

This is a near final draft of the rules. Read over the rules, please! Let me know what changes need to be made, if there are still things missing or out of place.

Welcome to Games of Adventure (G.O.A.), a Live-Action Role-Playing Game set in the fantasy genre. G.O.A. was developed by gamers looking for more in an RPG than miniatures, paper, pencils and dice rolling. They wanted to bring those characters and their worlds to life, and to allow others to do so, as well. The rules that follow are the result of many years of play testing, revision, and experimentation. The rules are by no means complete, and continue to develop as others add their input and experience. It is unlikely that we will ever reach the point where further expansion is impossible.

The purpose of the game is to play a different persona as if they were you (hence the term "role-playing") so to join the game, you must create a character. It is important to put serious thought into your character concept. A well-designed character is infinitely more fun to play, and more importantly, interact with than one designed off the cuff. Be creative in your decisions; ask yourself why the character does what they do. What are their goals, their ambitions, and their fears? Our game takes place in a "town" called RoleHaven, a lovely piece of geography, which for some reason tends to be a gathering place for many wandering adventurers and falls victim to many evils both mortal and magical.

Games of Adventures is played in public parks and thus the public or "Mundanes" oft wanders through our play field. Because of this G.O.A has a pause switch. If a mundane is about to walk / jog / bike into an area that is or may become a conflict zone call "Reality" in a loud voice. Everyone should freeze in place or get out of the way to let the mundane pass. As soon as they are out of the way an equally loud call of "Fantasy" should be heard and play should start from where it was 'paused'.

Also since the real world is not always a particularly nice place, we ask that you leave your personal effects at home or in some form of "locker space". If you cannot find "locker space" ask around and we will attempt to find some for you. We suggest you leave any, non-game related items, in your "locker space" while engaged in play. As a final note, we cannot be held accountable for items that are not owned by the game (e.g. your stuff).

SAFETY IS A FULL TIME JOB!

**THE WEARING OF EYE PROTECTION IS NOT AN OPTION.
IT IS A REQUIREMENT!**

The primary concern of the game is the safety of the participants. Therefore we require a minimal level of safety equipment in order to play. Each player must have hard eye protection in the form of goggles, wire mesh screen (1/4 inch mesh is best), or visor helmet (the ideal). Sunglasses/glasses/safety glasses are only legal if they protect from the side as well as the front. All eye protection should be secured with a strap to avoid it getting hit off one's head when the shot to the face does come (and it will!). To be effective the eye protection must be worn *over the eyes*, as the eye gear is not a +1 headband of protection and if its not over your eyes it won't do a lick of good against that arrow or crossbow bolt that hits you in the eye or the errant blade that catches your nose.

YOU MAY NOT ATTACK SOMEONE WHO IS NOT WEARING EYE PROTECTION!

Should you come across someone not wearing their eye gear and wish to attack them, you may approach within ten feet of your would-be opponent and declare, "Range, you are subdued/dead" (in fact, we encourage it). The attacks of those who are not wearing eye protection do not count. Period.

REALITY (the extended explanation!)

Though we are oft alone in our fantasy world, we do play in public parks and reality must intrude. Those people who are not part of our game (the "Mundanes") will wander through the field of play. If a 'Mundane' is about to enter what is or what will become a conflict zone call "REALITY!" in a voice loud enough to be heard by all. When you hear "REALITY!" called game is on 'pause'. Running, fighting, loading your cross bow, finding your spell component, things that involve movement actions must stop when "REALITY" is called! While in "REALITY" do not move closer to your opponents to get into a better position for the fight, do not move out from behind the shrub you were hiding behind to get a clear shot at your opponents either, just stay where you are, if your not in the way. "REALITY" is a good time to read your ability card or use "Lore: Legend" on the NPC, as game is already paused and you can't interrupt combat that is not going on. As soon as the jogger or the bicyclist or whoever has passed everyone should get back to where they were, quickly and at the call of "FANTASY!" that also must be called in a loud voice, the game is 'un-paused' and should resume from the same spot it was at when "REALITY!" was called. "REALITY" must be called in the event of a major safety issue or a real life injury and may also be called when a situation involving game issues must be resolved in order to keep the game moving.

COMBAT

READ THE NEXT SECTIONS CAREFULLY. IT IS THE BEST WAY TO LEARN THE COMBAT SYSTEM WE USE AT G.O.A. YOU ARE RESPONSIBLE FOR UNDERSTANDING YOUR OWN ABILITIES AND THE EFFECTS OF THOSE ABILITIES AND COMBAT BLOWS UPON YOU AND YOUR OPPONENT. IGNORANCE IS NO EXCUSE AND WILL NOT PROTECT YOU FROM THE EFFECTS OF WHAT WILL BE DISCUSSED IN THE FOLLOWING SECTIONS

ALL HITS COUNT, NO MATTER HOW LIGHT!!!

All hits count, no matter how light or how hard. This rule is here to remind everyone that you do not need to swing full power at someone not wearing armor, you do not even have to swing full power at someone wearing plate armor you just have to connect to score a hit.

Arguably, the Combat System is the most important aspect of Games of Adventures, as it covers the most challenging level of interaction in the game. Because of the physical ramifications of combat, special care must be taken to ensure the safety of all concerned. Nothing in the game is worth the risk of real harm to any passerby or player.

Combat in GOA is performed by an exchange of blows by padded weapons or spell components; thus, it is a gauge of a player's actual skill. This is not a realistic combat simulation. Although real aspects do exist in the combat system, that is not the goal. The simplifications made are done so for the safety of all concerned.

Players, due to abilities their characters' possess, may or may not be armored. Care must be taken not to harm the unarmored players; therefore it is the responsibility of the weapon wielder to pull blows on unarmored players so as not to cause real harm.

No weapon or combat simulation is ever completely safe. Do not become careless with the weaponry! Practice sessions are usually held before and/or after the game in order to practice fighting safely and effectively.

COMBAT ETIQUETTE (or THE RULES OF ENGAGEMENT!)

Safe Zones are areas where play cannot be conducted. If players are in a Safe Zone, then they must move out of it before play can continue. Public restrooms, parking lots, cliffs and other geographical hazards and any area considered dangerous are always considered Safe Zones.

Again, to protect passerby, "Reality!" must be called whenever non-players are passing through an area of conflict.

There is to be NO grappling, pummeling, kicking, wrestling or physical contact at all.

"Face hits" (a strike to the eye gear or jaw) are dangerous and are not counted. Period.

A slashing blow affects all areas hit unless the blow hits the face, which renders the entire blow null and void.

If two players are in combat and one lands a killing blow on the other, the final strike of the slain character does not count. Players may decide a simultaneous kill has been scored, however, by mutual agreement.

A Player may choose to use two weapons in combat. The total weapon length may not exceed seven feet and the primary weapon may be no longer than 4 feet in total length.

No weapon with exposed PVC or Kite Spar may be used in melee combat. Bare PVC or Kite Spar can cause serious injury. Bows must be discarded in melee combat as soon as safely possible, but are broken and unusable if struck.

Should one weapon entangle another, both weapons must be dropped and recovered before they can be used again.

Defensive Arcane Rituals are considered to be active concurrently rather than consecutively. In other words if the victim is hit with an attack of any type, ALL Rituals which would block the attack are used, unless otherwise specified.

Attacks are blocked first by active physical abilities, then shields, then defensive arcane rituals, then armor, and finally by reactive physical abilities.

WEAPON GUIDELINES

Your own initiative is welcome when designing new weapons or improving current ones. The Game Master must approve all newly constructed weapons before they can be used in the game. If you have a new weapon, you must get it tested and approved before the game starts. It saves on game time, and you can work with the Game Master to improve your design. If the Game Master disapproves your weapon, you cannot use it until the necessary modifications have been made, and the Game Master allows it

All melee weapons must have a minimum 4" foam plug extending out from the striking end of the pipe with minimum 1" plug on the grip end.

All melee weapons must be covered with one and only one layer of duct tape. You can find colored duct tape as "Cloth Tape" in the same aisle as the duct tape. Only Lengthwise taping is allowed, you may NOT "Spiral Wrap" your weapons.

Melee weapons built with plastic pipe that contain 3.5 feet of piping or less must use 1/2 inch CPVC. Melee weapons built with greater than 3.5 feet of piping must use 1/2 inch Gray PVC. We strongly recommend the use of kite spar of the .505 or .610 size instead, for its increased strength and durability without adding to the mass of the weapon.

All melee weapons must have at least 3/8 inch of closed cell foam padding (preferably more) between the pipe and the striking surface. The blade (striking surface) of a bladed weapon may not be more than 1 layer of foam wide (1/2"), and must extend at least 3/8" past the 'flats' of the blade. Hammer or Mace heads using multiple layers must be easily compressible

Simple Weapons are usually constructed of 1 or 2 layers of foam and a single layer of duct tape. If you are constructing a javelin-type weapon or any other thrown weapon, you may use no more than 18 inches of 1/2 inch CPVC with a minimum 6 inch of foam on each end, one layer of foam padding and one layer of duct tape. Also throwable Light Weapons may not be longer than 24 inches and throwable Medium Weapons are no longer than 36 inches in length. Rocks must be at least the size of a tennis ball (2 1/2 inches in diameter).

Bows and Crossbows must use 3/4 inch Gray PVC for the launch tube and may use either 3/4 inch Gray PVC or kite spar for the bow. The exception is the hand crossbow, which uses 1/2" PVC in the launch tube. Both types use surgical tubing or similar variant as the bowstring. No weapon may use rope or nylon stockings in its construction. If you are building a "flexible" weapon such as a Morning Star, you may only use a 12 inch sock with another wadded-up sock as the head. No duct tape may be used anywhere on the sock. Weapons using socks are limited to 48 inches in total length and may not be used when wet or dirty.

Variations on existing rules are acceptable with Game Master approval as long as safety is not compromised.

All Weapons Must Conform To These Guidelines Or They Will NOT Be Accepted.

You may create weapons not specifically mentioned in the rules, but again a Game Master must approve their use before they can be taken into play. Due to the easy availability of these rules, no leniency will be granted to any weapon not meeting specifications. If there is a question relating to the construction of your weapon, we do reserve the right to inspect and dissect your weapon to ensure it meets standards. If it does, we will have it back together in time for play.

Additionally, we will expect you to maintain your weapons in reasonable condition. A patch or two is acceptable, but if your weapon is being held together with 5 layers of duct tape, we will make you replace the affected area or remake the weapon entirely. This is a safety regulation, so don't bother arguing about it.

Addressing the use of fiberglass, if you choose to utilize fiberglass kite spar, make sure that yours is sufficiently strong. Very little is more embarrassing than having your new uber-sword snap in your hands on the first hard parry. Also, it should not be solid cores, as things like that tend to weigh more than is allowable. If you are using fiberglass, remember that it is held to the same length restrictions as everything else.

Type of Weapon - Weapon length

Simple Weapons - 2 1/2 inches minimum (aka Rock) up to 12 inches in length.

(No pipe allowed in construction)

Light Weapon - Up to 30 inches in length.

Hand Crossbow 6 inches minimum up to 9 inches long launch tube with a minimum 6 inches up to 9 inches long cross piece.

Medium Weapon - Up to 48 inches in length

Medium Crossbow 12 inches minimum up to 18 inches long launch tube with a minimum 12 inches up to 18 inches long cross piece.

Short Bow 24 inches minimum up to 36 inches launch tube with a 36-48 inches long cross piece.

Heavy Weapon - Up to 96 inches in length

Heavy Crossbow 24 inches minimum up to 30 inches long launch tube with a minimum 24 inches up to 30 inches long cross piece.

Long Bow 24 inches minimum launch tube with a 60-72 inches long cross piece.

ARMOR GUIDELINES

Armor in GOA has been made out of just about everything, but certain materials function better than others. Also the maximum protection possible of your armor is governed by its composition: tougher material grants better protection. Armor only protects the area it covers so having an open spot on your armor means that you can take wounds in that area. Armor Guidelines are as follows:

Light Armor - A quick piece of Light Armor can be constructed out of mere Naugahyde, 1-3oz leather or plastic 1/4 inch mesh but such armor because of its flexibility and low strength is limited to LIGHT

Medium Armor - Medium Armor can also be constructed with cardboard layered with duct tape. Such armor is also quick and dirty, but as cardboard is more rigid and encumbering, it has a maximum rating of MEDIUM. Also 7-9oz leather can be used for up to MEDIUM armor

Heavy Armor - 10-15 oz. leather can be used to construct HEAVY Armor. Rigid materials such as bucket plastic, metal, masonite, or 500 psi cardboard can be used to construct armor of up to HEAVY. Such material must be arrayed in plates to gain full value. Despite its non-rigid construction, chain mail qualifies as Heavy armor providing it is made with ½" or smaller rings.

The addition of studs/rings (max. 1" apart) raises the type of any armor to the next type, up to a maximum of HEAVY. Only one increase in type is allowed. Decorations, spikes, or whatever else can be added to armor for visual effect, but such decorations must be constructed of foam and do not count as weaponry.

Note that no matter what your armor may be constructed out of, you must still *buy* the skills necessary to use the armor at its maximum level. If you're wearing a metal breastplate and you only have Wear Torso Armor, it counts only as LIGHT Armor until you upgrade your skill

SHIELD GUIDELINES

All Shields, regardless of construction materials, must have all edges firmly and completely padded with foam to prevent damage to the weapons and injury to others. Further, they must be easily released from the arm to prevent injury to that arm.

There are four types of Shield: Large(over 30"), Medium(18-30"), Small(12-18") and Buckler (less than 12"). Most shields can withstand all weapon hits they take, and some Arcane abilities. A shield requires full use of the arm and so no weapon can be used in combat with the hand of the shield arm. The exception to this is the buckler.

A buckler is a small shield of less than 1' on a side. A buckler can be held in the hand like a shield or strapped to the arm. If strapped to the arm, it will block blows, arrows and spells as a shield would, but after blocking once it becomes out of place and must be adjusted to become effective again by removing and re-equipping the buckler. Unless purposely broken or hit by a destructive blow or spell Bucklers are not considered broken after the first hit.

Each type of shield requires a different skill to use, as detailed under the character's ability list. Only one Shield or 2 Bucklers can be worn and used. Certain abilities can break a shield, and a broken shield must be dropped immediately.

WEAPONS AND ARMOR

While weapons wound people the same way regardless of type, the different weapon classes inflict different amounts of damage against armor. Both armor and weapons are classified by the terms Light, Medium, and Heavy, which reflect armor's absorption capabilities and a weapon's ability to damage or penetrate armor. Light Armor, constructed of non-rigid/non-bulky materials (leather) may take 1 hit from a weapon before becoming useless on that location. Medium Armor, or semi-rigid armor (studded, brigandine) may take 2 hits, and Heavy Armor, built from rigid and encumbering materials (metal or plastic plate, chain mail) will protect against 3 hits. The armor-rating does not go any higher than three, even when stacking abilities.

The exceptions to this rule are as follows:

Simple Weapons, such as Rocks and weapons under 12 inches and without pipe, have a base damage of 0 against all armor. Without a damage-increasing modification of some sort, the weapon will have no effect.

Light Weapons, such as hand crossbows, staves, and weapons under 30 inches in length have a base damage of zero against Heavy armor. Without a damage-increasing modification of some sort, the weapon will have no effect.

Heavy Weapons, weapons that require two hands to use in melee combat as well as longbows and heavy crossbows, inflict 2 hits against all types of armor upon striking. Should the damage exceed the armor's remaining capability, a hit is scored as though the location was unarmored.

EQUIPMENT DAMAGE, REPAIR, AND REPLACEMENT

This section refers to items damaged "in game", not actual damage to your real life gear.

In GOA you can intentionally "destroy" (render useless) another player's weapons / equipment in a number of ways. When role-playing destroying another person's property, do not actually damage it. Examples follow of how you can destroy in-game items and equipment: Snap it with a Feat of Strength.

Hit it with a Shatter or other destructive spell.

"Burn" the item for 2 minutes, that means start an in-game fire! (Half time for wooden weapons and items.) Items of Quality and Magical Items are not damaged by mundane fire.

Should you not have any simple mean to break an item and simply must, you can strike the item repeatedly for 2 minutes per Class of the item. An additional 2 minutes is required for each item if it is "Of Quality" or Magical. While not the most effective means, it will eventually suffice.

Armor Repair

Armor does not need to be removed from the person to be repaired but the player cannot run around while their armor is being worked on. **1 minute of repair work is needed, per Class, of an item to restore it to a useable condition.** Additional, if the item is "Of Quality" it reduces the repair time by 30 seconds per class.

Weapon Repair

It takes 1 minute of repair work, per class, to repair a weapon. If the Weapon is "Of Quality" the repair time is reduced by 30 seconds.

Shield / Buckler Repair

It takes 1 minute per size group of repair work for any shield to be brought back to a useable condition. If the Shield is "Of Quality" it reduces the repair time by 30 seconds. It takes 1 minute to repair a buckler. If the Buckler is "Of Quality" it reduces the repair time by 30 seconds.

DEATH AND DYING

THE EFFECTS OF WOUNDS

The hit locations are: Head, Front Torso (includes groin), Back Torso, Right Arm, Left Arm, Right Leg, Left Leg. Armor protects only the area covered so multiple sections on a single hit location must all be armored to receive protection. All hits to the same location regardless of armor sections are cumulative. A hit to clothing still counts except in the case of cloaks/capes, which is at the discretion of the individual combatants. If arguments ensue, drop the cloak and retrieve it after the fight is over.

There are two types of damage: Lethal and Subdual. Subdual damage must be declared as such when striking. A limb struck by a Subdual hit cannot be used for 5 minutes. A Major Subdual hit will knock the person unconscious for 5 minutes. Shaking them for 20 seconds will awaken an unconscious person, but they will be unable to fight for 5 minutes afterwards because of the disorientation.

Lethal damage is always assumed to be what the individual is inflicting in combat. Wounds are rated on two levels: Minor (most limb hits) and

Major (Head and Torso). A Minor Wound will cause problems, but it requires several to kill a fighter. A Major Wound, however, will defeat a combatant then and there. Wounds are taken in the following manner:

An arm can take one hit (Minor Wound), becoming useless.

A leg can take one hit (Minor Wound). A leg wound forces you to drop to one knee, but then you may stand and limp. If both legs are wounded, you must drop to your knees, where you must stay until healed or slain.

A butt hit counts as a hit (Minor Wound) to each leg, causing you to fall to your knees as above.

Additional hits to a disabled limb do not count as another wound to that limb.

A wound will cause you to bleed to death in 5 minutes.

A total of 3 limb hits will cause incapacitation and unconsciousness.

A chest or head hit (Major Wound) causes immediate incapacitation and unconsciousness.

A hit on or above the shoulder is considered a torso hit. A hit below the shoulder counts as an arm hit.

Subdual hits do not do damage to armor.

Multiple "taps" with a single weapon to a single location (striking someone repeatedly in the same location with the same weapon in rapid succession within one second) count only as a single hit to the affected location.

FEAR DEATH!

It makes the game more interesting!

Usually in Game warfare you get wounded first, become unconscious and then bleed to death. It takes 5 minutes for you to bleed to death from any wound, Minor or Major. Feel free to add any theatrics you like so long as they only take a couple of seconds. A good act reduces the chance that someone will come up and beat on you afterwards.

Once you take a Major Wound or 3 limb hits, you fall to the ground, unconscious, for the amount of time left to bleed to death (up to 5 minutes). If you only take one or two Minor Wounds, you will be conscious and functional the entire time it takes you to bleed to death. The bleed to death count starts at the first wound. After you are dead you must wait 5 more minutes as a corpse. After 5 minutes of decomposing you may make your way back up to Town, where you will be resurrected in 5 minutes. At that point, you can finally return to play. All told, you will have lost about 20 to 30 minutes of game time.

After you have fallen and are not capable of interacting with the living players any more it is a good idea to put your eye protection up or hold your weapon above your head. This will indicate to other players that you are dead. Additionally when you see someone with their eye gear up or their holding a weapon above their head don't attack them. Ask them if they are dead or not.

During your time as a corpse you may have a number of different abilities used on your dead body by other characters, for either good or ill and at any time your character is incapable of action, your body may be searched by whatever unscrupulous person chooses to rifle the pockets of the dead and dying. A character searching declares an area being searched and receives whatever game stealable objects are in that area. The victim must also tell the thief about anything game relevant in that area, tattoos on the victim, strange growths about the wound, things relative to the game they might notice while searching the body. Nothing personal may be taken. If it's not obvious what is stealable, ask.

GAME ITEMS

GAME ITEMS MUST REMAIN IN GAME,

ACCESSIBLE BY ALL PLAYERS,

AT ALL TIMES OVER THE COURSE OF THE GAME!

Most (if not all) magic items are the property of the game. All game property is marked with white tape and must be returned to the GM at the end of the game. Items with magical properties are marked with red tape as well. Most magical items can be stolen and thus are marked with blue tape too. At the end of the day your possession of the item will be noted and you can retrieve it before the next game. If your character possesses a magical item and does not claim it within four games the item will go back out into play as the GM sees fit.

Potions are not usually marked, but are instead discerned by an ability card in a bottle describing the effects of a potion. Scrolls are similarly designated as an ability card within a scroll tube or tied. The scroll either is a source of information or contains an Arcane ability. Even if not marked as such, potions and scrolls are game stealable. The town of Rolehaven does support a small economy, as there are potions, scrolls and other useful items available for sale to those who know who to ask. The currency in game is called Royals.

RIBBONS AND TAPE

Ribbons serve multiple functions, but usually designate temporary effects. The specific color and use depends on what the ribbon is being used to represent. Such descriptions are listed with the abilities that require the ribbon be used. Ribbons are not game-stealable. Certain arcane abilities require a ribbon to be affixed to the target of the casting when the ability is used. Such abilities cannot be "pre-cast" on the target, or already have the ribbon affixed in place before the actual arcane ability is cast. Ribbons that are part of somatic spell components ("wave ribbons at target") for spells with instantaneous effects cannot be tied or taped to the hands or fingers prior to casting.

Tape on objects serves to indicate a more permanent effect. There are three colors of ribbon and tape in standard use.

RED: Indicates that an item has added magical abilities, effects or special powers. The powers that affected the item can be of any background mortal magic, immortal powers, curses, etc. An item so marked will always have an ability card with it that describes the item's powers. No card, no powers. **NO EXCEPTIONS!**

WHITE: Indicates an item that is owned by the Game. Such items **MUST** be returned to the Administration at the end of the day. The GM will then make a note of who turned it in so that it may be returned to them the following session. If an item is not reclaimed in four game days, it will be sent back out into the game in some method so that others may use it.

BLUE: Indicates an item can be stolen. If the owner is slain, you may remove the item so marked from the corpse and take it with you. Such items can also be stolen from you if you are not paying attention. If the item has an ability card, the card should always go with the item unless the card specifies that it shouldn't. You cannot steal an item that does not have blue tape on it, unless it represents game currency such as crowns, gems and jewelry.

OTHER COLORS: From time to time an ability used for a specific plot or Magic Item will have a color of tape or ribbon on it that is not described here. Just read the ability card of the thing in question or ask the nearest NPC and move along.

BINDING AND TORTURE

So you've finally caught up with that thief who picked your pocket and ran off. Now you want to take him back up to town and make an example out of him, but how do you get him up there? A character can only be held against their will for a maximum of 20 minutes **TOTAL**, after which they escape their bonds and may flee, un-pursued. If a character chooses to remain in captivity for longer, that's their choice. There are two basic forms of restraint, and each takes 30 seconds to apply. In either case, the captive can only move or take action if his captor allows, and then only with the captor.

Rope: Place a piece of rope in the captive's hands and tell them how they are tied (to a tree, hog-tied, hands bound, whatever). The rope can be escaped by 5 minutes of *uninterrupted* hand wriggling, by having a convenient ally cut them with a blade, or with either Feat of

Strength.

Standard Manacles: Place Cardboard or other FAKE shackles/manacles in the hands of the captive. A Minor Feat of Strength may escape the manacles, or if someone picks the lock. If no lock (screw) is present, it takes 10 seconds to overcome manacles, using Pick Locks. If a screw is present, then a Major Feat of Strength or Pick Locks is necessary to be freed before the usual time limit.

BLUFFING

In the course of the game you may want to make yourself appear as someone/thing you are not, however you do not gain the abilities of whatever you are mimicking. If you choose to disguise yourself in heavy plate armor but do not have the ability to use it, you do not gain the benefits of that armor. Similarly, you may carry any weapons you choose but cannot fight with those you do not have skill in. You may never bluff "Reality!" or Decrees of Power, as those are for specific game situations.

You must answer direct questions truthfully about anything other characters can observe about you; such as resemblances to the character they believe you to be. You cannot switch to a *different* character in the middle of the game.

"DECREE OF POWER"

Many NPC's (Non-Player Character's) possess powers and abilities far beyond the reach of mere mortal adventurers (that's you!) that cannot be produced in reality by physical means. "Decree of Power! You burst into a pillar of Flame and die!" is a good example of one of these abilities. Such decrees are instantaneous and take immediate effect from the moment of declaration. An explanation will follow describing exactly what is happening to you and why. If a question arises as to the proper usage, check the ability card or character sheet. If the situation still cannot be resolved, consult the GM for a solution.

ROLEPLAYING: MORE THAN JUST A NAME

Role-playing is the modifying of a persons behavior to accord with a desired image. Role-playing is a performance, on the part of the player, an exertion of energy that takes the game from merely traipsing about from melee to melee to adventuring as someone who is capable of things unheard of in the real world. Role-playing is the main reason we're here. To role-play is to act out or portray the role of a character that should have a background, personality or motivation different from your own. Role-playing can be simple; if you are a priest perhaps you say a small blessing for anyone wishing to speak to you before you will speak to them. If you are a noble knight, perhaps you detest commoners and speak in "these" and "thous". If you are an enigmatic wizard, perhaps you speak in riddles or sometimes babble on about your latest magic item project. In any case, if your portrayal is done exceptionally well, it may be worth an additional point if people see it and make it known to the administration.

Our game revolves around the town of Rolehaven that sits within the boundaries of the Ravenna Valley. The valley has a strange property to it and will resurrect some from death's grasp. Those it brings back are commonly referred to as adventurers and it is they who are more often than not the ones that deal with the threats that rotate through the valley. The plants of the valley also have enhanced qualities to them, as they will heal wounds faster or kill victims' quicker than normal plants of their kind. The properties of the plants diminishes the further they are taken from Ravenna though and there are some who live far enough away from the valley to disbelieve in its existence.

The rest of the world is filled with the same magic and powers that can be found in Ravenna, though the plants are 'normal' but nowhere else in the world is there a place that resurrects the dead at least not without a grand ritual and more than likely a sacrifice to a dark god.

Demons, Devils and other distasteful creatures can pop up anywhere in the world, not just in Rolehaven. The gods make their presence felt every so often and sometimes their disapproval.

CLASSES AND EXPERIENCE

G.O.A. is a mixed class / skill system. There are four character classes to choose from, where you may purchase skills as you grow in experience. Your skills cover the individual abilities you have learned. Each character must select a character class: Priest, Rogue, Warrior or Wizard, at character creation. Each starting character begins with 24 points to purchase abilities, and may acquire new abilities as they progress. Starting characters may not purchase master abilities and your character knows how to read and write in 'common' (the universal language in game).

Experience is a point-based system. To represent the lessons learned and the experience gained, you receive points for each game you attend. Note that if you have more than one character, you only gain points for the character you play for the game, not any of your others. You gain a single point for showing up at a game, and may gain further points for exemplary role-playing, achievement of goals, or superior costuming. Point costs for abilities will be covered in the appropriate class lists.

BACKGROUND

You are encouraged to write up a background for your character. Your character can be from anywhere in the known world from Scotland to Hades to Cara Cara. Your background should explore the notable things that have shaped your character's life so far. What are their likes and dislikes? Are they against a group of people or school of thought and if so for what reason? Are they on the run from a group of people and if so why? What does the character want to accomplish? What motivates them? Writing a background is immensely helpful for developing good role-playing and role-playing makes the game entertaining for both you and the other players. A background may also help the game writers should they need someone of your unique talents to just happen by. If you do write up a background, the game may abruptly become more exciting on occasion, especially if your deadly, arch-nemesis shows up some day to exact his long-overdue vengeance. A background should also give a look into what is motivating your character, what they want to do / expect to encounter in the valley and what their goals are.

Background is just background though. It provides the player with more information about his character and provides the beginnings of a personality to build on. Background details should stay there, in the background. What your character is doing now is more important than what they once did. Players will need to post something about their character in order to receive the benefits of their background. The full background must be given to the Game Master. Players need to carry the full background on them when they play. Just think of the background as the extension of your character sheet.

WHAT IS COSTUMING?

A tabard ornate enough so that your blue jeans are not noticed is costuming. Props for other races or cloaks are costuming. Other items that add character to your character or even your character's group are good. Costuming allows players to discern one character from another. It also lets the mundanes know we are a game not just people who like to hit each other with plumbing equipment.

GOOD PLAYER CONDUCT

At all times when you are playing Games of Adventures you should engage your common sense, look before you leap and pay attention to what is going on around you.

Games of Adventure is more fun to play with a group and in order to have a group you have to have differences. If there ever comes a time while you play GOA that you and someone else don't see eye to eye about an ability or fighting style deal with the problem in an adult like manner. If a situation comes up in the middle of a fight, let it lay until after the battle is over, if possible. If a situation comes up in the

middle of game and an agreement cannot be reached table the topic, continue with game and bring it up with the game master after game. Don't hold game up on a small glitch. If you ever find that you don't care for another players' humor or fighting style, bring it up with them some where other then the middle of game and with a GM present. If it can wait until after the battle, everyone will be appreciative for not having the fight stopped.

All players are willing participants at GOA and should hold them selves responsible for knowing the combat system, the rules, all of their abilities, skills, spells, what is required for each of them and what they do. Each player must have a character sheet on their person for the character they are playing while in game. Failure to do so causes you to regress to a generic adventurer, with your only abilities being to use whatever basic weapons you may have on you at the time, and any armor worn rated as light. It's harsh, but it helps keep long arguments to a minimum by reducing the opportunity for "unwarranted rules flexibility."

Because the game is not stagnate and will change from time to time things will slip into the rules, like a phrase or wording that causes an ability to read the wrong way or cause confusion on how it counters another ability. Small typos can make for large headaches when players exploit a mistake instead of letting the game master know so it can be fixed. We all need to play with the same set of rules so the game can be fun and understood by all.

Fighting fair is something everyone has to do in order for the game to work. You must take your hits and call your abilities. If your opponent get several solid hits in on you and you're not explaining what's going on by stating what ability you are using they may end up just hitting you harder in order to get a reaction. Abilities like armor, protections, evasion, even what's going on while your berserk needs to be called out.

No one in game is invincible, at some point everyone dies. When you do, do it with grace and ease. Your character comes back, there is no penalty for death and now you have a reason to go back out hunting!

If you're in a situation where you think the other party is either using abilities they don't have, or are misusing abilities they do have, try to resolve it before or after the actual confrontation. Calling "Reality!" in the middle of a fight takes all the fun out of it. Be mature when dealing with these situations, after all, it's only a game. Throwing a tantrum will not get you anywhere and really won't impress anyone, either. If you can't resolve the issue then, just walk away and deal with it later after you've calmed down, preferably with a Game Master present.

Should it ever come to pass that two players can not get along to the point as to they need to be sent to different corners there is the 'Gentleman's Rule.' This is where both players stop talking to each other, stop interacting with one another and just leave each other alone. A player who has called the 'Gentleman's Rule' on another is required to not taunt, reproach or in any way slander the other player. A player who has had the 'Gentleman's Rule' called on them is subject to the same rules stated above, may not ignore this ruling and may not confront the player who called this ruling. The 'Gentleman's Rule' should only have to be called in the most extreme of situations.

RACES

There are not just Humans in the world we play in; Dwarves, Elves and Halflings often take part in the mayhem of Games of Adventures. The races listed here are those available for the player body to use. All of the races require a prop to identify them (except Humans). At any time you do not have your prop on you are Human. At any time you have half your prop you are a Half-of your race. (Half-Elf, Half-Ork, etc.) You may chose to play a combination of any of the races listed below, but others may like you less because of it.

Humans

No prop needed.

By far the most numerous of the races is the race of men. While not particularly gifted in any one manner, neither does their race hobble them. They are adaptive and versatile.

Elves

Prop: Pointed Ears.

Pro: May resist one coercive ability per day as per the Wizard Ritual "Protection from Coercion." This ability does not count as having been purchased by the character and the player does not need to keep this ritual in a spell book.

Con: As the elves are not a hardy people, their torture times are halved and can not be extended with a use of 'Resist Pain'

The long-lived, nature loving Elves are considered to be one of the great practitioners of magic. Some claim that it was the Elves who taught magic to the other races, but such claims are unfounded.

Dwarves

Prop: Beard.

Pro: Superior craftsmen, Dwarves can repair items in half the normal time as well as being able to restore items of to their full potential. A Dwarf may also repair items using rocks in place of anvils but this method can only restore items up to Medium Armor.

Con: Cannot use a weapon more than four and a half feet in length or paired weapons four and a half feet in length. Additionally weapons of three and a half feet must be wielded two handed.

Short, tough, and muscular, the Dwarves are renowned for their mining and engineering abilities. Warning: Never mess with a Dwarf's beard!

Halflings

Prop: Furry Feet.

Pro: Resist Poison

Con: Can not use any weapon more than four feet in length or paired weapons four feet in length. Additionally weapons of three feet in length must be wielded two handed.

Diminutive woodland dwellers, the Halflings often find themselves in the midst of the chaos that consumes the forests of RoleHaven. They are a hardy people though; in fact rumor claims that they can survive even the bite of a Cobra without discomfort.

Orcs

Prop: Pig Snout.

Pro: Thick Skull. Orcs can take an additional hit to the head.

Con: Must speak in Orcish.

Nasty, brutish, extremely tough and not considered very bright, the Orcs are notable warriors and rogues, but tend to eschew most magic's.

Beast-Kin

Prop: Depends on Race!

Pro: 18 Inch claws. When the claws are broken or damaged it does not hurt the arm but the claws require a minor healing to be restored.

Con: Can only wear, up to medium armor on two hit locations.

All animals in the world of GOA have some form of bipedal cousin. Tigers and other wildcats have the Kzinti. Rats and mice have the Skaven. Lizards, and other cold-blooded, scaly mammals have the Velrex and so forth. Like the other races all that is required to play an Animal-anode is a prop depicting the physical feature of the race.

FREE ABILITIES

All characters can choose to know how to use these abilities at any time.

WEAR HELM

Classification: Mundane / Physical

All character classes are permitted to wear helms, as we consider this an extra safety factor in preventing injury. The helm is rated as Light Armor unless increased through an Upgrade Armor skill and the helm itself qualifies under the armor standards.

FIRE BUILDING

Classification: Mundane / Physical Components: Rocks, Flour, Twigs

By hitting two rocks together twenty times and sprinkling flour onto a pile of twigs you have started an in-game fire. Don't forget to put it out!

USE SIMPLE WEAPON

Classification: Mundane / Physical

Your character knows how to wield non-piped weapons. These weapons cannot be thrown unless you purchase 'Thrown Weapon' skill. All Simple Weapons have a base damage of 0 against all armor and are no more than 12 inches long.

GENERIC ADVENTURER ABILITIES

Any character class may purchase any of the abilities in this section. They are considered either to be basic or readily available education. All of the abilities listed below cost 3 points each.

FAITH

Classification: Mundane / Mental Components: Holy Symbol

Any character may have faith, in exactly what is up to them. The faith ability allows some characters to interact with immortal powers and to channel those powers into the deities' handy work here in the mortal realm. When this ability is taken the player must choose a deity to worship, who is on file with the Game Master or submit a write-up. (See Priest class for write-up specifications.) If a player wishes to change his/her faith they may but must play one game without a faith before they have access to the new deity's power. Players who change faiths do not lose any abilities they have already purchased but for the game they do not have a faith they are unable to access healing abilities or other spells/rituals that require a deity to be called upon for power. At anytime if a player is worshipping two faiths that player immediately loses both faiths and must play the remainder of the game and the next game without a faith before they can choose one. This ability does not grant the ability to read.

LORE: ALCHEMY

Classification: Mundane / Mental Activation: Declare "Lore: Alchemy"

The character may identify potions without needing to imbibe them, and poisons without having to...well...suffer from their effects. This action takes 2 minutes in the field. The skill can also identify various non-natural compounds and substances and their uses in the same amount of time.

LORE: PLANTS

Classification: Mundane / Mental Activation: Declare "Lore: Plants"

Healing herbs can be used in conjunction with First Aid to treat a wound. Such herbs require 2 minutes to gather, unless already obtained at some point during the game. A Minor Wound will be healed in five minutes a Major Wound will be healed in ten minutes unless disturbed by the removal of the bandage or another hit to the wounded location. Collected herbs can be used to treat up to 5 separate wounds at a time. In addition, the character cannot be deceived about the true nature of any normal plant. All herbs gathered during the day will lose their potency at the end of the game.

LORE: LEGENDS

Classification: Mundane / Mental Activation: Declare: "Lore: Legends"

Usage: Once per day

The character has spent much time exploring the history and tales of the land. By using this ability the character learns the background of an NPC, or may learn 2 abilities off of that NPC's ability card. The abilities described must be the extraordinary ones, not the obvious ones like weapon or armor skills. This skill may not be used during combat or during major game activity.

LORE: SPECIFIC

Classification: Mundane / Mental Activation: Declare: "Lore: Specific"

The character has spent much time exploring what ever they felt the need to know more about. By using this ability the character can learn about any given subject presented over the course of the game. This ability works like "Lore: Legends" except both background and abilities are learned. This skill may not be used during combat or during major game activity.

LITERACY

Classification: Mundane / Mental

Your character can read and write in any language that he/she knows how to speak.

SPEAK LANGUAGE

Classification: Mundane / Mental

Every race has a spoken language that differs from the common tongue spoken by most inhabitants of the world. The purchase of this ability means that you have taken the time to learn a language other than common and can readily and fluently converse in that language. Common is not Human, the humans do have their own dialect.

FIRST AID

Classification: Mundane / Physical Components: Strips of fabric

Activation: Binding the wounded location. Duration: See description

Characters with this skill know how and where to apply bandages to prevent blood loss. Use of this skill extends the bleeding time from the wound to which the bandages are applied to 15 minutes. If the bandaged wound was Major, the victim cannot perform any action more strenuous than walking or speaking, doing so will cause the victim to pass out/become unconscious again. A character will not wake up just from having their wounds bandaged. They can be woken up by normal means after the wounds have healed. Any time before the wounds heal something stronger must be used to awaken them. Bandaged limbs cannot be used until fully healed. Armor must be removed prior to bandaging the wounded location. If the bandages are removed or otherwise damaged or destroyed, the wound begins bleeding once more

and the character will bleed to death as normal.

BLACKSMITH

Classification: Mundane / Physical Component: A small hammer

A character with this ability can rebuild weapons, armor and other items used in the game. **It requires 2 minutes of work per location and class to bring a weapon or armor back to a useable state.** All items must be fully repaired to be of any use. The armor does not need to be removed from a player to be repaired, but the person may not move around while the black smith is working.

WIELD: CLUB, DAGGER, STAFF, OR THROWN WEAPON

Classification: Mundane / Physical

Purchase of this skill allows the character to carry and fight with the specified weapon. Only one weapon type may be chosen per purchase. All of the weapons listed here are classified as Light Weapons, but have a base damage of 0 against Heavy Armor.

PRIEST

Whether followers of a deity, philosophy, or code of conduct, a priest is able to channel his gods' will to enact powerful effects. Priests must always carry the holy symbol of their faith in order to prepare and cast their spells and rituals and must have their faith on file with the Game Master. All Priests must carry the holy symbol of their faith at all times as a symbol of the power represent and also as an aid to channeling their spiritual power. Also Priests must carry a Holy Book (Tome) to put their Rituals in, just like the Wizard. Any arcane ability with a verbal component must be cast in a loud, clear voice.

Spells - Spells are arcane abilities that let a caster prepare an effect in advance and release it with an often-short incant. After being cast, a spell must be prepared again before it can be cast again. Preparing priest spells require 30 seconds for minor, 60 seconds for major, and 90 seconds for master spells.

Rituals - Rituals are arcane abilities that are often more complex in their casting than a spell. These rituals often take longer than a normal spell to cast, but need not be prepared before casting. Unlike spells, a ritual may have a limit to the number of times it can be used in a day.

Minor Skills (3 pts.)

Alchemy
Rapid Recovery
Remain Conscious
Scribe
Spiritual Struggle
Use Bucklers
Wear Greaves
Wear Torso Armor
Wield Light Weapon

Major Skills (6 pts.)

Advanced Alchemy
Advanced Scribe
Use Shield
Upgrade Armor - Medium
Wield Medium Weapon

Major Skills (9 pts.)

Master Alchemy
Master Scribe

Minor Spells (3 pts.)

Destroy Minor Undead
Detect Magic
Speak with Dead
Truth

Major Spells (6 pts.)

Harm

Minor Rituals (3 pts.)

Cure Poison
Enhance
Heal Minor Wound
Last Rites
Refresh
Remove Lesser Curse

Major Rituals (6 pts.)

Lesser Curse
Divine Inspiration
Gift of the Divine
Greater Healing
Heal Major Wound
Raise Dead
Sanctuary
Turn Minor Undead

Master Rituals (9 pts.)

Circle of Protection
Expel
Greater Curse
Holy Armor
Holy Ground
Remove Greater Curse
Turn Major Undead

The following is a guideline for submitting a religion or deity that you wish to be a large figure in the game world. Lesser write-ups may be submitted and accepted as minor deities in the game world.

RELIGION REQUIREMENTS What makes a faith?

1. At least one full page of text describing the origin, history, tenets and holy symbol of the deity. Describe what event led to the ascension to godhood. Was the deity born a god or was it thrust upon them? If formerly a mortal, whom did they impress to gain such power? □ Tell how the religion itself came to being. Did the god have disciples or friends who were willing to show obedience and rally others to the cause? What events defined the worthiness of the religion, such to convince others to take up the banner? Explain what the deity stands for. Explain why they are the "God of..." Describe the appearance of the symbol and its significance to the religion. How did that symbol come to represent the faith of the religion? 2. Define the duties of the priests who serve this deity and what alignments they will accept as followers. Describe also what is expected from the lay brethren, those who follow the path but do not have the same spiritual connection as the priests. 3. Explain in detail any special abilities granted by the religion, but remember over-powered advantages will be shut down and even mediocre advantages may require a trade-off.

MINOR SKILLS

ALCHEMY

Classification: Mundane / Mental Requirements: Lore: Alchemical

Components: 35mm film canisters (or other potion vials), potion ability cards signed and dated by the creator and other components as required.

Potion Duration: Until used.

This ability allows those who know arcane and priestly magics to create potions of those spells and rituals in order to preserve their own powers for later. Making a potion requires the necessary knowledge, raw materials (a game legal ability card, pen and any necessary spell components) and a potion bottle. Alchemy lets the character produce 4 ranks of potions, as defined in the table below. These potions can be of any spell or ritual that the character knows that can be brewed into a potion. Each spell and ritual is noted in the description as to whether or not a potion can be created with that effect. To make potions the player must write out a game legal ability card of the spell or ritual they

want to make, sign and date it, with their name and their characters name and put it in a game legal potion vial with any ribbons or spell components the spell or ritual requires. The player does need to inform the Game Master before game starts that they have created potions and how many potions were created, but do not need to recount what spells or rituals were used. This skill can only be purchased once.

Minor spell or ritual = 1 rank
Major spell or ritual = 2 ranks
Master spell or ritual = 3 ranks

Additional notes:

No potion will be considered valid unless stored in a potion bottle. (Film Canister, etc.)

A potion will be considered 'used' when the player opens the bottle and reads the card, though you are encouraged to pantomime drinking the potion. The potion card must then be ripped in half as soon as is realistically possible.

The ranks of Alchemy are acquired each game day. So, if you have Major Alchemy you can show up to game with 8 ranks and Master Alchemy with 12 ranks of potions ready to go for each day.

Scrolls can be changed into potions, even if the Alchemist does not know that particular spell, but the scroll in question must contain a spell which can be made into a potion. Potions cannot be made into Scrolls.

Any Ranks left over after the game day are lost, so use them or lose them.

RAPID RECOVERY

Classification: Mundane / Physical

With this ability, the character recovers from subdual wounds and non-lethal poisons in half the normal time. A character can only purchase this ability once.

REMAIN CONSCIOUS

Classification: Mundane / Physical Requirements: Rapid Recovery

With this ability the character can remain conscious when affected by a Major Wound or three Minor Wounds. While using Remain Conscious, the character can speak, heal them selves, use potions, or use other non-combat abilities but cannot move or fight.

SCRIBE

Classification: Mundane / Mental Requirements: Literacy

Components: Game-authorized scroll card

This ability is almost identical to Alchemy, but creates scrolls instead. While a scroll requires literacy to read, it can channel powers that simply cannot be stored and conferred in a potion. These are two entirely separate skills, despite their similarities, and ranks of Alchemy and Scribe cannot be mixed and matched. A scroll can be created in any language the character is literate in. Just note on the ability card what language it is written in.

SPIRITUAL STRUGGLE

Classification: Mundane / Mental Usage: Twice per day per purchase

Activation: Act out a struggle of the character's morals and faith against the coercive effect.

Your faith gives you a stronger resolve in certain situations than that possessed by others. When another character attempts to intimidate or otherwise coerce you in a manner that violates the tenets of your religion, you may resist the attempt. Once you have resisted an attempt, further mundane attempts with the same ability by the same person will not work. Further arcane attempts must be resisted individually. Use of this ability need not be justified on-scene, but always must be explained to the Game Master before the end of the game day. Repeated misuse of this ability will have unfortunate consequences for the character and player.

USE BUCKLERS

Classification: Mundane / Physical

The character may use up to two Bucklers in combat. A Buckler is a small shield of less than 1' on a side. A Buckler can be held in the hand like a shield or strapped to the arm. If strapped to the arm, it will block blows, arrows and spells as a shield would, but after blocking once it becomes out of place and must be adjusted to become effective again by removing and re-equipping the Buckler. Unless purposely broken or hit by a destructive blow or spell, Bucklers are not considered broken after the first hit.

WEAR GREAVES

Classification: Mundane / Physical

Each purchase of this skill allows you to wear Light Armor on two limbs, selected at the time of purchase. This skill may only be purchased twice.

WEAR TORSO ARMOR

Classification: Mundane / Physical

Your character has trained in the wearing of armor in combat, and thus can effectively fight while wearing armor. Your armor begins as Light Armor. When this ability is purchased and if your armor had side guards, you must choose and write down on your character sheet, whether your left side armor is counted as your back armor or front armor. The same decision must be made for the right side armor.

WIELD LIGHT WEAPON

Classification: Mundane / Physical

Purchase of this skill allows the character to add one Light Weapon of any type to their list of weapon proficiencies.

MAJOR SKILLS

ADVANCED ALCHEMY

Classification: Arcane / Mental Requirements: Alchemy

Components: See Alchemy Activation: See Alchemy

Usage: 4 more Ranks Duration: See Alchemy

The character has a better understanding of the arts of Alchemy. With this skill the character can produce 4 additional ranks with Alchemy per week. This skill can only be purchased once.

ADVANCED SCRIBE

Classification: Arcane / Mental Requirements: Scribe

Components: See Scribe Activation: See Scribe

Usage: 4 more Ranks Duration: See Scribe

The character has a better understanding of the arts of scribing. With this skill the character can produce 4 additional ranks with Scribe per week. This skill can only be purchased once.

USE SHIELD

Classification: Mundane/Physical

The character may use a Small or Medium Shield in combat. Small shields are 18" on a side, Medium up to 30".

UPGRADE ARMOR - MEDIUM

Classification: Mundane / Physical Requirements: Wear Torso Armor or Wear Greaves

When this skill is purchased, it upgrades all armor used by the character to medium armor. The armor must qualify for medium under the armor guidelines rules.

WIELD MEDIUM WEAPON

Classification: Mundane / Physical

Purchase of this skill allows the character to add one Medium Weapon of any type to their list of weapon proficiencies.

MASTER SKILLS

MASTER ALCHEMY

Classification: Arcane / Mental Requirements: Major Alchemy

Components: See Alchemy Activation: See Alchemy

Usage: 4 more Ranks Duration: See Alchemy

The character has mastered the arts of Alchemy. With this skill the character can produce 4 additional ranks with Alchemy per week. This skill can only be purchased once.

MASTER SCRIBE

Classification: Arcane / Mental Requirements: Major Scribe

Components: See Scribe Activation: See Scribe

Usage: 4 more Ranks Duration: See Scribe

The character has mastered the arts of scribing. With this skill the character can produce 4 additional ranks with Scribe per week. This skill can only be purchased once.

MINOR SPELLS

DESTROY MINOR UNDEAD (Potion / Scroll: NO / NO)

Classification: Arcane / Hostile Requirements: Faith

Components: Yellow and red throwing-component Casting: "Ashes to Ashes, Dust to Dust."

When the component strikes a Minor Undead the creature is dead on contact.

DETECT MAGIC (Potion / Scroll: YES / YES)

Classification: Arcane Duration: 3 minutes

Components: Thumb and Index finger of each hand touch to form rectangular window

Casting: "A whim, a thought and more is sought. Awake my mind, my will be wrought."

This spell allows the caster to see magical auras. Once cast, he may look through the window formed by his fingers and ask any character they can see the whereabouts of any magical items, held or sustained arcane abilities, or other magical implementations regardless if they are hidden or not. This spell shows only the use of magic, but does not reveal the nature of the magic.

SPEAK WITH DEAD (Potion / Scroll: NO / YES)

Classification: Arcane Casting: 10-syllable incant

Duration: 5 minutes, or until spirit can leave to resurrect

This spell allows the caster to communicate with the deceased. When cast upon a corpse, the caster may interview the spirit remaining in the body. The spirit must answer any questions asked of it by the caster, providing the caster uses a language the spirit understands, although it is not required to speak the truth. If able to do so, the spirit must answer in a language familiar to both the caster and the spirit; if the spirit cannot, then it will use its native tongue, and the caster must have an interpreter available. Once this spell is cast, the caster may then make use of any other coercive abilities that they may have access to upon the target spirit.

TRUTH (Potion / Scroll: YES / YES)

Classification: Arcane / Coercive

Components: Yellow Ribbon held between fingers

Casting: 8-syllable verbal Duration: 3 minutes

This spell can only be cast in a non-combat situation and allows the caster to extract the truth from a target. When cast, the yellow ribbon is waved at the target. The target must then immediately answer any "yes/no" questions truthfully, when asked by the caster, for the duration of the spell.

MAJOR SPELLS

HARM (Potion / Scroll: NO / NO)

Classification: Arcane / Hostile Requirements: Faith

Components: Yellow throwing-component Casting: "Defy (Deity) and come to harm!"

The priest calls upon the power of his faith to hurt his foes. Harm inflicts 2 hits on the location that the component strikes. This spell is blocked entirely by bucklers or shields of any type.

MINOR RITUALS

CURE POISON (Potion / Scroll: YES / YES)

Classification: Arcane Casting: 10 syllable Verbal

Once cast, the ritual neutralizes any foreign toxins in the body.

ENHANCE (Potion / Scroll: NO / YES)

Classification: Arcane / Physical Components: Yellow ribbon tied to the Item

Casting: 10-syllable verbal Usage: Three per day per purchase

Duration: 5 minutes

This spell adds an arcane enchantment to weapons. Weapons that are Enhanced have their base damage increased by 1 and are considered magical for the duration of the ritual. Additionally, the weapon itself becomes tougher, being able to resist a Destructive Hit that would normally break it, but such a blow disrupts the spell, returning the weapon to normal. Missile weapons can be Enhanced, but only receive the increased durability. Thrown weapons and ammunition for missile weapons can be Enhanced normally.

HEAL MINOR WOUND (Potion / Scroll: YES / NO)

Classification: Arcane / Physical Casting: 1 minute verbal while maintaining contact with target

The priest can heal minor wounds. When the ritual begins the target's bleed to death time is extended to 15 minutes. When the casting is finished, the designated minor wound is healed. This ritual will only heal one minor wound per casting. The ritual must be recast from the beginning if interrupted.

LAST RITES (Potion / Scroll: NO / NO)

Classification: Arcane / Physical

Casting: 30-second verbal with holy symbol or holy book, over the corpse.

Duration: Until the corpse decomposes.

The priest can administer Last Rites to a corpse insuring that it will not return to this world as an undead. The priest must pray over the corpse for 30 seconds then if anyone attempts to create an undead from the body the spell fails and the corpse is not animated. This does consume the casting of the 'Animate Dead' ritual. This ability does not stop players from returning to game as their normal character.

REFRESH (Potion / Scroll: YES / YES)

Classification: Arcane / Physical Casting: 30-second verbal

This ritual alleviates Sleep and unconsciousness as well as any related effects. It does not heal physical damage, so any lethal wounds will still have their full effect, including useless limbs and bleeding; a person who recovers consciousness can use abilities and potions (assuming they have a working arm) but cannot move or fight.

MAJOR RITUALS

LESSER CURSE (Potion / Scroll: NO / NO)

Classification: Arcane Components: An ability card and an immobilized, living, target

Usage: One at a time per purchase Duration: Until removed by caster or Remove Lesser Curse

Casting: 30-second verbal while in contact with the target

Often times, a priest will need to teach a lesson in the finer points of discretion, and does not feel that severe, debilitating, effects are warranted. The character may inflict upon the target any nuisance effect that does not interfere with the target's ability use. A Lesser Curse can, for example, cause someone to become ugly looking, to tell only lies, or such other effects. The curse must be 30 words or less, and written on the Ability Card given to the victim at the time of casting.

DIVINE INSPIRATION (Potion / Scroll: NO / YES)

Classification: Arcane Casting: One minute verbal

Usage: Once per day per purchase

Use of this ritual allows the character to gain useful information regarding the current plotline. Divine Inspiration must be cast in the presence of the Game Master or Plot Author (preferably both and before game starts.) The character may then learn some of what they must face in the coming plotline, and a hint as to how to resolve the plotline. Obviously this ritual is not intended to dump the solution into the character's lap, but they should begin with more knowledge than anyone else.

GIFT OF THE DIVINE

Classification: Arcane / Physical Requirements: Heal Minor Wound

Usage: 3 times per day per purchase Casting: Declare, "(Deity) heal this one!"

Any friendly target struck by this component will be healed of the Minor wound of their choice. A component that misses or strikes an opponent has no effect.

HEAL MAJOR WOUND (Potion / Scroll: YES / NO)

Classification: Arcane / Physical Requirements: Heal Minor Wound

Casting: 2 minute verbal while in contact with the target

The priest is able to heal more grievous wounds dealt to head or torso. When the ritual begins, the target's bleeding time is extended to 15 minutes. When the casting is finished, the designated wound is healed. This ritual will only heal one wound per casting. The ritual must be recast from the start if interrupted.

GREATER HEALING (Potion / Scroll: YES / NO)

Classification: Arcane / Physical Requirements: Cure Poison, Heal Major Wound

Casting: 3-minute verbal while in contact with the target

The priest is now able to heal all of a body's ailments with a single ritual. When the ritual begins, the target's bleeding time is extended to 15 minutes. When the ritual is complete, it heals all wounds on the target and removes any poisons from the body as well. The ritual must be recast from the start if interrupted.

REMOVE LESSER CURSE (Potion / Scroll: NO / NO)

Classification: Arcane Usage: Once per day per purchase

Casting: 30-second verbal while in contact with the target

This ritual will remove the effects of any one Lesser Curse on the afflicted character. The ritual must be cast in a non-combat situation, and the caster must touch the cursed character.

SANCTUARY (Potion / Scroll: YES / YES)

Classification: Arcane / Defensive Casting: 15-syllable verbal

Components: Yellow ribbon labeled 'Sanctuary' tied to the upper left arm

Usage: 3 per day per purchase Duration: Until removed by damage or dispelled

The priest may call upon the power of his faith for protection. A powerful defensive ritual, Sanctuary protects the target from the first hostile arcane effect or physical hit, after which the Sanctuary is spent. The character must repeat the verbal incant and remove and replace the ribbon to reactivate the ritual.

TURN MINOR UNDEAD (Potion / Scroll: NO / NO)

Classification: Arcane Components: White cloth

Usage: Three per day per purchase Duration: Until ended by caster

Casting: Verbal and wave cloth as long as the caster wishes it to last

To perform this ritual, the character must begin chanting loudly while waving the white cloth at the undead. The ritual will affect all undead within 20 feet. All Minor Undead must run away from the character until his voice can no longer be heard. Should the undead be unable to flee, they must cower and cannot approach the character until the chanting stops. At the caster's discretion, one affected undead of his choice can be instantly destroyed.

MASTER RITUALS

CIRCLE OF PROTECTION (Potion / Scroll: NO / YES)

Classification: Arcane Requirements: Sanctuary

Usage: One at a time Components: Yellow ribbon no more than 12' in length

Duration: Until released Casting: 20-syllable verbal, then tie the ends of the ribbon together

The Priest calls upon his faith to shield him from harm. When the ritual is cast, the ribbon is laid in a circle upon the ground around the caster and the ends tied. Nothing within the Circle can be affected by anything outside the circle, and vice-versa. A Circle of Protection counters the first Dispel attempt against it, and the same caster cannot attempt a second Dispel for 2 minutes.

EXPEL (Potion / Scroll: NO / NO)

Classification: Arcane Components: Yellow ribbon

Usage: Once per day per purchase

Casting: Form the ribbon into a circle and stand within it, one-minute verbal while gesturing towards the target once it is within 10'

This ritual may send extra-planar creatures back to the planes that spawned them. The caster cannot leave the circle for the duration of the ritual. During the casting, the target cannot move from the spot where it was when the verbal began, but may act against anyone other than the caster. If the ritual is interrupted during the verbal, the expel fails and the target gains an enrage hate against the caster. If the ritual is successful, the target is driven from this plane and cannot return. This ritual will only work against entities from outside this plane or on non-corporeal entities possessing a mortal body. In the latter case, if successful, the entity is driven out of the possessed body under the guidelines above. If this ritual is cast with in a Holy Ground of the same god as the Priest performing Expel, the Holy Ground becomes part of the ritual, protecting the caster as if it were a Circle of Protection.

HOLY ARMOR

Classification: Arcane / Physical Component: Yellow ribbon 'Holy Armor' tied around head

Usage: Once per day per purchase, self-only Casting: 20 syllables

Duration: 5 minutes

This ritual adds a divine enhancement to the Priest's armor. When cast, any armor legally worn by the Priest has its number of hits increased by one. This enhancement does not raise the class of the armor, only the number of hits the armor can take before being rendered ineffective. Any carry-over effects of the hit will still take place.

HOLY GROUND (Potion / Scroll: NO / NO)

Classification: Arcane / Physical Requirements: Faith, Heal Minor Wound

Usage: One casting per day per purchase Duration: Until dispelled (see description) or the end of the game day

Components: 40' of yellow ribbon or yellow rope, holy symbol

Casting: 10 minutes of ritual consecration of the area consisting of laying out the ribbon/rope while performing a ritual prayer. At the culmination of the ritual, the caster's holy symbol must be prominently displayed within the area.

When the ribbon is laid out and the holy symbol is displayed within the ribbon the area is considered a full-fledged holy ground! Within the area, priests of other faiths and those with arcane magics, cannot memorize any spells / abilities / rituals / what have you. Any hits coming into the holy ground from aggressors or leaving it from those inside the designated spot, are negated. Only priestly healing magic, of the respective deity, can work inside the holy ground. The exception to the 'hits negated' rule is the priest who cast the ritual; he/she can deal subdual hits inside the area but cannot strike at those outside of the holy ground. (If the priest throws a dagger at someone outside of the holy ground, while he/she is inside the area, the hit is negated.) Any worshiper who is wounded temporarily stops bleeding as soon as they get inside the holy ground, though this does not restart the bleed to death time. Followers of the deity can resurrect in the holy ground as if in town. A priest may cast their holy ground ritual over another to negate both of the castings.

GREATER CURSE (Potion / Scroll: NO / NO)

Classification: Arcane Requirements: Lesser Curse

Usage: One at a time per purchase Duration: Until removed by caster or Remove Greater Curse

Components: Ability Card, An Immobilized, Living Target

Casting: Five minute verbal while in contact with the target

On the rare occasion that a priest must teach a more severe lesson, more debilitating effects are warranted. The ritual will allow you to afflict the victim with any debilitating, unpleasant or foul effects you wish. Greater Curses must be described in thirty words or less, not endanger the player who may have to act out that curse, and not keep the player from moving freely throughout the area of play. This ritual cannot be used to create monsters or add abilities to the afflicted but may relieve the afflicted of any ability you can justify in the casting of the curse. The curse is written on the ability card and given to the afflicted character at the time of casting. The caster may remove the curse as per Lesser Curse.

RAISE DEAD (Potion / Scroll: YES / YES)

Classification: Arcane/ Physical Requirements: Greater Healing

Components: Holy Symbol Usage: Once per corpse

Casting: Five-minute verbal while in contact with the target corpse

This ritual must be cast prior to the target corpse decomposing. When complete, the target will recover from death, all wounds, and poisons. If this ritual is interrupted, the caster may not re-attempt to raise that person from that particular death.

REMOVE GREATER CURSE (Potion / Scroll: NO / NO)

Classification: Arcane Requirements: Remove Lesser Curse

Usage: Once per day per purchase Casting: 30-second verbal while in contact with the target

This ritual will remove any one Greater Curse in effect on the target. The ritual must be cast in a non-combat situation and the caster must touch the target.

TURN MAJOR UNDEAD (Potion / Scroll: NO / NO)

Classification: Arcane Requirements: Turn Minor Undead

Components: Yellow cloth Usage: 2 times per day per purchase

Casting: Verbal and wave cloth as long as caster wishes the ritual to last

Duration: As long as the casting is maintained

The ritual will affect all undead within 20 feet of the caster. All Major Undead (vampires, ghosts, etc) must run away from the caster until his voice can no longer be heard. Should the undead be unable to flee, they must cower and cannot approach the caster until the ritual stops. At the caster's option, this ritual will instantly destroy one affected Major Undead and up to three affected Minor Undead.

ROGUE

Rogues are not necessarily evil or dishonorable, but many tend towards that particular reputation. Theirs is the realm of subtlety and stealth, striking from the shadows and passing without detection. Their abilities are not suited towards straight-up warfare or the flash and fire of spellcasting, but rather towards espionage, assassination, and thievery. Thanks to their resourcefulness and flexibility, Rogues not only have tricks of their own, but also are capable of learning the tricks of other trades. This ability gives the Rogue an almost unmatched flexibility and unpredictability amongst all the other classes. A wise Rogue never reveals all his tricks and always has either a backup plan or a good escape route (the smartest ones have both).

Cross-Class Ability Purchasing Options:

One major ability and two minor abilities from a single class at triple cost.

Minor Skills (3 pts.)

Informants

Pick Locks

Precise Strike

Protection from Quicksearch

Quicksearch

Use Bucklers

Wear Greaves

Wield Light Weapon

Major Skills (6 pts.)

Bolo

Disguise

Escape

Escape Bonds

Evade Traps

Evasion

Feign Death

Hidden Weapon

Interrogation

Set and Remove Traps

Use Debilitating Poison

Use Insinuating Poison

Wear Torso Armor

Wield Medium Weapon

Master Skills (9 pts.)

Avoidance

Disarm

Mislead

Pickpocket

Restrain

Stealth Kill

MINOR SKILLS

INFORMANTS

Classification: Mundane / Mental

Requirements: Variable payment to the Game Master or Plot Author.

Activation: Role-play with appropriate source of information and make the requisite payment.

Purchase of this Skill represents a network of informants with which the Character has developed a working relationship. With this ability, the Character may purchase information about the current plotline through the Game Master and Plot Author for a fee. This ability must be used before game and with the Game Master and or Plot Author present. Either information source will give as much info as appropriate, and the fee charged will reflect the amount and rarity of the information received. At minimum, this skill acts as a use of Legend Lore.

PICK LOCK

Classification: Mundane / Mental

Components: The appropriate screwdriver for the 'lock'

Activation: Removal of the screw representing the lock

Locks are only a deterrent to one who cannot open them. Learning this skill allows the character to open locks without damaging the item attached to the lock. To pick a lock, the screw representing the lock must be completely removed; the lock is then opened. The screw should thereafter be reinserted halfway to prevent its loss.

PRECISE STRIKE

Classification: Mundane / Physical Activation: Declare, 'Precise Strike!' and attack

Usage: Three times per purchase

The use of this ability temporarily increases the damage of a single weapon by 1 for a single strike. If the strike misses, the skill is still used.

This ability may only be purchased five times.

PROTECTION FROM QUICKSEARCH

Classification: Mundane / Mental Requirements: Quicksearch

Once a character knows where to look for valuables, they also soon learn where to hide them. A character with this skill may inform anyone who attempts a Quicksearch on them that they find nothing. Valuables will be found if subjected to a spot search.

QUICKSEARCH

Classification: Mundane / Mental

Activation: Declare 'Quicksearch' while miming searching motions over the target for two seconds.

Rifling a body takes time. Characters who perform that task a great deal eventually become adept at finding loose trinkets, and know where to look. Characters with this skill find every item of value on a body in nearly no time whatsoever. When this skill is used, the target must tell the rogue the location of any stealable items on their person. Regardless of the results of the Quicksearch, you may opt for a spot search as normal. The rogue still must risk opening the pockets and pouches to get the goods, with whatever consequences may befall them.

USE BUCKLERS

Classification: Mundane / Physical

The character may use up to two Bucklers in combat. A Buckler is a small shield of less than 1' on a side. A Buckler can be held in the hand like a shield or strapped to the arm. If strapped to the arm, it will block blows, arrows and spells as a shield would, but after blocking once it

becomes out of place and must be adjusted to become effective again by removing and re-equipping the Buckler. Unless purposely broken or hit by a destructive blow or spell Bucklers are not considered broken after the first hit.

WEAR GREAVES

Classification: Mundane / Physical

Each purchase of this skill allows you to wear Light Armor on two limbs, selected at the time of purchase. This skill may be purchased twice.

WIELD LIGHT WEAPON

Classification: Mundane / Physical

Purchase of this skill allows the character to add type of one Light Weapon to their list of weapon proficiencies.

MAJOR SKILLS

BOLO

Classification: Mundane / Physical Component: One sock balled up in the toe of another

Usage: 3 per day per purchase

An opponent struck with a bolo will have their legs tangled together and must immediately drop to one knee and may only move by hopping with his legs held together. He may be safely released by 10 seconds of sawing with a Light or Medium bladed weapon or 30 seconds of untangling. Should that be too long to wait, he may be released by intentional delivery of a hit to one leg (inflicting a wound or hit against armor). An entangled victim can free himself with a Feat of Strength using both hands, and a Knock spell will do the trick as well!

DISGUISE

Classification: Mundane / Mental

Components: A minimum of 2-8 costume props, coin

Activation: Application of props

Anybody can dress as another class, but this skill allows Rogues to impersonate other Races as well. Whatever the Rogue chooses to disguise themselves as, to do so successfully requires them to wear the appropriate physical feature, and they cannot change their general build so a Dwarven Rogue impersonating an Elf will look like a short, stocky Elf, and an Elven Rogue impersonating a Dwarf will look like an abnormally tall, skinny Dwarf. Additionally, the Rogue may wear whatever is necessary to pull off the disguise, but is limited to what they can actually use when a fight comes down. The Disguise is foolproof only until other characters become suspicious of the ruse, which is mostly a roleplaying issue. However, if a player asks if the Rogue is what they claim to be, the Rogue then flips a Coin. Heads and the character asking the question remains convinced that the Rogue is what they are disguised as. Tails, and the Rogue's cover is blown and the other characters may act as they see fit. Every two props beyond the first two allows for an additional coin flip to protect the disguise per attempt to pierce it. Without a blatant violation of the disguise (use of clearly inappropriate abilities, knifing his drinking buddy, etc) the inquisitor will remain convinced. Should that violation occur, he may retry with one fewer coin toss each time.

ESCAPE

Classification: Mundane / Physical Components: Flour (no more than 1 cup) wrapped in paper towel

Usage: Twice per day per purchase Duration: 30 seconds

Activation: Throw the component on the ground and declare, 'Escape!'

When a character uses this skill no one can pass or attack beyond the spot marked by the flour and for a 10' radius around it, for the duration of the effect. Naturally, this is not useful in a wide-open area; only somewhere the smoke could be considered to seriously obstruct vision (like most small trails).

ESCAPE BONDS

Classification: Mundane / Physical

Characters who learn this handy skill may escape from bonds in half the normal time. This skill may be purchased multiple times, each time halving the remaining amount.

EVAD TRAPS

Classification: Mundane / Physical Requirements: Set and Remove Traps

Usage: Twice per day per purchase.

Activation: A greatly exaggerated dodging maneuver while declaring, 'Evade Traps!'

This skill allows the character to evade the effects of one trap.

EVASION

Classification: Mundane / Physical Usage: Twice per day per purchase, 15 seconds between uses.

Activation: A greatly exaggerated dodging maneuver while declaring, 'Evasion!'

A useful talent to one who travels light, this skill allows the character to dodge attacks that would have otherwise inflicted grievous wounds.

With this skill, the character may evade being hit by a physical attack that has already hit them. This skill cannot be used to negate an attack from behind or Stealth Kill, nor can it negate ranged arcane attacks. Characters wearing up to Light Armor and using Bucklers or a Small-sized Shield can use this skill.

FEIGN DEATH

Classification: Mundane / Mental Requirements: Evasion

Usage: One successful use per day Duration: User's discretion or until discovered

Activation: Fall down as if killed. Declare "Feign Death" once use has ended

This ability allows the rogue to appear to have been killed when they have instead survived an attack, either by Evasion or Avoidance, which would have killed them. In this case the rogue need not declare the use of either ability (although it is used), but instead falls to the ground as if dead. The rogue is fully conscious but appears to any mundane inspection to be dead. At any time of the Rogue's choosing, they may take any action they see fit, but doing so ends their use of this ability. They must declare "Feign Death" at that time. At no time does this ability prevent any other character from doing any unsavory thing they are so inclined to do to the body, up to and including Sure Killing, or theft, however should the rogue be Sure Killed while feigning death, the attempt does not count against his usage limit.

HIDDEN WEAPON

Classification: Mundane / Physical Requirements: Protection From Quick search

Learning this skill allows the character to hide a single weapon of 18" or less anywhere on their person. Neither a spot search nor a Quick Search will detect the concealed weapon.

INTERROGATION

Classification: Mundane / Coercive Activation: Threaten and describe coercive attempts for 5 minutes

Usage: Three times per half-hour

While anyone can ask questions, a skilled interrogator can get answers. After every use of Interrogation, the victim must answer 5 yes/no questions truthfully and then receive 1 subdual wound. In addition, after two consecutive uses, the victim will perform one short (5 minute) service for the interrogator, providing he is in a condition to do so. If the victim uses Resist Pain, each Interrogation attempt takes 10 minutes instead of 5.

SET AND REMOVE TRAPS

Classification: Mundane / Physical Components: A pull-popper

Activation: Attach the popper to the desired location

Characters who have learned this skill may set and remove traps. If while being set, the trap should go off, the character is unaffected. Once the trap is placed, however, any character that sets it off (including the character that placed it) is instantly killed. Only abilities that explicitly state they protect from traps will allow a character to avoid this fate. Traps are game-stealable once they are set.

USE DEBILITATING POISON

Classification: Mundane / Physical Requirements: Lore: Plants

Components: One 35mm film canister labeled, 'Debilitating Poison', flour or cornstarch

Activation: Apply to weapon Duration: 5 minutes

Usage: One 35mm film canister per day per purchase

This is a special type of insinuating poison that weakens the target instead of damaging them. When this poison affects a character, they cannot run, use any Major or Master Abilities or prepare any Spells for the duration of the poison. The character is immune to his own poison only when applying it.

Additional vials can be procured through the individuals in game who are willing to sell their supplies. It is not necessary to declare this ability, but it may be necessary to point out the mark.

USE INSINUATING POISON

Classification: Mundane / Physical Requirements: Lore: Plants

Components: A 35mm film canister labeled 'Insinuating Poison', flour or cornstarch

Activation: Apply to weapon Usage: One 35mm film canister per day per purchase

Learning this skill means the character can use poisons in combat. The poison may be placed on blades, arrows, etc., but must leave visible residue on the victim from the hit and cause a wound in order to take effect. A character affected by Insinuating Poison is rendered unconscious after 10 seconds of agonizing pain (during which the character can do nothing), and will die after one minute. The character is immune to his own poison only when applying it.

Additional vials can be procured through the individuals in game who are willing to sell their supplies. It is not necessary to declare this ability, but it may be necessary to point out the mark.

WEAR TORSO ARMOR

Classification: Mundane / Physical

Your character has trained in the wearing of armor in combat, and thus can effectively fight while wearing armor. Your armor begins as Light Armor. When this ability is purchased and if your armor had side guards, you must choose and write down on your character sheet, whether your left side armor is counted as your back armor or front armor. The same decision must be made for the right side armor.

WIELD MEDIUM WEAPON

Classification: Mundane / Physical

Purchase of this skill allows the character to add one Medium Weapon to his list of weapon proficiencies.

MASTER SKILLS

AVOIDANCE

Classification: Mundane / Physical Requirements: Evasion, 15 seconds between uses.

Usage: Evasion skill upgrade - no extra uses

Activation: A greatly exaggerated dodging maneuver while declaring, 'Avoidance!' (Instead of 'Evasion')

Rigorous training hones the character's reflexes to phenomenal levels. This skill need only be purchased once, and improves all Evasions purchased by the character. With this skill, all Evasions possessed by the character now allow them to evade being hit by a single physical attack from any direction or an arcane attack whose thrown component has already hit them.

DISARM

Classification: Mundane / Mental Usage: Twice per day per purchase

Activation: Declare, 'Disarm!' then swing your weapon

Particularly skilled fighters who depend more on speed and agility rather than strength and armor may learn to strike such that the weapon of the opponent will be lost. If the weapon is struck, it must be tossed at least 5 feet away. Only a use of Disarm may be used to counter a Disarm attempt. Disarm will not work on a weapon being wielded with two hands, nor can it be used by characters who are using medium or larger shields. If the attempt misses or is countered, the skill is still used.

MISLEAD

Usage: 3x/per day per purchase

The Rogue may lie in response to a given question (even if asked repeatedly or in minor variations) while under a single use of an arcane or physical coercive ability. The Rogue needn't declare this skill when used.

PICKPOCKET

Classification: Mundane / Physical Activation: Declare, 'Pickpocket: (location)'

Usage: Twice per day per purchase

With this skill, a character may remove all stealable items from one location on another character without their knowledge of the theft. The victim must then give the thieving character all stealable items in that location and ignore the theft. However, this skill is totally ineffective on any item larger than a softball or anything held in the hand. Protection from Quicksearch will let the victim know (if conscious) that the skill has been used on them 15 seconds after it has taken place. This skill can also be used to place small items on a character without them noticing until a minimum of 30 seconds has elapsed.

RESTRAIN

Classification: Mundane / Physical

Use: Twice per day per purchase Prerequisites: Stealth Kill, Evasion

Activation: Declare "Restrain"

By placing a simple or light weapon squarely on the shoulder of his chosen victim, the rogue immediately prevents the target from taking any actions, including speech. The rogue may choose to allow access to specific abilities or speech at any time, and only the specified action may be taken. The rogue can inflict pain or whatever else he likes at any time, or simply kill the victim if he has a weapon in hand, bypassing all standard protections save flat-out immunity to the chosen weapon. The victim need not be surprised, but this ability must be initiated in a non-combat environment. The effect of this ability when used against more powerful NPCs is often less than the desired intent, and as such is not recommended.

STEALTH-KILL

Classification: Mundane / Physical

Activation: Place a Light or Medium Melee Weapon on the victim's shoulder from behind and declare, 'Stealth Kill.'

The Rogue must sneak up behind their target for this ability to work! A Stealth Kill ignores any physical armor and magical protections the target character is wearing. If this attack succeeds in inflicting a wound, the character is Sure Killed and dies silently. This skill can only be attempted with a single Light or Medium Edged Melee Weapon. This ability is written so the rogue does not just bash a target twice to take them down.

WARRIOR

Mighty of arm, stout of build, brave of heart, the warrior is the most common of characters, if only because of the simplicity of their calling. This is not to say that warriors are inferior by any means. They are people of action, wielding bow and blade, axe and spear with the lethal effectiveness of one bred for the calling of battle. There is the heaviest of armors and the most formidable of weapons. In a stand-up fight, no other class matches them in sheer offensive power. Oft they are the leaders of men, for they have no need to rely upon the whim of a god or the capricious nature of magical spells, but rely instead on their own well-honed mettle.

Minor Skills (3 pts.)

Catch Projectile
Fletching
Minor Feat of Strength
Rapid Recovery
Precise Strike
Upgrade Armor Medium
Use Bucklers
Use Shield
Wear Greaves
Wear Torso Armor
Wield Light Weapon
Wield Medium Weapon

Major Skills (6 pts.)

Battle Focus
Interrogation
Leadership
Major Feat of Strength
Power Blow
Resist Pain
Resist Poison
Stamina
Strong Willed
Upgrade Armor Heavy
Use Large Shield
Shield of Quality
Wield Heavy Weapon
Advanced Fletching

Master Skills (9 pts.)

Armor of Quality
Frenzy
Last Stand
Master Fletching
Mighty Blow
Riposte
Weapon of Quality

MINOR SKILLS

CATCH PROJECTILE

Classification: Mundane / Physical

Skilled warriors can track projectiles being sent at them. If the character can actually catch a thrown or launched projectile (not spells or rituals), they take no damage from the projectile. If the weapon is throwable, he may immediately throw it back at his opponents, even if he does not possess the ability to use the weapon.

FLETCHING

Classification: Mundane / Physical Activation: Declare arrow type while firing

Characters with this skill gain the ability to construct their own arrows and bolts. A given missile cannot have multiple functions. The character may fire 10 specialty arrows per day. Each level of this ability (Minor, Advanced and Master) allows an additional 10 arrows, but each level may only be purchased once. Currently approved arrow or bolt types include:

Armor Piercing Arrow or Bolt (+1 hit against armor)

Flame Arrows or Bolts

Component: Flour, Cornstarch or similar powder and an arrow or bolt

Description: Anything marked by the powder will take an additional hit every 15 seconds until "extinguished"

Metal Arrow or Bolt (Silver, Gold, and Wooden)

Components: A bolt with silver, gold or brown duck-tape/electrical tape wrapped around it to identify the bolt / arrow type.

Description: A silver arrow or bolt will do one hit of extra damage to a werewolf. A wooden arrow or bolt will do one hit of extra damage to a vampire and the Golden arrow or bolt is for the assassin who wants to kill in style.

MINOR FEAT OF STRENGTH

Classification: Mundane / Physical Usage: Twice per Day per Purchase

Activation: Declare, 'Minor Feat of Strength'.

The Character has trained and exercised their body so that they have developed a strong physique and can summon up great strength for short periods. Using this might, the character may break Light or Medium Weapons, throwing weapons, minor locks, and certain binds, amongst other appropriate feats. Instances where the ability may be used will be indicated when necessary. This skill may be used to hold on to a weapon that has been struck by Power Blow but expends one of the uses.

RAPID RECOVERY

Classification: Mundane / Physical

With this ability, the character recovers from Subdual Wounds and non-lethal poisons in half the normal time. A character can only purchase this ability once.

PRECISE STRIKE

Classification: Mundane / Physical Usage: Three times per purchase

Activation: Declare, 'Precise Strike!' and attack

The use of this ability temporarily increases the class of a single weapon by one for one single strike. If the strike misses, the skill is still used. This ability may only be purchased 5 times.

UPGRADE ARMOR MEDIUM

Classification: Mundane / Physical Requires: Wear Torso Armor or Wear Greaves

When this skill is purchased, it upgrades all armor used by the character to Medium Armor.

USE BUCKLERS

Classification: Mundane / Physical

The character may use up to two Bucklers in combat. A Buckler is a small shield of less than 1' on a side. A Buckler can be held in the hand like a shield or strapped to the arm. If strapped to the arm, it will block blows, arrows and spells as a shield would, but after blocking once it becomes out of place and must be adjusted to become effective again by removing and re-equipping the Buckler. Unless purposely broken or hit by a destructive blow or spell Bucklers are not considered broken after the first hit.

USE SHIELD

Classification: Mundane / Physical

The character may use a small or medium shield in combat. Small Shields are 18" on a side, Medium Shield up to 30".

WEAR GREAVES

Classification: Mundane / Physical

Each purchase of this skill allows you to wear Light Armor on two limbs, selected at the time of purchase. This skill may be purchased twice.

WEAR TORSO ARMOR

Classification: Mundane / Physical

Your character has trained in the wearing of armor in combat, and thus can effectively fight while wearing armor. Your armor begins as Light Armor. When this ability is purchased and if your armor had side guards, you must choose and write down on your character sheet, whether your left side armor is counted as your back armor or front armor. The same decision must be made for the right side armor.

WIELD LIGHT WEAPON

Classification: Mundane / Physical

Purchase of this skill allows the character to add one Light Weapon of any type to their list of weapon proficiencies.

WIELD MEDIUM WEAPON

Classification: Mundane / Physical

Purchase of this skill allows the character to add a Medium Weapon of any type to their list of weapon proficiencies.

MAJOR SKILLS

ADVANCED FLETCHING

Classification: Mundane / Physical Requires: Fletching

Activation: Declare arrow type while firing

The character may fire an additional 10 specialty arrows per day. This ability can only be purchased once! See 'Fletching' on the Minor List

BATTLE FOCUS

Classification: Mundane / Physical Usage: Once per day per purchase

Duration: Two minutes

Activation: Five seconds of audible 'powering-up' (chanting, screaming, etc.) and shout, 'Battle Focus', while entering combat.

Whether by the channeling of seething rage or by the focus of inner strength, the character has achieved a heightened ability in melee combat. During Battle Focus, the character may resist the debilitating pain of one the first wound they receive, thus enabling them to continue to use that wounded location even though it is still wounded and bleeding. An additional hit to a wounded location damages it too badly to function thus causing the normal effects of that location being wounded, in addition to the normal reduction to the bleeding time. Additionally, once the Battle Focus has been engaged, the first hit from the character counts as though it were a Power Blow. A character cannot invoke a Battle Focus while wearing armor in more than two locations (head armor excluded), nor may he perform any mental abilities for the duration of the ability and for one minute after the ability is over.

SHIELD / BUCKLER OF QUALITY

Classification: Mundane / Physical Requirements: Blacksmith

Components: A shield or bucklers that are visibly well made, subject to the Game Masters' approval.

The character has taken the time and effort to craft either 2 bucklers or 1 shield of increased durability. A shield of quality resists 1 destructive hit per week with no ill effect. Should the effect that causes the destructive hit also have other, carry-over effects (Lightning Bolt extra damage and stun, for example), then it will break the shield completely, but negate the carry-over. This shield / buckler is not game-stealable and provides no benefits to anyone else that might use it.

INTERROGATION

Classification: Mundane / Coercive Activation: Threaten and describe coercive attempts for 5 minutes

Usage: Three times per half-hour

While anyone can ask questions, a skilled interrogator can get answers. After every use of Interrogation, the victim must answer 5 yes/no questions truthfully and then receive 1 Subdual Wound. In addition, after two consecutive uses, the victim will perform one short (5 minute) service for the interrogator, providing he is in a condition to do so. If the victim uses Resist Pain, each Interrogation attempt takes 10 minutes instead of 5.

LEADERSHIP

Classification: Mundane / Coercive Usage: Twice per day per purchase

Activation: Ten seconds making an inspiring speech.

Whether natural or acquired, the character has developed the ability to inspire and command his comrades. With this skill the character may override the effects of coercion that affect themselves and their followers.

MAJOR FEAT OF STRENGTH

Classification: Mundane / Physical Requirements: Minor Feat of Strength

Usage: Twice per day per purchase Activation: Declare, 'Major Feat of Strength'

The character has trained and exercised to build a massive physique, and with this ability can now perform tasks of superhuman might for short periods. They may deal a Destructive Hit in a non-combat situation. This skill also allows the character to retain a weapon struck by Power or Mighty Blow that has not been destroyed, but this expends a usage.

POWER BLOW

Classification: Mundane / Physical Requirements: Minor Feat of Strength

Usage: Expends one Minor Feat of Strength per Power Blow.

Activation: Three seconds of preparation, swing with both hands on the weapon while declaring, 'Power Blow!'

This skill allows the warrior to channel their strength in a single powerful strike. A Power Blow either knocks the weapon struck 10 feet from the wielder, or inflicts a Subdual Wound to the shield arm if a shield is struck. If it strikes a character, the blow adds 1 hit to the damage if the target is armored. Power blow also can be used to add an extra hit to large, throwing weapons (javelin or large rock). This may only be purchased once.

RESIST PAIN

Classification: Mundane / Physical Usage: One minor wound every 5 minutes.

Activation: Declare 'Resist Pain!'

The character has developed the ability to withstand physical torment. The character may resist the debilitating pain of Minor Wounds they receive, thus enabling them to continue to use that wounded location even though it is still wounded and bleeding. An additional hit to a wounded location damages it too badly to function, thus causing the normal effects of that location being wounded in addition to the normal reduction to bleeding time. In addition, times are always doubled when being interrogated, which the character does not have to declare unless asked after the fact. This may only be purchased once.

RESIST POISON

Classification: Mundane / Physical Requirements: Stamina

Usage: Twice per day per purchase Activation: Declare 'Resist Poison!'

The character's constitution and hardiness has developed such that they have the ability to withstand toxins. Each use of this ability allows the character to resist the effects of one dose of poison. The character is still subject to any wounds they may have received along with the poison.

STAMINA

Classification: Mundane / Physical Requirements: Rapid Recovery

The character, whether due to hardy constitution or to having been hit a multitude of times, has become exceptionally tough. As a result, the character can resist the first subdual hit he takes in a battle, his times for Sleep and unconsciousness are halved, and he can stay conscious (though may not fight) for two minutes if he is incapacitated. A character can only purchase this ability once.

STRONG WILLED

Classification: Mundane / Mental Usage: Once per day per purchase

You are of a stronger resolve than others. Thus when another character attempts to Intimidate or otherwise coerce you, you may resist the attempt. Once you have resisted an attempt to coerce you, further mundane attempts of the same ability by the same person will not work, further arcane attempts must be resisted individually. In addition, the character may use their Strong Will to delay the effects of toxins for 10 seconds.

UPGRADE ARMOR - HEAVY

Classification: Mundane / Physical Requirements: Upgrade Armor - Medium

When this skill is purchased, it upgrades all armor used by the character to Heavy Armor.

USE LARGE SHIELD

Classification: Mundane / Physical

The character may use a shield greater than 30" on a side in combat.

WIELD HEAVY WEAPON

Classification: Mundane / Physical

With the purchase of this skill, the character may add a Heavy Weapon of any type to their weapon proficiencies.

MASTER SKILLS

ARMOR OF QUALITY

Classification: Mundane/Physical Requirements: Wear Medium Armor

Usage: Once per life. Activation: Declare, Armor of Quality

Components: Armor that meets the specifications for Medium or Heavy Class Armor, as well as being exceptionally well made, subject to the Game Masters' approval.

Armor is armor, but having purchased this Ability means that the Character has acquired exceptional armor that provides a marginal increase in protection. Any hits that the Character takes through the armor are considered Subdual rather than Lethal, if the strike is not enhanced with an ability or spell. The armor will also withstand the first Destructive Hit it takes.

MASTER FLETCHING

Classification: Mundane / Physical Requires: Advanced Fletching

Activation: Declare arrow type while firing

The character may fire an additional 10 specialty arrows per day. This ability can only be purchased once! See 'Fletching' on the Minor List.

FRENZY

Classification: Mundane / Physical Requirements: Battle Focus

Duration: 2 minutes, simultaneous with Battle Focus skill

Usage: Once per day per purchase Activation: Shout 'Battle Frenzy!'

Rumors tell of warriors who can achieve total immersion in their battle skills. Such fighters are capable of inflicting frightening damage as they cleave a path through their enemies. This skill is used at the same time as Battle Focus and the character benefits from both skills during use. The character's weapon gains +1 damage vs. armor for the duration of the ability and they may resist the first hit of poison they receive

during the duration.

LAST STAND

Classification: Mundane / Mental Requirements: Resist Pain, Strong Will

Activation: Declare, "Last Stand!" and get back up.

Usage: Twice per day per purchase, 2 purchases maximum, 5 minutes between uses

While many warriors are capable of withstanding significant pain and keeping their wits in battle, intense training or passion has granted a rare few such force of will that they can defy mortal wounds and powerful spells, though not poison. With an invocation of the ability, a warrior who has been incapacitated may, after 10 seconds, get back up. They may move or fight with any remaining unwounded limbs. If they have two leg wounds, they may function as if they had only one leg wound.

While using Last Stand, the warrior may NOT use any combat-related ability or any ability requiring significant physical exertion. ANY further wounds regardless of location, will incapacitate the character and halve bleeding time. Last Stand may be used to recover from harmful minor or major spells or rituals that have a thrown component after 10 seconds of incapacitation. The character comes to with a major lethal wound (Major spells) or major subdual wound (Minor spells), and is subject to the rules above. Stamina can be used to resist a Subdual wound obtained in this manner. Last Stand does NOT protect against damage to equipment or armor and may not be used in conjunction with abilities that prevent damage to equipment

MIGHTY BLOW

Classification: Mundane / Physical Requirements: Major Feat of Strength

Usage: Expend one Major Feat of Strength per Mighty Blow.

Activation: 3 seconds of preparation, swing with both hands on the weapon while declaring, 'Mighty Blow!'

This skill allows the extremely strong warrior to actually use that strength in a single devastating blow. The Mighty Blow inflicts a single Destructive Hit to a weapon or shield and inflicts a wound to that arm if the item is destroyed. If either shield or weapon can sustain multiple Destructive Hits, it is not destroyed, but must be thrown 10 feet away unless held by a Major Feat of Strength. If it strikes a character, the blow adds 3 hits to the weapon damage, effectively bypassing armor.

RIPOSTE

Classification: Mundane / Physical Requirements: Precise Strike

Activation: Declare, 'Riposte' in response to your opponent.

Usage: Twice per day per purchase. Can be purchased up to five times.

With this ability the combatant has become a master of his weapon. Whenever the combatant's weapon is struck with the intent to disarm or remove it from his grasp, he may gracefully parry and Riposte - thus sending the attacker's ability back onto his weapon. When this ability is used the abilities Power Blow, Mighty Blow and Disarm are forced back onto the opponent. This ability will also reflect any other 'disarming' effect caused through the use of abilities.

WEAPON OF QUALITY

Classification: Mundane / Physical Requirements: Blacksmith

Components: A weapon that is visibly well made, subject to the Game Masters' approval

The character has taken the time and effort to craft a weapon of increased durability, which may resist 1 Destructive Hit per week with no ill effect. Should the effect that causes the Destructive Hit also have other, carry-over effects, then it will break the weapon completely, but negate the carry-over. This weapon is not game-stealable and provides no benefits to anyone else that might use it.

WIZARD

Wielders of Arcane energies, dabblers in unknown powers, pursuers of forgotten tomes, and explorers of that better left alone. Wizards have devoted the time that other classes spend in combat training or prayer to the pursuit of the magical energies that flow and shift beyond the view of the mortal eye. Due to the time spent in these arcane pursuits, the wizard lacks the martial capabilities of other classes, capable of using only the simplest of weapons. What they lack in physical prowess, however, they make up for with their ability to shape and control arcane magics. A quick fingered wizard can be a worthy ally, or adversary.

Wizards (and any player with wizard arcane abilities) must maintain a Wizard's Tome with all of the spells and rituals that their character is capable of using. Any arcane ability with a verbal component must be cast in a loud, clear voice.

Spells - Spells are arcane abilities that let a caster prepare an effect in advance and release it with an often-short incant. After being cast, they must be prepared again before they can be recast. Preparation takes 30 seconds for a minor spell, 60 seconds for major, and 90 seconds for a master spell. A Wizard's Tome is required to prepare wizard spells.

Rituals - Rituals are arcane abilities that are often more complex in their casting than a spell. These rituals often take longer than a normal spell to cast, but need not be prepared. Unlike spells, rituals may have a limit to the number of times they can be used in a day. Rituals must be cast while consulting a Wizard's Tome.

Minor Skills (3 pts.)	Major Skills (6 pts.)	Master Skills (9 pts.)
Alchemy	Advanced Alchemy	Master Alchemy
Scribe	Advanced Scribe	Master Scribe
Minor Spells (3 pts.)	Major Spells (6 pts.)	Master Spells (9 pts.)
Barrier	Divination	Dispel Magic
Detect Magic	Extend Duration	Spell Breaker
Geyser	Fireball	Hold Magic
Magic Missile	Ice Bolt	
Repair	Knock	
Shatter	Lightning Bolt	
Silence	Weakness	
Sleep		
Speak Languages		
Speak with Dead		
Minor Rituals (3 pts.)	Major Rituals (6 pts.)	Master Rituals (9 pts.)
Analyze	Animate Dead	Command
Enhance	Charm	Displacement
	Fear	False Aura

Protection Strength Misdirection
Protection from Coercion
Protection from Hostile Magic
Ward
Wizard Lock

MINOR SKILLS

ALCHEMY and SCRIBE

Please see the skills of the same names in the Priest section

MAJOR SKILLS

ADVANCED ALCHEMY and ADVANCED SCRIBE

Please see the skills of the same names in the Priest section

MASTER SKILLS

MASTER ALCHEMY and MASTER SCRIBE

Please see the skills of the same names in the Priest section

MINOR SPELLS

BARRIER (Potion / Scroll: NO / YES)

Classification: Arcane / Physical Components: 10 feet of red ribbon

Duration: 5 minutes Casting: 20-syllable verbal, lay ribbon out

This spell creates a force field, laid out in whatever shape the caster desires, which lasts for 5 minutes. The barrier also reaches 10 feet into the air. Nothing can cross the barrier from either side, be it character, weapon, or arcane effect. Barrier spells cannot be thrown.

DETECT MAGIC (Potion / Scroll: YES / YES)

Classification: Arcane / Mental Duration: 3 minutes

Casting: 'A whim, a thought, and more is sought. Awake my mind, my will be wrought.'

Thumb and index finger of each hand touch to form rectangular window

Once cast, the wizard may look through the window formed by their fingers and ask any character they can see about the presence of any held or sustained spells or rituals, and the whereabouts of any magical Items or other magical implementations on their persons, regardless of mundane attempts to hide or disguise them. This spell shows only the use of magic, but does not reveal the nature of the magic.

GEYSER (Potion / Scroll: NO / YES)

Classification: Arcane / Hostile / Water

Components: Blue throwing-component with red tails

Casting: 'Waters rise and knock you back!'

This potent spell harnesses the element of water to produce a powerful jet. When struck by the component, the spell causes the target to be blasted with a powerful torrent of water. Should the component hit the target or any of their carried possessions, the target will be knocked back 10 feet and must drop any Items held in their hands, but is otherwise unharmed. If the component strikes a character's shield, the target is still knocked back, but does not have to drop Items. Any Feat of Strength may resist these effects. This spell is also useful for putting out fires. A geyser will reduce a fire's size greatly, and anything campfire-sized or smaller will be immediately extinguished.

MAGIC MISSILE (Potion / Scroll: NO / YES)

Classification: Arcane / Hostile Components: Red throwing-component

Casting: "Die Now!"

This magical rock inflicts a wound on any unarmored location that the component hits. It is blocked entirely by Bucklers or Shields of any type, and inflicts 2 hits against armor.

REPAIR (Potion / Scroll: NO / YES)

Classification: Arcane / Defensive

Casting: 1 minute, run both hands over the broken item

This spell will restore broken items (magical and non-magical), making them whole and unbroken once again. Any item that would be broken or destroyed by a single Destructive Hit is immediately repaired with all of its mundane qualities intact, as if it were newly made. Any Item capable of taking multiple Destructive Hits prior to being broken or destroyed is restored to functional condition, but will not absorb any further Destructive Hits on that day. Armor does not need to be removed to be fixed by this spell.

SHATTER (Potion / Scroll: NO / YES)

Classification: Arcane / Hostile Component: Green throwing component

Casting: 'Go to Pieces!'

When cast, the spell inflicts one Destructive Hit on any game item it impacts, but has no effect on a character hit by it, only on their possessions. The spell is also too weak to inflict damage upon structures.

SILENCE (Potion / Scroll: YES / YES)

Classification: Arcane / Coercive Components: Grey throwing component

Duration: 5 minutes Casting: 'Thou Speakest Naught!'

This spell ignores armor but not shields or arcane protections. Whoever is affected cannot speak 'in game' for 5 minutes. This affects all spells and rituals, and those abilities where speech is important (Leadership, Truth, etc.), and thus renders them ineffective for the duration.

SLEEP (Potion / Scroll: YES / YES)

Classification: Arcane / Coercive Components: Orange throwing component

Casting: 'Powers of night, take this one to oblivion!' Duration: 2 minutes

Should this spell strike a character, he falls instantly into a deep sleep unless awakened (requiring 10 seconds of effort by another). The awakened character suffers no ill effects. This spell ignores armor, but is blocked by shields or any other hand-held implement.

SPEAK LANGUAGES (Potion / Scroll: YES / YES)

Classification: Arcane / Mental Duration: 5 minutes

Casting: 15-syllable verbal, touch mouth, then ear, then extend hand.

The caster of this spell can understand any language, either heard or seen, and can be understood by anyone that can hear them speaking.

SPEAK WITH DEAD (Potion / Scroll: NO / YES)

Classification: Arcane Casting: 10-syllable verbal

Duration: 5 minutes, or until spirit can leave to resurrect

This spell allows the caster to communicate with the deceased. When cast upon a corpse, the caster may interview the spirit remaining in the body. The spirit must answer any questions asked of it by the caster, providing the caster uses a language the spirit understands, although it is not required to speak the truth. If able to do so, the spirit must answer in a language familiar to both the caster and the spirit; if the spirit cannot, then it will use its native tongue, and the caster must have an interpreter available. Once this spell is cast, the caster may then make use of any other coercive abilities that they may have access to upon the target spirit.

MAJOR SPELLS

DIVINATION (Potion / Scroll: NO / YES)

Classification: Arcane / Defensive

Components: Small mirror, clear ball, cards or other divining tools

Usage: Once per day per purchase

Casting: 'Mists of time doth swirl and pass, reveal the future as if through glass', 1 minute of concentration

Use of this spell allows the character to gain useful information regarding the current plotline. Divination must be cast in the presence of the Game Master (preferably before game starts). The character may then learn some of what they must face in the coming plotline, and a hint as to how to resolve the plotline. Obviously, this is not intended to dump the solution into the character's lap, but they should begin with more knowledge than anyone else.

EXTEND DURATION (Potion / Scroll: NO / NO)

Classification: Arcane / Meta-Magic Requirements: Detect Magic

Casting: 15 syllables, including the name of the spell or ritual being extended

The Caster has developed their knowledge of, and proficiency with, magic to the point that they can draw out a spell or ritual's effects beyond its normal duration. This Meta-Magic spell may only be used in conjunction with a minor or major spell or ritual and is cast immediately after the spell or ritual to be extended. The base spell or ritual has its base duration doubled. Meta-magic spells may not be combined.

FIREBALL (Potion / Scroll: NO / YES)

Classification: Arcane / Hostile / Fire Requirements: Magic Missile

Components: Tissue filled with no more than one cup of flour

Casting: 'By the power of heat and roaring flame, where fire passes, ash remains!'

Whatever is hit with the packet takes a destructive hit. Wherever the contents of the component scatter, any location or Item marked takes 3 hits. Unless the flour is brushed off, or the flames are otherwise "extinguished", each marked location will take an extra hit every 15 seconds. The Fireball is capable of hitting more than one location so multiple damage locations are possible.

ICEBOLT (Potion / Scroll: NO / YES)

Classification: Arcane / Hostile / Water

Components: Blue and white throwing-component

Duration: 5 minutes

Casting: 'Northern hail and arctic storm, leave thy mark on frozen form!'

This spell releases a bolt of sub-zero cold, which freezes whatever struck by it. If the bolt strikes a character, he and all of his equipment are frozen in place, but unharmed otherwise. If a shield or weapon is struck, it freezes, becoming too cold to handle and must be dropped. If whatever was frozen is struck by any blow intended to cause damage, the item receives one Destructive Hit and shatters. A character so struck is immediately killed, shattering into fragments. If left alone, whatever was frozen will thaw in 5 minutes, but characters need another 5 minutes to fully recover.

KNOCK (Potion / Scroll: NO / YES)

Classification: Arcane / Physical Components: 4" Key

Casting: 18-syllable verbal, touch the key to the spell's target.

All locks, magical or mundane, on the target object of this spell are disabled.

LIGHTNING BOLT (Potion / Scroll: NO / YES)

Classification: Arcane / Hostile / Air Requirements: Magic Missile

Components: Silver throwing-component

Casting: 'By the power of storm and rolling thunder, what lightning strikes is burst asunder!'

Characters struck by this spell take a wound to all locations and die instantly. Objects struck by a Lightning Bolt take a Destructive Hit. Hand-held items such as weapons and shields must be dropped if struck, but leave the wielder unharmed. Should the component strike a Character's armor or an item on them, the Character is dead by electrocution.

WEAKNESS (Potion / Scroll: YES / YES)

Classification: Arcane / Coercive Requirements: Magic Missile

Component: Black throwing-component Duration: 10 minutes

Casting: 'Soul's light fade from sight. Stolen from thee is thy might.'

When this spell is cast, a character hit by the component takes a Major Subdual Wound, and for the next 10 minutes they are enfeebled and weak, barely able to support their own weight. The weakened character cannot run or fight, and can only hobble around for the duration of this spell.

MASTER SPELLS

DISPEL MAGIC (Potion / Scroll: NO / YES)

Classification: Arcane / Meta-Magic Requirements: Detect Magic

Component: Two red, two black six-inch ribbons, either between fingers or as tails on red and black thrown component

Casting: Hold the ribbons between fingers and gesture at component or effect, or strike target with component. Declare: 'Magic forces, shape and form. Be dispelled, thy power torn!'

The character has gained a great familiarity with magical energies and is thus able to disrupt them. The caster may choose to dispel all active spells and rituals on a single character or magical item by striking them with a thrown component, or any other single arcane effect through gesturing from a maximum distance of 20 feet. Dispelled magical items lose their magical properties for 5 minutes and include Potions,

Scrolls, Enhanced Items or any item carrying a spell or ritual. Holy Grounds and Curses cannot be dispelled, nor can Undead be unmade. Sustained spells or rituals that are Dispelled are completely removed. Magical items on a targeted character need not be visible. This spell may be used to negate any spell with a thrown component providing the casting is complete before the designated component strikes a target.

HOLD MAGIC (Potion / Scroll: NO / NO)

Classification: Arcane / Meta-Magic Requirements: Extend Duration

Duration: Until the held spell or ritual is released

Casting: 15 syllables, including the name of the spell being held. "Magical Forces now be caged latter shall they be engaged..."

The caster has developed their knowledge of and proficiency with magic to the point that they may hold a spell or ritual readied, releasing its effect at a later time. This meta-magic Spell may only be used in conjunction with a Minor or Major Spell or Ritual and is cast immediately prior to the spell or ritual to be held. The components for the base spell or ritual must be held in one hand until released. To release the base spell or ritual, the caster declares: 'Release: (spell or ritual name)' and then performs the necessary tasks with the components to initiate the base spell or ritual's normal effects. The caster cannot cast another spell or ritual until the held effect has been released. Meta-magic spells may not be combined

SPELLBREAKER (Potion / Scroll: NO / NO)

Classification: Arcane / Meta-Magic

Requirements: Dispel Magic, and the spell being cast.

Usage: Three per day per purchase

Casting: 'By my hand, thy defenses are broken!' followed by the casting of another spell

This meta-magic spell is cast just before a hostile spell or ritual. When the base spell or ritual hits, Spellbreaker dispels all defensive arcane effects on the target before the base spell or ritual affects the target. Meta-magic spells may not be combined.

MINOR RITUALS

ANALYZE (Potion / Scroll: NO / YES)

Classification: Arcane / Mental

Casting: 10 syllable verbal, while stroking chin in a contemplative manner.

Usage: Once per target per purchase

This ritual allows the caster to glean insight about a target. The caster may ask three yes/no questions about the target. The target player, Game Master or Plot Author or other appropriate information source will truthfully answer the questions to the best of their ability.

ENHANCE (Potion / Scroll: NO / YES)

Classification: Arcane / Physical Components: Red ribbon tied to the item

Casting: 10-syllable verbal Usage: Three per day per purchase

Duration: 5 minutes

This spell adds an arcane enchantment to weapons. Weapons that are Enhanced have their base damage increased by 1 and are considered magical for the duration of the ritual. Additionally, the weapon itself becomes tougher, being able to resist a Destructive Hit that would normally break it, but such a blow disrupts the spell, returning the weapon to normal. Missile weapons can be Enhanced, but only receive the increased durability. Thrown weapons and ammunition for missile weapons can be Enhanced normally.

MAJOR RITUALS

ANIMATE DEAD (Potion / Scroll: NO / YES)

Classification: Arcane / Coercive Requirements: Speak with Dead

Duration: 20 minutes Usage: 3 ability cards per day per purchase

Components: White cloth headband with 'Zombie' written boldly on the front and ability card

Casting: 20-syllable verbal, tie white cloth around target's head, and give it one ability card

When cast, the ritual animates a corpse to serve the caster as a zombie. Once the duration has elapsed or the animated corpse is destroyed, the caster may recover the ability card and headband for future use.

Zombie Ability Card (Minor Undead)

Immune to• Subdual Damage, toxins, coercion, Sure Kills, head and torso Wounds

All• limbs must be removed to destroy a Zombie.

Fights with weapons carried,• uses remains of armor worn.

Can run and fight at full speed.•

Totally• subservient to the caster, will do as they are told and nothing else.

Will• defend itself if attacked.

Cannot speak or use special abilities, or be• reanimated or raised.

CHARM (Potion / Scroll: NO / YES)

Classification: Arcane / Coercive Components: Purple throwing component

Duration: 20 minutes Usage: 2 times per day per purchase

Casting: "Power focused towards this end, force my foe to call me friend!"

This ritual allows the caster to charm an NPC or character into deciding they are harmless. The target will not engage in any hostile activities with the caster unless the caster attacks them first.

FEAR (Potion / Scroll: NO / YES)

Classification: Arcane / Coercive Component: Black ribbon

Usage: 3 times per day per purchase Duration: 5 minutes

Casting: 'O' mist-filled pits, dark, dank, unclear, touch all before me with frost-fingered fear!', wave ribbons at target.

Any character (other than the caster), who has the ribbons waved at them while with in a 20 feet radius of this ritual being cast will run away in fear or cower if unable to flee. Those effected by this spell may not approach the caster and those out side of the cone of influence may not approach the caster until the duration has ended or the caster stops waiving the ribbons.

PROTECTION (Potion / Scroll: YES / YES)

Classification: Arcane / Defensive / Physical Component: Red ribbon labeled 'Protection' tied to left, upper arm

Duration: Until used Usage: 3 times per day per purchase

Casting: 10-syllable verbal

The quintessential defensive magic, Protection counters the first hit from any melee or missile weapon, but offers no protection from arcane

attacks or traps. The character must repeat the verbal incant, and remove and replace the component to reactivate the ritual once it has been expended.

PROTECTION FROM COERCION (Potion / Scroll: YES / YES)

Classification: Arcane / Defensive Component: Red ribbon labeled 'Protection/Coercion' tied to left, upper arm

Duration: Until used Usage: 3 times per day per purchase

Casting: 10-syllable verbal

This ritual counters the first coercive effect used upon the wizard. The character must repeat the verbal incant, and remove and replace the component to reactivate the ritual once it has been expended.

PROTECTION FROM HOSTILE MAGIC (Potion / Scroll: YES / YES)

Classification: Arcane / Defensive Component: Red ribbon labeled 'Protection/Magic' tied to left, upper arm

Duration: Until used Usage: 3 times per day per purchase

Casting: 10-syllable verbal

This ritual counters the first hostile arcane effect to strike the character, but offers no protection against other arcane effects, nor does it deflect weapons or traps. The character must repeat the verbal incant, and remove and replace the component to reactivate the ritual once it has been expended.

WARD (Potion / Scroll: NO / NO)

Classification: Arcane / Defensive Requirement: Protection

Components: Ability card Usage: Once per day per purchase

Casting: 15-syllable verbal

When this ritual is cast, the character casts another Spell or Ritual that they possess or from a Scroll, to be used in conjunction with the Ward. The Ward may be cast on any closeable item. When the casting is finished, the player writes the ability card that reads: 'You have just had (spell/ritual name) cast upon you.' Take the effects of this ability as appropriate. Destroy this card when the effects are finished. If any further instructions are necessary, the player may add them as well. The card is then placed in the container. The caster can bypass their own Wards without disrupting or triggering them. At the time of casting, the caster may opt to make any other character immune to the effects of the Ward, but those character's names must be written on the Ward's ability card. Any other character opening the Warded item suffers the effects listed on the Ward's ability card.

WIZARD LOCK (Potion / Scroll: NO / YES)

Classification: Arcane Components: Red ribbon labeled 'Wizard Lock'

Usage: Once per day per purchase

Casting: 10-syllable verbal, pantomime closing a padlock and locking it with a key, tie ribbon around target of the ritual

When cast, the ritual seals any closeable container thus rendering it unable to be opened except by Knock or a Major Feat of Strength. The caster may open the object freely.

MASTER RITUALS

COMMAND (Potion / Scroll: NO / YES)

Classification: Arcane / Coercive Requirements: Charm

Duration: 40 minutes Usage: Once per day per purchase

Casting: 30-second verbal, touch the target and give them a single command.

This ritual forces another character to perform one single command. The caster gives the target a single command, which can be no more than thirty words long. The command must be followed to the exclusion of all else, but cannot be one of self-destruction. The letter of the command cannot be violated. Abilities which resist coercion halve the time that the command has effect, multiple ability uses continue to halve the time.

FALSE AURA (Potion / Scroll: YES / YES)

Classification: Arcane / Mental

Requirements: Protection from Hostile Magic and Analyze, Detect Magic, or Divination

Component: Black and red ribbon labeled 'Displacement' tied around the right, upper arm.

Usage: 2 times per day per purchase Duration: Until used Casting: 15-syllable verbal

This ritual creates a false magical aura that counters attempts to dispel magical effects on the target. If an arcane ability is used that would dispel any spells or rituals currently cast on the target, the ability is intercepted by the Aura and is dispelled instead of the chosen target. While the False Aura is active, the use of Detect Magic or Analyze on the caster will not read correctly, so the player may give incorrect information about what is discerned. This may be cast upon an item, in which case an ability card must be included with the item indicating what auras will be seen if Detect Magic is used. The character must repeat the verbal incant and remove and replace the ribbon to reactivate the ritual.

MISDIRECTION (Potion / Scroll: NO / YES)

Classification: Arcane Requirements: Analyze, Detect Magic, or Divination

Components: Ability card Usage: 3 times per day per purchase

Duration: Until used Casting: 15-syllable verbal, fill out ability card

This ritual allows a caster to alter the effects of any of the following spells and rituals that the caster knows: Analyze, Detect Magic, Divine Inspiration, Divination. The ritual may be cast upon either an object or a person. Once the ritual is completed, the caster determines what they wish the spells or rituals to detect and writes that information on the ability card in 30 words or less. The ability card is then kept with the person or item on which the misdirection has been cast. The ritual will persist even after the caster's death.

STRENGTH (Potion / Scroll: YES / YES)

Classification: Arcane / Physical Components: Red ribbon labeled 'Strength' tied to upper left arm

Duration: 5 minutes Usage: Once per day per purchase

Casting: 'Three suns aligned pour forth their light, and charge this one with awesome might!', tie ribbon on arm

The target of this ritual gains unnatural strength. The target gains two expendable Major Feats of Strength and all their melee attacks inflict +1 hit against armor for the duration of the ritual.

GLOSSARY

Ability - Catchall term for all Skills, Spells, and Rituals in the game.

Arcane - An ability that is magical in nature, harnessing magical and/or supernatural power to perform a task.

Bleed to death time - The time it takes a critically wounded character to bleed to death is five minutes. This time starts with the first wound they received.

Broken - An item that is no longer usable, but can be restored to its normal condition through mundane or arcane means.

Coercive - An ability whose purpose is to control and/or manipulate another to serve your will.

Character Sheet - The list of abilities you character has access too. The sheet is to remind you what you can do. At any time a players dose not have a character sheet with them they become generic.

Defensive - An ability whose primary purpose is to prevent damage to the character.

Destructive Hit - An attack of devastating power that is capable of destroying items! Unless otherwise described, such a hit will render an item Broken to the point where it is unusable. If an item is capable of sustaining multiple Destructive Hits, the item is considered Broken when all of the hits are expended. An unblocked Destructive Hit to a character usually kills that Character.

Dying (as a process) - After receiving three minor wounds (limbs) or one major wound (head or torso) the character becomes unconscious. If a character only takes one or two minor wounds they do not fall unconscious. It takes five minutes from when the first wound was received for a character to bleed to death. Then after five more minutes as a corpse (when you can be searched or animated) you will return to town and resurrect.

Eye-Protection - A required safety device for Games of Adventures.

Game Master - the person who is running GOA

Generic - A certain list of abilities that are available for purchase by all of the classes. To play a generic character means you may only have abilities form this list along with whatever weapons you are carrying.

Hostile - An ability whose primary purpose is to wound, kill, damage, break, or destroy.

Mental - An ability whose usage is dependent upon the perception and/or intellect of either the user or observer.

Meta-Gaming - Acquiring information about the plot or other in game dealings and then telling that information to others instead of figuring out how to role play it out.

Mundane - An ability that requires no magic to function, but may still be extraordinary in nature.

NPC - Non-Player Character.

Physical - An ability whose usage affects and is affected by the immediate environment.

Points -Earned by the players in order to advance the character in skills and abilities points can be earned by 1) Participating in the game and signing in earns you one character point. 2) Playing as an NPC for the day will earn you two points. 3) Good role-playing can earn one point per game. 4) Wearing a costume can also earn one point per game. 5) Anyone who writes and runs a plot is given three points.

Resurrection - The process you character experiences after they are killed in game and reappear at the picnic shelter. The resurrection process takes five minutes.

Role-Playing - The modifying of a persons behavior to accord with a desired image not always with the same motivations, personality or background as the person playing the role.

Ritual - Rituals use Arcane power to produce various effects. By their nature they are more complex than spells, have limited uses per day and must be cast from a spell book.

Skill - Skills are usually mundane applications, where the use requires no magical component.

Spell - Spells use Arcane power to produce various effects. Spells are usually very quick in their application and easily re-prepared for use.

Spell Book - Used by wizards to help them keep track of all that they know.

Subdual - A subdual hit only knocks the character unconscious.

Town - The picnic shelter where you resurrect.

Weapon Types:

Edged weapons are those with stabbing and slicing qualities about them. Typical edged weapons are swords, Pole -Arms and Javelins.

Blunt Weapons are those commonly used to bash and smash things with. Typical blunt weapons are the Mace, Club and Rock.

Bows (including Crossbows) are the devices used to deliver the stinging, stabbing sort of damage. All bows and crossbows come in the three weapons sizes; Light (Some times a crossbow of this size is referred to as a Hand Crossbow) Medium and Heavy.