if they were a monarch themselves. The game master will tell the players what is going on and then the players will be able to interact with the scene. The players may not tell the game master what is in the world but rather just act as actors in the scene, and the scene may carry on for as long as all people are playing.

To add depth to it you could grab a few chess pieces, or a few of those counters from chinese checkers and then use them as 'men'. Also you could use monopoly pieces to represent your empire, or draw a map on a piece of paper for making it more 'real'. You can also scout out new areas and interact with the natives there, or, lead a crusade to get rid of troublesome people. If it is a vacant area you can start building there, but, if it has people you could hire them...

Making your monarchs

Your monarch character has the following statistics out of twelve. You roll the six sided dice twice for each statistic and add them up for the total. You may take legion characters and use them as monarchs if they have gained favour enough, or, you can make simpler monarch characters to play with. They are fully interchangeable, but, to make a monarch character an adventure character you would need to find their other statistics. If you are making a character specifically for monarch then all you need to do is figure out these four values.

Charisma - This is how much you vibrate with energy that people find 'attractive'.

Intelligence - If you need to work something out quickly, this will help.

Wisdom - When you make sense of something or knowing if something is possible.

Intuition - This is like a police person trusting their gut instinct.

These statistics help you guide your kingdom or empire when you do your royal duties. These stats are used in past, present and future scenarios. To test a statistic the player needs to roll two six sided dice and see if they roll equal to or under the statistic to pass. To raise an statistic they need to pay three times as much as it is at present to raise it to the next value up.

Monarch skills

Your character will of course have some skills to use and build up into great wisdom. The skills are taught to you by your advisors. At the end of each session you will be awarded monarch points to spend on raising your skills. Monarchs seldom use magic as they do not need for it, but they may have a sorcerer around that can tell them of the future if the game master allows. If you want to play without skills then you will rely on rolls of your statistics to see if you pass at whatever it is you are doing. All skills cost one adventure point to gain the skill at level one, and

then double the current score to raise it. The monarch starts with five points to spend here. The skills are;

Manipulation - This is when you want to change the meaning of something. You may change it to better suite you or your allies in a letter or a meeting.

Subterfuge - This is when you decipher what people or messages really mean. When you want to know the real motive for something declared you will understand the full range of outcomes better.

Politics - This will let you know more about the right thing to do, or, how the thing works that has been raised by the court or fellow monarch, or how things work in their kingdom. For each point you have of politics you may subtract one point from each dice roll you make where politics is involved or concerned.

Law - is like politics yet it will be more a case for using the law to support your ideas with your advisors and other kings and queens. For each point of law the king has the easier it will be to pass new laws or disregard old ones by some or other means when this is tested.

Economics - this will help you to understand how to manage a kingdom better. For each point you have of economics the kingdom will generate five percent more money each week.

Religion - when you need to come up against old moral codes you will be able to subtract one point from your dice rolls when dealing with the church. Churches are supported by the people, so knowing why the annual party is being held, and why it should not be a holiday, for example, would help a lot every so often. This could also start a uprising upon the people who would see it affect the troops, their captains and all the way up to your advisors, making your decisions more supported and hurriedly put into place.

Etiquette - When you deal with other kings or queens you may want to be polite. For each point of etiquette the monarch has the more likely they are to say something in a way that the other monarch finds attractive. The system will be based on taking the player trying to do something to make the other pleased, and then tested. If the game master wishes they may make a statement where the success of the test will only allow them to neutralize the other person.

Expedition - is when the monarch wants to lead out an expedition. This will help in making new territories and plotting a path through the mountains, basically. A failed roll could result in them taking longer or losing horses and such as they go through the terrain, for example.

Planning - is when the monarch plans a town. The town will be better structured according to the monarch's ideas. The better a town is structured, say for each point they pass by, the more money the town will make. There are two tests always, structure and stability. The more structure it has the more money it will make, but the more stability it has the more secure from attacks and also the more sturdy it will be when disasters come around, if they do.

War - the more they have of this the more experienced their soldiers will be, making the orders for the war easier to follow and making better results. For each point of war skill the monarch has they may add ten percent to the damage inflicted on the opponent.

Repute - this is where the monarch has built themselves a good reputation with their cabinet and other rulers around the area. For each level of repute they have they may add a point to social checks with those they need to deal with others that are of office of some sort. This skill does not change due to adding points to it from experience, it fluctuates between two and twelve as the game master decides it must, with a higher value adding to the respect shown to the monarch.

Tact - is where the monarch will be able to say something in a way that others will find hard to

disagree with, as if they had planned that line or phrase with much detail. Of course once you have a high skill in this you can make absurd arguments for yourself and treat the other person as if they were caught in a spider's web with the longer they argue the more feeble they feel and look in front of thier peers. You must combine your tact skill with your wisdom and then subtract the added opponent's tact combined with thier wisdom. If the value is negative the opponent will make you look and feel stupid, if it is zero nothing happens out of the ordinary, but if you find yourself with a positive number then you have the edge. It is common for a ruler to just throw the meeting signing anything they are faced with to save face in the event.

There is another system to test your skills where you take what the game master thinks of as the relevant statistic and then adds that to the skill and then you roll equal to or under it with three six sided dice.

Cabinets

When a king has a few helpers around they usually are referred to as a cabinet. When the cabinet has to make a decision they will be more inclined towards thier type. The monarch does not need a cabinet, but they could choose to have one if the game master allows it. The cabinet grows one point per session, but needs two sessions to grow to level two, the sessions to grow to level three, and so forth. Each time you clear out your cabinet you will have to restart at level one for the new cabinet. Your cabinet starts at level one.

Trade cabinets will try to make trading partners with other countries or kingdoms. They will recieve a bonus according to thier experience level towards making trade routes with others. The more trade routes you have the more taxes you can collect, so you will make an additional ten percent which is easily worked out on a calculator for each trade route you make.

War cabinets will bring growth of the army by five percent of your total each time they grow in number, whenever the game master decides that the forces have grown.

Dominent cabinets will be ones that exploit smaller countries. When you start you will be able to gain the respect of smaller tribes, and as you progresss you will gain the respect and favour of other smaller kingdoms. When you deal with smaller groups you get ten percent added to your relations per cabinet level, so after level ten there is little to stop you from laying down the law for any other kingdom.

Fundamental cabinets will be all about making the people more at ease. Each time they start a war they reduce thier level by one. The cabinet will make sure that there is hospital care for all and also enough food and housing. Each level there is of this cabinet they will be able to add two percent to thier total income and two percent to thier military growth. The people rarely get unhappy under this cabinet and never reduce happiness less than six.

Spy cabinets will have bonus spies in as many other kingdoms as there are levels to the spy cabinet times by two. You can use your spies to give off false information or gather secret infromation from other kingdoms. You may also stack all of your spies into another kingdom and then add bonus points to thier operations. Your spy has as much levels as you allow, splitting the spy value for your cabinet into as many spy levels. A spy gets five points for each level they have and must roll under that total to see if they gain information that turn. If they ever roll four points more than thier spy level they are caught and a war is imminent.

Despotisms will boost your army by fourty percent but you will need to decrease your happiness level by one third. For each turn you are not at war the people will test you for morale. All building requires ten percent more production and will leave you to the mercy of the people when your batallions are out in the field.

Nirvana is where every citizen is content due to the peaceful nature of the kingdom. This cabinet may not have more than five percent of it's people militant per level of Nirvana they have. Trade is easier to set up with other kingdoms as they trust your passive attitude a lot more. You may also ad one third of your income to your total income due to the ease with which other people come into your kingdom to trade and those that go out returning with taxes for you.

Morale and productivity

The morale of your kingdom is based on the attitude and happiness the people enjoy. All kingdoms start with maximum happiness, being twelve. The more the people are hard worked the more they will be unhappy, so for each turn that you would enjoy productivity without a festival the more happiness points you will lose. You may have a day of festival on any working day and replenish your happiness by two points.

When happiness decreases the people will sometimes be tested and if they roll more than the happiness level on two six sided dice then if the roll is a little different they will decrease productivity by as much as the roll fails by times by ten percent, usually ten to twenty percent. If the roll fails by three to five points they will strike and then productivity will stop completely. If the roll fails by more than five points then they will revolt and stock piles will be damaged and so forth. The only way to stop a strike or revolt once it is in effect is to make a deal of a wage increase or some sort of income ecreae to yourself, determined between you and the game master or better working conditions, like a six hour day instead of a eight hour day, for example.

You may boost production by five percent per happiness lost, up to a total of four points or twenty percent. This will hard press the work force and they will become exhausted and may strike because of this.

You start with five hundred people. The unexplained growth is considered people moving into the city from other areas, travelling great distances to be a part of your kingdom.

Actual production and buildings

Farms will make a bonus of thirty points of produce production and requires four people to run. Produce includes food, fruit, wine, spices, meat and natural oils. [It costs fifty build points to build thirty points of farms.]

Forestry areas will produce five points of lumber a day per person. The areas are tended by people who volunteer over weekends to take picnics to te areas to plant a tree ot two because they like to see the forests flourish.

Mines will produce one six sided dice of metals a day and require three people to work them. [Building a mine will cost you fifty production points.]

Furnaces will produce two build points per day. They require three people to operate. [It costs ten build points to produce a furnace.

Factories will make a bonus of thirty points to manufacturing tools and weapons. With each factory you may equip ten people a day. Tools for farming and other things get automatically made and are not required to add to your worries. Factories need ten people to work them. [It costs three hundred points of build to build thirty points of factories.]

Dams will let you nourish one hundred people per dam. Dams cost two hundred build points to complete.

Hospitals will make a bonus of fifteen points to health care. For each sick person that does not have a hospital you must reduce your happiness rating by two points. Hospitals need eight people to work them. [It costs one hundred build points to build a hospital.]

Churches will make a bonus of three points to happiness. You must have a church for every hundred people you have. For each seventy people you have more than fifty points of churches, you will suffer two points of unhappiness. A church needs two people to work them. [It costs four hundred build points to build a church.]

Markets are there to trade goods. For each market you have you may collect fifty funds per day. You must assign people from your workforce to the market and each market requires twenty people to run. [Markets cost one hundred build points to build.]

Ship yards are for making ships. It can produce twenty ship points a day and requires five people to work it each day. For each additional ship yard you build you may stack the points so that you build the bigger ships quicker, or many smaller quicly. [Ship yards cost two hundred build points to complete]

Schools are for teaching sciences to children. You may educate twenty children each month per school and schools require five people to run from your workforce. People educated in farming, factories, hospitals, churches, markets and ship building triple thier output. [Scool require two hundred build points to complete.]

Pubs will make the people happier and for each pub you have you may add one point to the happiness of the people. For each pub you create you generate two points of happiness, but may not have more pubs than there is fifty people. [Pubs cost one hundred and fifty points to build.]

Chemists will be ble to turn metals into ten gold per production point. Chemists cost one hundred production points to build and two people to work them.

=====
Unit producing buildings
=====

Housing will provide fifty people with housing. If you do not have enough housing your people that are generated will leave your kingdom to join another kingdom. If there is enough housing there that kingdom will grow. It is a good idea that you go to war when you are stretched, as that will free up housing and maybe bring back loot, if for some reason you cannot build more housing in your terrain. Each housing building will produce ten humans a month. The work force will require housing to meet thier basic needs. It costs three hundred build points to produce fifty housing.

Barracks will provide shelter for some of your military units and all dwarves and elves, orcs and goblins and hobgoblins and trolls also need to have a place in a barracks or will leave your kingdom. All soldiers that are not out in the field will act as police persons, so you would be stupid to leave your city to the mercy of the people! Baracks provide housing for fourty persons and cost two hundred build points to build.

Stabels will produce four horses a month and will require fifty build points.

Kennels will produce three dogs a month and will reauire fourty build points to be built.

Glens will produce dwarves or elves. You generate three in total for each month you have one of these and the amounts stack, so if you had two glens you could have six dwarves and elves in any mixture you like. It requires sixty build points to produce a glen.

Arenas will produce three gladiators each month. They require seventy build points to construct.

Huts will produce four berzerkers each month. Building a hut will cost a mere thirty production points and count as housing for the units. This means they will not need to use the barracks, but will need to keep thier huts.

Tents will produce three barbarians a month. It costs ten production points to build a tent. Barbarians may not wear armor. Barbarians need to keep thier tents so you will not need to use up space at your barracks but will need to buy additional tents for each three barbarians.

Camps will produce ten raiders a month. It costs one hundred points to build a camp and the raiders need to stay in the camp that is built.

Keeps will produce two knights each month. They require one hundred and fifty production to build and the knights will remain in thier keeps treating it as housing.

Tarmacs will produce ten pikemen each month. They will use the barracks for housing and the tarmac needs eighty build points to be built.

Ranges will produce six archers a month. They will use the barracks and it costs ninety production points to build a range.

Ecosystems will produce two unicorns a month and cost one hundred and fifty production points to build. The ecosystems need to be used to keep the unicorns.

Monastaries will produce two clerics a month and cost three huundred build points to build. The clerics are housed in the barracks.

If you have a church and a monastery you may produce one paladin each month. The paladin needs to be housed in the baracks and the shrine costs four hundred production to build.

Alters will produce three half orc marauders each month. The marauders need to be housed in the structure, and alters require two hundred points to build.

Tar pits will produce three orcs or six goblins each month. It costs fifty build points to build a tar pit. The orcs and goblins need to be housed in the tar pit when not travelling.

Lairs will produce two hobgoblins or trolls each month. It costs one hundred build points to build a lair. hobgoblins and trolls need to be housed in the lair when not travelling.

Festivals will produce one fire blower and standard bearer. Festivals cost twenty five production to produce and then will raise the happiness by one point leaving you with one fire blower or standard bearer afterwards that needs to be housed in the barracks.

Pegasus nests will produce one pegasus each month. A pegasus needs a human or elven rider to fly it and then they will recieve a bonus of two to combat rolls while high above thier enemies. Each nest remains hme to the pegasus or they need to go to a vacant nest. Pegasus nests cost one hundred and twenty build points to construct.

Eirgost nests make one Eirgost a month and they are like giant birds that may be rode by creatures. They deal four damage to others with their beak and can lift one fully armoured human with lance. They fly rather fast. Constructing an Eirgost nest will require three hundred production points.

Shrines will produce two sprites per month. Each sprite will be able to stay in the shrine as if

they do not need a house, or can populate an ecosystem. Shrines cost two hundred production to build.

Towers will produce one magician each month. The magician will be a created character that the game master and the monarch agree on, obviously being stronger the more developed the kingdom is. Towers cost three hundred build point to construct. The magician will need to stay in the tower or fill a vacant tower. Magicians may ride a pegasus.

Guilds produce spies. Two spies are created each month. All kingdoms may have spies that reside in the guild. For each week they are not used they gain a level. The guild can house ten spies and requires one hundred build points to construct. When spies leave for another kingdom they may be replaced by a new spy to occupy that guild.

Curvixo will produce three of creatures known as the Saveva each month. They need to stay in the curvixo. These are basically two handed snakes with dragons heads. It costs two hundred build points to build a curvixo.

Economics

The only economics you have to worry about in this game is paying your people. Each person requires five currency a day to work. If you have markets and farms you will be able to produce ten food points per farm each day and then sell the food to people gaining one currency a day per food sold. You start with one thousand gold to start off your mighty empire and if you are to build housing and farms and markets your people will be able to enact a basic kingdom, so start with those basic needs quickly.

If the game master agrees you may start with a premade kingdom. This means you will have a set amount of things already in your kingdom, and the game master may set up the workings of the kingdom. This will also mean you start with zero currency. Then you will be able to assign food prices and make money to spend on your armies, so it is plain to see that you need an advanced kingdom to build your first army.

When you trade you get to put taxes on goods, so establishing a trade route will do you well. The game master will decide if the taxation is small or moderate or great, depending on the needs for those things in the other kingdom, or in yours.

If you want to use my 'baby' model, you will gain one gold each day from taxing the people per ten people. This can be used to add to production at a rate of one production point per three gold allowing you to complete the buildings you want to build quicker. The rest can be used to buy land from other kingdoms, weapons and to use for your spies, for example.

If you want to throw the trading and food stuff out of the game then it is much easier, as you make a set number of money each turn depending on your size of your kingdom and then can use that money to pay your units.

Units

This is like people but it is a military system. All kingdoms start without units at the beginning of the game and it is a mad rush to get the best force out there quickly to strike a killing blow or merely for defence of the kingdom. Units cost people and weapons to build and require money to pay them for each week they are out in the field. When they are not involved in patrolling or war they will not be paid.

Depending on the amount of equipment the monarch wants to give to the squad of ten, the brigade of thirty or the battallion of one hundred it will cost less each step up you go. Typically you could equip a squad with thirty manufacturing points, a brigade of thirty with sixty manufacturing points and a brigade of one hundred with one hundred and fifty manufacturing points.

There are all sorts of units to set up. A combat unit of humans gets no modifiers and can be made into archers or swordsmen, dwarves get extra health and elves use bows so may attack lightly from further away.

A combat unit of orcs gets to add frenzy to thier attacks, allowing them extra damage and a unit of goblins does extra attacks each turn because of thier ability to run through attacks and look for weaker opponents. Then there are units of hobgoblins who get a bonus of damage because of thier superior weapons and trolls will be able to add health points to thier figures for fighting.

All combat units have a base to attack skills of six. They must roll under the attack value to see if they cause damage to the other unit. If they cause damage they may kill one creature for every two units they have in the squad, brigade or batallion. Archers get to attack twice per turn and have a short, moderate and long range modifier. With an attack value of six they roll normally for short range, add two points for moderate range and add four points for long range. Each squad, brigade or betallion has as mnay health levels as they have members and require two damage levels to reduce the amount of members by one.

Units may gain levels as they get used. If they survive one fight they may add one level, if they survieve two fights they may be called level three, if they survive four fights they may become level four. If they survive eight fights they may become level five. This levelling up is th same as growth for legion, as they will be able to add one level to thier total for each time thier fights reaches he total of the current experience level.

When they go up a level they add two points to thier attack value for fighting and also double thier health, but not thier total attacks per round nor damage. This means that if a squad of human swordsmen win a fight all the survivors of that squad will have double thier health and add two points to thier attack value. This happens each time they go up a level.

Human units

The human units get three health levels for each unit or individual. The base attack value for human units is six unless they have gained levels.

Standard infantry will have no changes made to them.

Gladiators will have a bonus point to health and a bonus point to attack.

Berzerkers get an extra attack every third round, starting at round three.

Barbarians will not be able to wear armour but are cheap to feed, as they require only half the normal food for eating, living off the land naturally.

Raiders get an extra two points of damage to thier attacks when mounted and do an extra point of damage each even turn normally, one extra point of damage in the second round, one extra in the fourth round. Mounted raiders have bestial chants and may scare small groups of enemies away from the main group, or disperse small groups into retreat.

Knights may move a bonus of fifty percent faster than nomal on horseback, recieve a bonus of two to their sword skills and can use lances normally.

Pikemen may dismount any horseman with an attack that hits. They move fifteen percent slower than the normal unit though.

Archers get a bonus of one point added to thier archery skill, but suffer a one point penalty to thier melee with swords or like weapons.

Clerics will be able to fight as per normal and heal two health levels each round, but do not bring creatures back to life. You could just say that for each cleric you may ignore two levels of damage for the group.

Standard bearers add moral to the troops. For each standard bearer they will gain one point of morale. If there is one standard bearer in the group for every twenty goblins then goblins will not scatter or disperse.

Fire blowers will be able to blow fire balls every second round dealing fire ball damage to the enemy unit dealing six damage, killing two units an attack.

Paladins get to do double attacks and double damage. They may heal up to one health level each turn aswell per paladin. You could say that for every paladin you may ignore one health level of damage for the group.

Marauders get a bonus attack each round and deal one extra damage per attack. You require a standard bearer to keep them under control or the game master must decide what they do once they engage in combat, making them start raiding the fallen while they are supposed to be fighting or mocking the fallen. For every twenty marauders you have you need to have one standard bearer to keep control of them, or they will be unmanageable.

=====
Non human units
=====

The non human units also get three health levels unless otherwise stated. The standard skill level for non human units is also six unless otherwise stated. The game master may rule that some non human races will dislike other races and will not join a army with them in it, but this is entirely up to the game master. A common rule though is that you cannot have the seemingly evil races accompany seemingly good races.

Dwarves will get to decrease the amount of damage by one suffered by thier toughness. It costs an extra ten percent production to equip dwarves.

Elves will get to add two points to thier archery skill total. It costs an extra fifteen percent production to equip elves.

Unicorns will be able to speak to the people and can be riden as if they were horses. They may also do thier own three levels of damage to opponenets, killing a standard unit each round without testing.

Eirgost will be able to deal four damage to opponents with their beaks and can carry quite a load. In times of peace they may be used in trade carrying fifteen production points to another kindgom much faster. Having a flock of these would mean quick and easy money. They deal four levels of damage to enemies.

Sprites will be able to cast lightning every round at ranges allowing for two shots before melee. When they are in melee they will be able to strike enemies as if they were far off. Each lightning does two levels of damage.

Orcs will get to frenzy and add four points to damage against another unit. It costs an extra twenty percent production to equip orcs.

Goblins will add an extra attack per round because they are so fast. It costs an extra five percent production to equip goblins. Goblins suffer the risk of being trampled by horsemen though. Goblins will run away when outnumbered. Goblins may always run between the enemy and make a back stab as they are so quick and small, so armour bonuses do not affect goblins.

Hobgoblins will add three points to the damage done to other units. It costs forty percent extra production to equip hobgoblins.

Trolls will decrease all damage done to them by five points. It costs an extra fifty percent production to equip trolls. It is plain to see you need to outnumber the trolls by quite a few squads to take them down.

Saveva will be able to spit acid at opponenets at ranges where they would have one round before melle, and after that deal four points of damage per successful hit. They have a ranged skill of seven and a melee skill of eight.

Equipment, mounts and war machines

Further equipping of your troops will be as if you put them on horseback or gave them extra armouring.

Archery will let all units use bows and arrows. They will have the typical attack roll of that type of weapon skill. To equip a unit with archery takes an extra twenty percent production.

Horsebacking any unit will result in doubling the cost of the unit. The movement is greatly increased and there is a bonus of two points to be on top of a horse and attacking someone on the ground at any given stage.

Armouring your units will cost extra production points equal to an additional sixty production points. The armor will halve all damage done to the unit.

Lances for your unit will cost you an extra fifteen percent and will deal double the attack roll and damage bonus when the horseback Inace wielding units charge, but only once.

Pegasus will allow the unit to fly with great speeds and add, as mentioned earlier, two bonus points to all attack rolls when mounted.

Unicorns will be able to attack with their master riding them still, adding one death to the enemy barring modifiers, or three health levels of damage. Being built like heavy draft horses they may also move fifty percent faster than normal. When not mounted they may decide to rear up and kick dealing two points of damage but levelling opponenets that have wieght behind them into those behind them, and so forth.

War dogs will just be added to the unit. You may allow the dogs to run around with chains on them so that they stay close to the unit they are part of and then attack other people they do not recognise. The dogs roll no attack each round and always immobilize as many people as there are dogs with them unable to fight. The dogs never die as they are too low ont he ground for others to notic, but in the event that the other side wins the fight they will kill all the dogs easily.

Rams will be able to deal building damage to buildings, especially when you want to knock on

the door to see who is inside. These will cost you an additional twenty build points. It costs an extra fifteen build points to make a ram. The ram will be maxed out at level twelve and needs four people to operate it properly, and two people to carry it when not in use.

Catapults will launch huge boulders at opponenets. Equiping your unit with one will also grant you five shots with it but will cost you an extra sixty build points. You need to train your unit for two days to use this weapon, but then they still will only have a skill of seven, as it is a very clumsy weapon.

Ballista can go into any unit and will cost you an extra one hundred build points. The damage is two six sided dice of damage per shot that hits, and you have six shots with it before you need to reload. They are all short range and suffer no penalties. You need to train your forces for a week to use it properly, then just add the ballista skill to thier figures. The skill will be learned at level nine after the week and then the unit is good to go.

Combat

When you have amassed your forces you may divide them into any sort of combinations you want, but the more groups you have the more difficult and slow it is to play. Sticking all like units together into one group is a good idea, simply adding the health from trolls and the attacks from goblins into the mix. If you have a hundred mix of soldiers, you could say plus seventeen dice of extra attacks and plus ten health levels for the whole group, as if it were a individual within the group making use of their bonuses.

Initiative will decide which group goes first. If the one group rolls lowest, it goes first, then the second lowest. There are no bonuses here as there are so many people that it could just get on the players and game master's nerves. Once you decide who goes first you decide how the armies stand. If they are far from each other then they need to charge or something. Breaking it up into a cavalry charge then a melee would mean that they would break away from the main group, unless they were i a seperate group the whole time. Basically it should take no more than three rounds of charging to engage in melee, and in that time the archers could riddle the others with arrows then use thier swords or something. All units have an attack value of seven in their attacks unless otherwise stated.

If you have a chess set you could decide which piece is which - you could even use the chess set to illustrate your engagement. If there is a magician they could be the bishop, a cavalry coul be the knights, a ballista could be the castles and so forth. If you have monopoly shoes and hats you could also use those. If the chess board is not big enough maybe you should draw it out on a piece of paper so that it can be seen for what you want it to be seen for.

Each time a group takes damage it will decrease in number and potential damage. If you have ten men and you lose three of them then only seven can fight. Recording these health levels on a piece of paper is very important then you might say, especially when there are a lot of groups. If you want to gather all your groups into one massive king piece you will be able to add all the damages and health and fight to the end, but you can always pull your troops out and retreat or flank your enemies.

To fight you need to roll under the groups attack roll. If you have a hundred humans you could maybe just collect them all up into one roll doing as many damage as they have number, but remember it takes two levels of damage to kill one unit. Damage dealt out will reduce the enemy by as many people as it has health divided by two.

If you have a few goblins you may roll additional dice for them, but only for them. You could simply write on your army sheet that you have an extra ten dice of attacks to roll. If you have trolls you could write that the army has five extra health levels per unit of trolls, adding, if say

you have three trolls, an extra fifteen health to your group of soldiers. This is for mass combat though. Once you have routed a group you can engage the next group, or be engaged by two groups at once. As a general rule you may only attack one group if you have only one group, so it would mean that each group has one attack, no matter how small they may be.

Morale

Morale is all about the nerves of the group. All morale for groups will be based on a value of six as a starting value. For each standard bearer they have they may add one point to their morale. For every two hundred units they have they may add another point to their morale. When morale is tested, usually every odd number round after one, like three then five and so forth, they will need to roll under their morale score to stay intact. If they draw even or fail by one or two points they will be confused but remain fighting. If they fail by more than two points they scatter and retreat. If they fail by more than five points they simply gape and try to surrender. Goblins must test morale every round.

Disasters

Every now and then the game master may decide that there is some or other disaster to your kingdom. In these events the game master decides the severity of the event and the cost of repairs or whether the monarch stays in place and so forth. For example you may have a fire in your pub and then lose a few people and generate less happiness and then you would need to make a speech for the people and repair the building.

Scandals will lead to strikes sometimes, if the game master tests the happiness of the kingdom - based on the ruler of course, or the person involved - and then decide what must happen.

Sabotage is when the kingdom is sabotaged in one way or another. The less security is the more sabotage attempts there may be. To sabotage someone else you must have a spy in that place that has not been found out and then pay money to have the sabotage take place. This is all up to the game master to work out with the monarch.

Tornadoes and earthquakes will destroy as much as two six sided dice rolled up and multiplied by five points in buildings.

Tidal waves will destroy sea side kingdoms ship yards completely and one six sided dice worth of factory points multiplied by five.

Fires will destroy as much build points of the building as they are aimed at.

Epidemics are diseases that spread through your kingdom. They will hospitalise two people each day doubling every second day. The only way to deal with an epidemic is to have all the people sent to hospital, which means you need enough doctors to keep up with the epidemic. For each doctor you have you may add one point to the doctor level per thirty people. For each thirty people you add one point to the difficulty of the epidemic, but a doctor can see thirty people a day. In the case that there are not enough doctors you must test for each thirty people you cannot see adding a point to the epidemic level. Then it requires luck to see if you can find all the people! If you need to rapidly check the amount of people seen to you could add one point for each thirty people not seen to. If there is a total of four points or less the epidemic is improved upon. If the total comes to eight or less the epidemic does not grow that day. If the total is nine or more then the epidemic grows, although slower than before.

Unemployment is common under certain cabinets or under some system where the state allows

the people to come to the city and does not have space for them. In this case they could build districts cheaply allowing those people to get off the streets and put to use after a month of recovery. This is also common after a war where housing and work places are affected. This could lead to crime.

Security

Each kingdom has security levels to repel spies and to scout the area. For each person you appoint to security you can cover twenty building points. You start with a security of zero. Your security will remain at level nine until you have covered all the areas, and once it is fully covered - as in a hundred percent - you may max it out at twelve. Security may never go above level ten as with the surety provided by the masses of security persons they become lax and will applaud themselves so that they relax too much. For each sector you have that is not secure, no matter how big or small the kingdom, you must reduce your security rating by one. When spies or raiding parties try to get past your security forces they will be forced to test for their relevant skill to the security level. If their stealth is higher than the security level they succeed.

In the event there is a spy and you are not covered the game master will decide what the outcome will be, an assassination, a bribe for information, a organised epidemic and so forth.

Castle defenses

The castle will cost money to defend. No castle can stand against a catapult attack, but no soldier can gain access to a retracted bridge. Boiling oil can slow any ram. Raiding a castle is tricky business and it is completely up to the game master how defenses are set up unless the monarch wants to set them up as they see fit. They may not have more archers than they have humans and elves as that would mean that melee soldiers would need to learn arts they do not like. Archers should be given a skill of nine for trained and six for untrained to attacks when high up shooting down on enemies.

Looting fallen enemies and cities

Each time you win a combat you may loot the soldiers and find two currency per body. This begs the fact that buying new mercenaries requires you to keep looting as if you were a viking. When you loot castles you will gain a amount determined by the game master. Usually the harder the fight to get the loot in the castle the more plentiful the rewards will be. If you wish you could set up in the new castle a few advisors to keep it going and basically subjugate the people into working for you with forced labour, or, to keep the productivity up, you could make amends with them and have a fully functioning new city at your disposal.

Terrain and Scouting

When building your kingdom it is important to use the terrain at your disposal. If you want to build a dam in prime farming land you will not be able to use the site for farming. The game master will help you select the best terrain to use based on your building skill score. When out scouting you will be able to find new resources or even great farming areas. This also comes into play when you carry a expedition to a new land somewhere.

This game was created from bits and pieces of other games that are out there, along with movies and video games too. This game has features for all types of people to play, including women and young girls who might be bored in the winter or something. Fun for the whole family, but especially blood thirsty juvenile males. I suggest that people always try to forget about the game in real life as it may interfere with them doing something that matters. This game is meant for fun, if you feel better because you do something better, anything at all, gloat all you want but don't ruin the fun, please.

You may email me at brettnor@telkomsa.net for fan mail or questions, or, complaints.