

Skill	Value D6 Rolls	Pts Spent	Starting Level	Low	Med	High	Very High	Epic	Current	Points Required	0	1	3	6	10	15						
										Skill Level	untrained	NOVICE	APPRENTICE	JOURNEYMAN	EXPERT	MASTER						
										Points Provided	10	20	30	40	50	Value	1	2	3	4	5	6

Background Choose 3 skills, each get +1 value. Choose 2 proficiencies and 1 knowledge, gain them for free.

Feats	Points	Explanation
Veteran	1	+1 Action. You may only choose this feat after becoming a journeyman of at least one skill.
Grand Master	6	+1 to one chosen skill. You may select this multiple times.
Focus	4	+ 1 to a specific check type or of different skill checks in a focused condition.
Companion	3/6/12	A (human, plant, animal, construct, monster) companion of choice. Regular (3), rare (6) or legendary (12)
Arcane powers	6	Abjuration, evocation, transmutation, illusion, enchantment, necromancy, divination, conjuration. Choose 1 (others cost proficiency)
Divine powers	7	Choose a deity and you gain prayers of its clergy.
Other powers	5	Teleportation, phasing, elemental control, invisibility, telepathy, telekinesis, shapeshifting, rage, chi, bardic inspiration...
Natural traits-1	5	Tails, claws, weak aura, bark-skin (+end to HP), +powers per enc., disease-poison-magic-elemental-divine resistance...
Natural traits-2	7	Wings, regeneration, strong aura, stone-skin (+end to life), +powers per enc., disease-poison-magic-elemental-divine immunity...
Special senses	4	Dark vision, scent sense, tremor sense, acute hearing...
Proficiency	2	Knowledge of a subject / using a tool or a weapon / performing a job / speaking a language / dual wielding / horse riding / swimming / equipping light (+1 def), medium (+2 def), heavy (+2 def, +1 arm) shields, light, medium or heavy armors (Armor: +1/+2/+3) (heavy requires proficiency with medium and medium requires proficiency with light first).
Equipment	2/5/10	Rare, legendary or epic. +1, 2 or 3 to values, +1 to S, +1 to armor, and/or other magical abilities.

Power *

*cannot be used untrained

	Current	Total
HP		2XEndurance +end (barkskin)
Life		Endurance +end (stoneskin)
Stamina		Endurance
Stuns		-1 action, -1 to S for each stun points

Powers per encounter/day	Power value + value (feat) + value (feat)
Armor	Equipment
Actions	3 +1 (veteran)

Attacks and defenses

Action	Bonus	Other actions

Player
Character

ROLE (choose one)

Cleric or Cultist

Guard or Smuggler

Soldier or Rebel

Bounty hunter or Fugitive

Mercenary

Assassin

Thief

Pirate

Spy

Diplomat

Explorer

Scholar

Government official

Other: _____

PLAYER NOTES

Proficiencies, traits and powers:

Wealth:

Equipment:

Other:

Success/fail probability table*

Difficulty Level	Number of rolls									
	1	2	3	4	5	6	7	8	9	10
Very Easy (1)	50%	75%	88%	94%	97%	98%	99%	100%	100%	100%
Easy (2)	0%	25%	50%	69%	81%	89%	94%	97%	98%	100%
Medium (3)	0%	0%	12%	31%	50%	66%	77%	86%	91%	95%
Difficult (4)	0%	0%	0%	6%	18%	34%	50%	64%	75%	83%
Very Difficult (5)	0%	0%	0%	0%	3%	11%	23%	36%	50%	62%
Extremely dif. (6)	0%	0%	0%	0%	0%	2%	6%	14%	25%	38%
Almost impossible (7)	0%	0%	0%	0%	0%	0%	1%	4%	9%	17%

*In each roll 4, 5 and 6 are successful. Double-sixes increase the success number by 1.

Personality

Motivation
(choose one)

Curiosity, Wealth, Influence, Heroism, Self-betterment,
 Fame, Personal Achievement (_____)

Conduct
(choose one for each row)

Honorable

Neutral

Cunning

Impulsive

Neutral

Prudent

Compassionate

Neutral

Cruel

Bonds
(choose 1 or 2)

Self, Lover, Family, Friends, Organization, Faith,
 Ethnic/Race, Life, Nature, Other

Details: _____

Defining Characteristics
(choose 1 to 3)

Generous or selfish, Rational or emotional,
 Neat or untidy, Progressive or traditionalist,
 Austere or hedonist, Cheerful or melancholic,
 Kind or rude, Humble or arrogant,
 Racist or xenophilic, Spiritualist or materialist

General Actions

- **Use a skill or power.**
- **Help another:** Provides S/2 bonus.
- **Ambush:** Ready a skill which will be activated via a trigger.
- **First aid** (3 actions): Stabilizes target (S=1), stops bleeding (S=1), and heals her for S/2 HP via heal skill. It cannot heal damage from previous encounters. Disadvantage for multiple attempts against the same target.
- **Mental focus** (wisdom): +S-1 to your next arcane or divine check.

Move Actions

- **Move** for 5sq (10 meters), **stand up**, **load crossbow**, **draw weapon** from sheath, **drink potion** from belt, reach to backpack, search the backpack.

Advanced Combat Actions (not attacks)

- **Disarm** (combat): Disarms opponent via combat (vs defense +(strength or combat))
- **Trip** (combat): Trips opponent via combat (vs defense+(acrobatics or strength))
- **Grapple** (strength): Initiate grapple to subdue or immobilize target (vs defense or strength). If failed target escapes. If successful enemies can only take actions to escape.
Grapple 2nd phase: Continue grapple to deal life and stamina damage (vs endurance).

Attack Actions

- **Basic attack**
- **Quick attack** (2AP): 3 attacks with 0, -1 and -2 to S.
- **Whirlwind attack** (3AP): One attack with -2 to S, to everyone in range.
- **Dual attack:** 2 attacks each with -2 or -1 (if proficient) to S while dual-wielding.
- **Precise attack** (perception): +S to your next attack. +1 to S if using crossbows.
- **Power attack** (strength): +S/2 (bows) or S (throwing and melee) to your next attack. +1 to S if using two handed melee weapons. Cannot be used for crossbows.

Supporting Actions

- **Duelling:** +1 to melee attacks, parries and dodges against a single opponent in melee in this turn. Becomes +2 if your off hand is free.
- **Acrobatics** (acrobatics): +S/2 to all melee and throwing attacks and dodge actions in this turn.

Defensive Actions

- **Dodge** (agility): +S to defense (-1 to S if weighed down)
- **Shield** (combat): +S/2 to defense (+1 to S with light, +2 with heavy shield)
- **Cover:** +1, +2 or +3 to defense
- **Parry** (combat): +S/2 to defense against melee (or +S/4 against ranged). +1 to S if dual wield and have proficiency.
- **Power** (power): +S/2 to defense (only if power is relevant)

Non-combat actions

- **Heal** (heal): +2S to endurance checks of the target for short and long rests.
- **Study:** You could spend at least 1 hour a day to study your spells. Make an arcane check and a wisdom check (combine results). You may roll an additional dice for each additional hours you study. Then, choose a number of spells equal to the S. You may cast these spells the next day (you remember these spells) without penalty. You may also choose to focus on individual spells (declare them before the check). If you do, you receive -2 penalty to S of your study check for each spells you declared. You receive +1S whenever you cast a focused spell. You receive neither bonus nor penalty for all other studied spells and receive -1S penalty for all unstudied spells.
- **Meditate/Commune:** Once a day you can spend 1 turn in combat or 30 minutes outside combat trying to communicate with your Deity via wisdom (meditate) or persuasion (commune). You may ask for directions or guidance, or favours including regaining prayers per day/encounter (or gain other bonuses) based on your check results. Response may vary depending on the deity. S=0: no response, S=1 or 2: minor help, S=3 or 4: decent help, S=5 or 6: major help

Proficiencies

Weapon and Armor

One-handed melee weapons

Two-handed melee weapons

Special weapon (choose)

Daggers and swords

Axes

Maces

Spears

Staves

Dual-wielding

Duelling

Bows

Crossbows

Throwing

Unarmed

Light Shield

*Heavy Shield

Light Armor

*Heavy Armor

*Only if you have light version.

Knowledge (wisdom)

History

Magic

Religion

Politics

Nobility

Warfare

Local

Language

Culture

Undead

Dragons

Demons

Golems

Goblins

Other (relevant skill)

Pickpocket (trickery)

Lockpicking (trickery)

Set/disable traps (nature or trickery)

Carpenter (varies)

Blacksmith (varies)

Herbalist (nature or heal)

Use scrolls and wands (wisdom)

Create scrolls and wands (arcane)

Cast spells from a school of magic (arcane)

Meta-magic (silent spell)

Create magic item (arcane)

Create potions (divine)

Navigator (nature)

Sailor (varies)

Cartographer (nature)

Trader (varies)

Horse riding (varies)

Climbing (varies)

Swimming (varies)

Stealth (nature or trickery)

Magic Schools

Abjuration: Protection, counter-action

Conjuration: Summoning and teleportation

Divination: Acquire-reveal information

Enchantment: Affecting mind of others

Evocation: Energy manipulation

Illusion: Change the appearance

Necromancy: Death, undead life energy

Transmutation: Matter manipulation

Divine Domains

Life // Death

Light // Darkness

Knowledge

Trickery

War

Nature

Tempest

Advantages/Disadvantages

Mild : +/- 1 to S
Extreme : +/- 2 to S

Conditions

Stun : -1 to S and -1 AP
Low stamina (=1/2) : 1 stun
Very low stamina (=1/4): 1 stun
0 stamina : Passes out
HP=0 : 1 stun
High damage (4) : 1 life damage
1 life damage : 1 stamina damage
No per enc power left : 1 stamina damage

Checks and success

Roll one or more D6 (depending on the value of the skill) for all attempts. Count the number of successes (S=4, 5 or 6). Each double 6s will increase your total S by one. Max number of dices you may roll is 10, each additional dice counts as 1S afterwards.

Rests

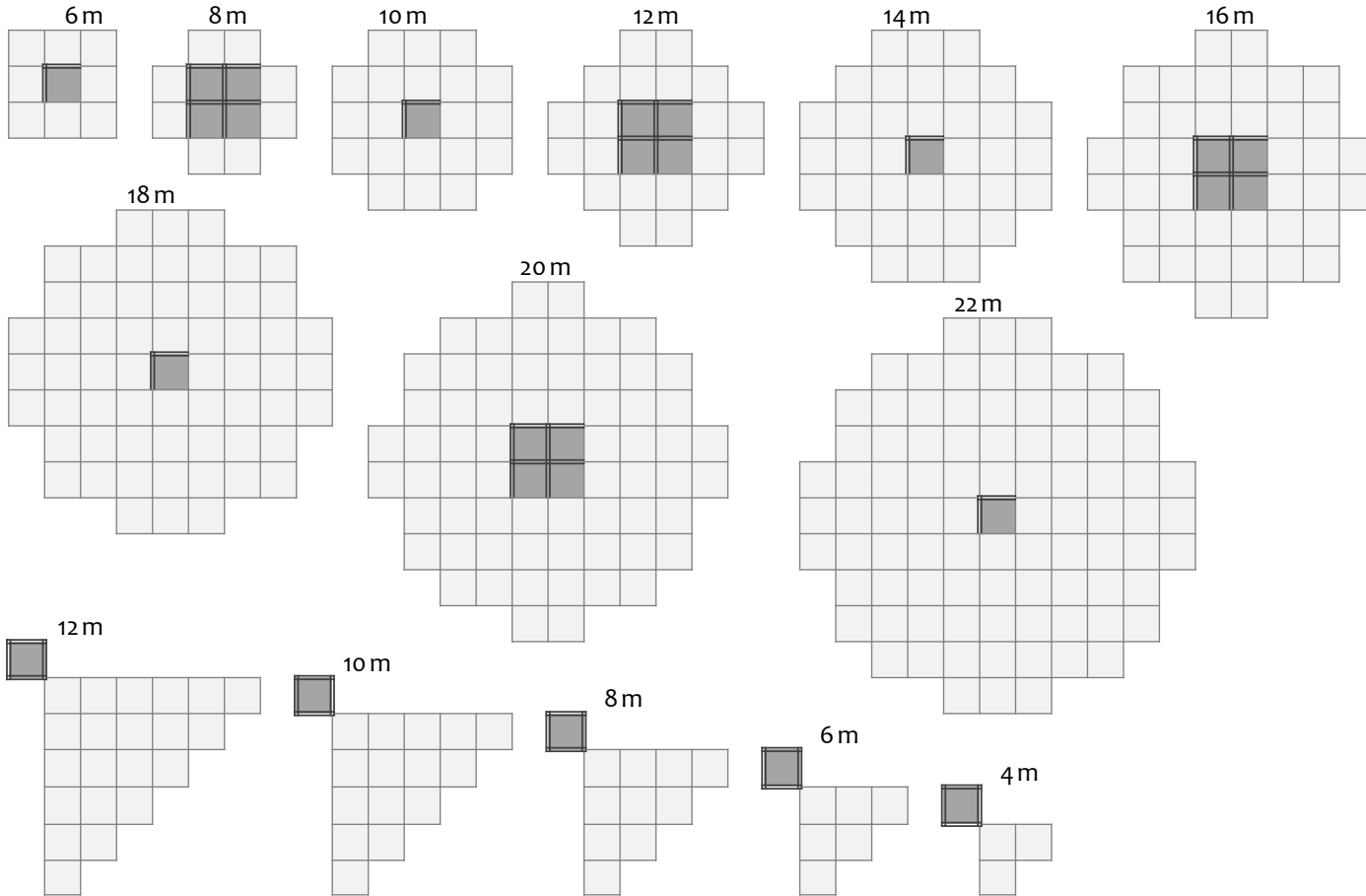
Short (10 minutes): 1 stamina, HP (end*/2), 1 per enc. power
Long (8 hours): full stamina, HP (2xend*) and life (end*/2), full per day power
*Consecutive checks are subject to penalty

Death: Damage causes HP loss. If your HP=0, you receive 1 stun and damage now causes life loss. Life = 0 character is dead.

Bleed: 1HP damage/turn. Unless stabilized.

Poisons and diseases cause HP, life and/or stamina loss over phases. Each phase requires some time (seconds or minutes for poisons, hours or days for diseases). Roll End after initial contact (exposure may cause disadvantages). Success prevents further effects. Failure: roll another one at the end of each phase. Each failure will cause the negative effect. Cure=two consecutive successes. Medical treatment via Heal skill may support the checks.

Tiles



Adventure

Place (D4/2)		Place-2 (D8)		Quest (D8)		Threat (D12)		Valuable (D4)		Twists (D20)	
1.	Wilderness	1.	City / Forest	1.	Retrieve valuable	1.	Evil faction/guild	1.	Person/s	1.	Must stay undetected
2.	Civilization	2.	Town /Mountain	2.	Clear a place from a threat	2.	Wildlife/animals/plants	2.	Artifact	2.	Clones/copies
		3.	Village / Valley	3.	Escort/protect valuable to safety	3.	Natural phenomenon	3.	Knowlegde	3.	Something is an illusion
		4.	Castle / Dungeon	4.	Secure a strategic place	4.	Divine entity	4.	Multiple	4.	Someone is enchanted
		5.	Ship / Island-Sea	5.	Seek (built) a shelter from a threat	5.	Powerful creature/person			5.	Betrayal
		6.	Temple / Ruins	6.	Solve the crime/mystery	6.	Governor/King			6.	Experiment
		7.	Caravan / Caves	7.	Diplomacy	7.	Ignorant innocents			7.	On the clock
		8.	Extradimensional	8.	(arbitration /contact /relief)	8.	Assassination			8.	Valuable is evil
				8.	Reroll	9.	Elite few			9.	Valuable is fake
						10.	Mindless horde			10.	Extra hidden threat
						11.	Stupid horde			11.	Extra threat
						12.	Spell			12.	Threat is hidden
										13.	Extreme conditions
										14.	Evil have minions
										15.	Minions serve an evil
										16.	Unpredictable magic
										17.	Tricksters game
										18.	Shapeshifters
										19.	Secret cult
										20.	Multiple twists

Level	Very Low	Low	Medium	High	Very High	Epic
Action	1	2	2	2	3	3
Life	3	6	9	15	21	30
Armor	0	1	1	2	3	4
Defense	0	1	2	3	4	5
Attack/spells	3	4	6	8	10	13
Primary Skills	2	3	4	5	6	7
Secondary Skills	1	2	2	3	3	4



Bard

Bardic Lore: You may use Bardic inspiration instead of knowledge

Multiple attempts in a single combat may be disadvantageous.

First song is free additional songs require proficiency.

Bardic song: 2 actions.

Inspire Morale: S=2. Party rolls 1 more dice for each check. If S=5 or more also grants 1 per encounter power use and postpones all stamina damage. If S=9 or more also grants 1 action. Active unless cancelled (or another song is activated). You can continue the song via concentration. Effects lasts for 1 turn after the end.

Valor: S=2. Party rolls 1 more dice for combat, and gains 1 defensive action. If S=5 or more also gains 1 attack action. If S=9 or more also rolls 1 more dice for endurance agility, and wisdom. Active unless cancelled (or another song is activated). You can continue the song via concentration. Effects lasts for 1 turn after the end.

Demoralize (-wis): dS=1 Enemies receive -1S to attacks and powers. If dS=3 or more also effects endurance, agility and wisdom. If dS=5 or more -1 to AP. Active unless cancelled (or another song is activated). You can continue the song via concentration. Effects lasts for 1 turn after the end.

Fear (wis): Affects a single targets mind for 10 turns. -1 to S for each additional targets. Once per combat for each target. Targets may roll each turn. Effects do not get worse.

ds0=unaffected

ds1= 1 stun

ds2= flee

ds3= paralyze

ds4= kills (end vs S, paralyzes instead)

Distraction (ambush): Target gets $-S/2$ penalty to ambushed check or receives $S/2$ -wis action damage.

Rage: Roll endurance. +1 to attacks and strength checks, +1 damage reduction, +1 attack action per turn, +S temporary HP for S+2 turns.

During rage, you do not receive any stamina damage and $HP < 0$ does not stun you.

You cannot use defensive actions, cannot flee the fight and cannot perform complex tactics during the rage.

After the end, roll another endurance, receive $5-S$ stamina damage and lose your turn.

Rage bonuses (each requires a separate proficiency)

Lasting rage: +1 additional turn to your rage per kill

Cleave: Free attack action whenever you kill an enemy during the rage.

Antimagic rage: During rage gain $+2[S]$ to all resistance attempts against magic. Whenever you are effected by a negative magical effect, gain an additional turn to your rage.

Vampiric rage: +1 temporary HP per kill.

Dueling rage: In each combat you may choose a target of your rage. If you do, you may only attack that target during your rage and your rage ends if target is incapacitated. Rage bonus increases by $1S$, you gain an additional attack action per turn and your damage reduction increases by 1.

Reckless rage: rage bonus increases by $1S$, cannot wear armor or carry shields.

Nemesis: Choose an enemy (undead, abominations, constructs, giants, vermin, animals, etc), rage bonus increases by $1S$ against these creatures.

Powered rage: You may use your rage bonus for the power you have.

Cleric of İştıl (Priest)

Passive

Guidance of İştıl: Add ½ of divine to persuasion, heal and wisdom.

Cantrips

Detect life: S= varies. You may detect living or undead individuals. You may also detect diseases and poisons.

Detect evil: S= varies. You may detect evil entities, their location and numbers. You may also detect existence or details of curses.

Per-encounter

Heal: Heal 2S HP. -1 S for each additional targets.

Protection: Party receives +1 (S=1), +2 (S=2), +3 (S=4) or +4 (S=7) agility, endurance and wisdom for 5 turns.

Rebuke: S=2. Banish target undead or Nef. -1 to S for each additional targets. It is more difficult to banish higher level enemies. If fails to banish, stuns the enemy for a turn.

Smite evil (attack action): Cast this spell along with an attack (no extra action required). Your attack deals 2S holy damage (vs an evil foe).

Silence: Target cannot use its Powers for S-wis turns. -1 to S for each additional targets.

Per-day

Bless: Create holy ground (6m), bless water to create holy water (1 flask), create food from dirt (1 meal), enchant weapons with +1 holy damage, shields with +1 holy defense, armor with +1 holy armor. -1S for each additional targets. Duration: S hours. If cast as a ritual becomes permanent.

Dispel Magic: S=varies. Remove all magical effects from target. Removes curses and/or destroys cursed objects.

Restoration: S=varies. Choose: Heal S life. Heal target broken limb, cure target disease, neutralize target poison. -1 S for each additional targets.

Rejuvenation : Restore 2S stamina, bring back S non-divine powers per day and per encounter. -1 S for each additional targets.

Resurrection: S=4. Resurrect target corpse died within last S hours with 1 HP and 1 life. Target loses 1 point. You lose your holy symbol if you successfully cast this spell. – 2 to S for each additional targets. -2 to S to bring the target with full health. -2 to S to bring the target without point loss.

If S=6 or more it effects targets that died within last S days.

If S=8 or more it effects targets that died within last S months and you only need a part of the body.

If S=10 or more the time that the target died becomes irrelevant and you only need a part of the body.

Cleric of Atheron (Paladin)

Passive

Holy Knight: Roll divine before the sunrise. S=2: 1 bonus ambush action. S=3: 1 bonus defensive action. S=4: 1 bonus power action. S=5: 1 bonus attack action.

Cantrips

Create light: S= varies. Illuminates 6m area with low light. Concentration.

Detect evil: S= varies. You may detect evil entities, their location and numbers. You may also detect existence or details of curses.

Per-encounter

Shield (defensive action): You may cast this as a defensive action . +S to defense. If you have a shield you also benefit from it.

Sacrifice: Choose an ally. You receive all the damage and negative effects instead of target for S turns. -1 to S for each additional targets.

War Prayer: Your party receives +S/2 to all attack actions and defensive actions for 5 turns.

Protection: Party receives +1 (S=1), +2 (S=2), +3 (S=4) or +4 (S=7) agility, endurance and wisdom for 5 turns.

Smite evil (attack action): Cast this spell along with an attack (no extra action required). Your attack deals 2S holy damage (vs an evil foe).

Holy Light: Illuminates 14m area with holy light for a turn. All invisibility is lost. May dispel illusions (S vs S). All undead and Nef in the area receive 2S-wis holy damage. You may increase duration (-1s, double), or area (-1S, double)

Silence: Target cannot use its powers for S-wis turns. -1 to S for each additional targets.

Per-day

Heal: Heal 2S HP. -1 S for each additional targets.

Dispel Magic: S=varies. Remove all magical effects from target. Removes curses and destroys cursed objects.

Phoenix form: Effects continue until end of combat.

1. Conjure a burning sword with +1 fire damage
2. Gain fire immunity and 5 temporary HP
3. Gain fiery wings (enables flying, deals 3 fire damage to melee attackers, maybe used as shields with +2 to S)
4. Fire damages increases by 1. Gain 10 temporary HP instead
5. If you die in the phoenix form get resurrected (with 1 life and 5 HP) with a fiery explosion dealing 10 fire damage to everyone in vicinity (6m).
6. Fire damages increase by 2. Gain 15 temporary HP instead

Cleric of Forn (Warpriest)

Passive:

Champion of Forn: If you slay a worthy enemy, regain 1 prayer per day.

Per-encounter

Juggernaut: Gain regeneration (1 HP/turn) for 2S turns. Increase duration by 1 turn for each enemy you slay. After the 2nd and the 6th turns you gain 1 bonus attack action. After the 3rd turns you gain 1 bonus defensive action. At the 4th and the 8th turns you regain 1 spell per encounter. After the 5th turn you gain +1 to all skill checks. At the 7th turn you gain 10 temporary HP. After 9th turn you gain immunity against stamina damage, mind effecting spells and abilities. After 10th turn you gain 5 temporary life and cured of all diseases and poisons.

War Prayer: Your party receives +S/2 to all attack actions and defensive actions for 5 turns.

War Cry: Deals S/2-wis stamina damage to all enemies. Does not stack.

Lightning strike (attack action): Call a lightning which deals 2S damage to 6m area. You may increase the area (-1S, +4m). You can also use this prayer to add lightning damage to your attack without spending extra action. Metal cannot protect against lightning.

Cyclone: Call a cyclone of 6m area for 3S turns. Everyone (excepts you) entering the cyclone must make an acrobatics check to balance themselves every turn while they are in there and also receive a disadvantage (-1 to S) to all skill checks. You may use the cyclone as a cover (+2). Via action, you may move the cyclone or order it to follow you around. You may increase the area (-1S, +4m)

Per-day

Dispel Magic: S=varies. Remove all magical effects from target. Removes curses and destroys cursed objects.

Silence: Target cannot use its Powers for S-wis turns. -1 to S for each additional targets.

Rejuvenation: Restore 2S stamina, bring back S non-divine powers per day and per encounter. -1 S for each additional targets.

Dragon form: Effects continue until end of combat.

1. Magic resistance: +2S
2. Draconic intellect: +2 to wisdom
3. Fire breath (via divine) deal 3S-def-arm fire damage to everyone in a conical area (6m) once per turn (spends per encounter).
4. Gain scales (armor +1), claws (melee weapon with +1S) and wings (enables flying and maybe used as shields with +1 to S)
5. Magic resistance becomes +4S
6. Armor becomes 2, claws becomes +2S, fire breath effects 8m conical.

Cleric of Fergon (Ranger)

Passive

Guidance of Fergon: Add $\frac{1}{2}$ of wisdom to all acrobatics, perception, and nature checks.

Cantrips

Detect life: S= varies. You may detect living or undead individuals. You may also detect negative factors affecting health (diseases, poisons etc.)

Per-encounter

Hunters' mark: Mark an enemy. You receive +S/2 to of all your skill checks against that target until end of combat. You may mark only one enemy at a time.

Imbue weapon: Choose one of your weapons. +1 to all skill checks using that weapon for S turns.

Per-day

Commune with nature: You may talk to (S=1 or 2) and understand the responses of plants or animals (S= 2 or 3). You may also give commands (S-wis) but each comand costs one per-encounter. These commands are divine by nature can have supernatural implications (like vines holding you enemies, fireflies illuminating a cave or birds trying to blind your opponents). Difficult commands may have disadvantage. The prayer lasts for S minutes.

Nature's embrace: Mark an area (18m) and you feel movement of individuals (+3 to S of perception) on the area for 3S hours. You may increase the area (-1 to S). You and you allies rest at triple rate on the area and their comfort does not get effected by terrain, temperature or similar external factors.

Heal: Heal 2S HP. -1 S for each additional targets.

Rejuvenation : Restore 2S stamina and bring back S non-divine powers per day and per encounter. -1 S for each additional targets.

Avatar of the hunt form: Effects continue until end of combat. Choose S from the list and you gain:

Salamander: immunity to poisons and diseases	Mole: immunity to illusions	Gecko: Regeneration (1HP/turn)
Spider: +1 to acrobatics and agility	Hippo: 1 armor	Eagle: +1 to perception and persuasion
Wolf: +1 to perception and trip	Bear: +1 to strength and endurance	Monkey: +1 to trickery and acrobatics
Badger: +1 to attacks	Hawk: +1 to perception and acrobatics	Crow: +1 to powers and trickery
Owl: +1 to wisdom and powers	Tiger: 1 attack action	Lion: +1 to strength and agility
Cheetah: 1 move action	Elephant: 10 temporary HP	Tortoise: +1S magic resistance
Bat: Vampiric strike (1/hit)	Hedgehog: Thorns (2/hit)	

Cleric of Ilva (Druid)

Cannot use metal armors and weapons.

Cantrips

Lycanthropy: You may turn to a Werewolf at will (S=1). Roll power and wisdom. Power determines the strength of the form and wisdom determines your control over it. Transformation takes 1 full turn. When in this form you gain $+1+S/2$ to strength, endurance, agility, perception and acrobatics checks. Gain natural weapons (claws and bite) with $+1+S/3$ bonus, $1+S/4$ natural armor and regeneration 1 (hp/turn and life/hour). It takes one full turn to transform back (S=1).

S=-1 You permanently locked yourself in this form attacking nearest until slain.

S=0 You attack the nearest target (friend or foe).

S=1 You attack nearest enemy but cannot take any other actions.

S=2 You can stay still, move, use all types of defensive, advanced combat and attack actions but cannot take any other actions. You cannot communicate but understand others.

S=3 You can take any action besides powers. You can also talk but cannot express yourself effectively .

S=4 You can use powers and can explain yourself to full extent.

Detect life: S= varies. You may detect living or undead individuals. You may also detect negative factors affecting health (diseases, posions etc.)

Per-encounter

Commune with nature: You may talk to (S=1 or 2) and understand the responses of plants or animals (S= 2 or 3). You may also give commands (S-wis) but each comand costs one per-encounter. These commands are divine by nature can have supernatural implications (like vines holding you enemies, fireflies illuminating a cave or birds trying to blind your opponents). Difficult commands may have disadvantage. The prayer lasts for S turns (or S minutes if cast as per day)

Shapeshift: You may assume the form of different animals, gaining different abilities. You need to practice that kind of transformation by spending one proficiency for each animal. It takes one turn to shapeshift and it continues for S turns (of S minutes if cast as per day). It takes one turn to transform back.

Heal: Heal 2S HP. -1 S for each additional targets.

Per-day

Restoration: S=varies. Choose: Heal S life. Heal target broken limb, cure target disease, neutralize target poison -1 S for each additional targets.

Dispel Magic: S=varies. Remove all magical effects from target. Removes curses and destroys cursed objects

Silence: Target cannot use its powers for S-wis turns. -1 to S for each additional targets.

Cleric of Relias (Monk)

Passive

You cannot use weapons, shields or armor. Cannot wear magic items or drink potions. You gain proficiency with unarmed fighting. Add wisdom to determine the value of your divine skill.

Combat style (choose one and gain bonuses). You may have up to one additional combat style chosen as a proficiency.

1. Dodge: +1 to dodge. Whenever you dodge and the opponent misses, gain a bonus attack, trip, disarm or grapple attempt against that opponent.
2. Grapple: +1 to grapple. You can ambush grapple (as a defensive action) to gain +2 to defense against melee and gain a free grapple attempt when attacked while using this action.
3. Trip: +1 to trip. Whenever you successfully trip an opponent gain a bonus attack against that opponent.
4. Disarm: +1 to disarm. Whenever you successfully disarm an opponent gain a bonus attack against that opponent.
5. Parry: +1 to parry. You may parry with unarmed. Whenever you parry and the opponent misses, gain a bonus attack, trip, disarm or grapple attempt against that opponent. If the opponent was throwing an object or shooting arrows, you can catch the thrown object (or arrow), when the opponent misses.
6. Quick attack: Quick attack gives you an additional attack with -2 to S.
7. Duelling: Duelling bonuses increase by 1.

Per-encounter

Guidance of Relias: Cast this spell along with the action (no extra action required). +S/2 to S of the next unarmed attack, dodge, grapple, trip, disarm or parry.

Paralyzing palm: Your unarmed attacks may deal action point damage instead of regular damage for S turns. You choose for each attack.

Chi-block: Your unarmed attacks may prevent the target from using powers for the number of turns equal to the damage instead of dealing regular damage for S turns. You choose for each attack.

Chi speed: Gain S/3 additional actions until the end of the combat. Does not stack to itself.

Per day

Chi focus: Choose S/2 from agility, acrobatics, strength and perception. Guidance of Relias is applicable for those checks for one day.

Diamond body: Guidance of Relias is applicable to endurance checks. Gain S/2 armor and you are immune to diseases and poisons. Lasts for one day.

Diamond mind: Guidance of Relias is applicable to wisdom checks. You are have resistance (+S) to illusions, fear, charm and other mind effecting spells/abilities. Lasts for one day.

Heal: Heal 2S HP. -1 S for each additional targets.

Restoration: S=varies. Choose: Heal S life. Heal target broken limb, cure target disease, neutralize target poison. -1 S for each additional targets.

Cleric of Qhor (Arcane Priest)

Passive

Arcane feat costs only 4 points.

Cantrips

Detect magic: S= varies. You may detect and identify arcane spells and their effects.

Per-encounter

Empower spell: +S to your next arcane spell. That spell does not spend from per encounter.

Per day

Dispel Magic: S=varies. Remove all magical effects from target. Removes curses and destroys cursed objects.

Rejuvenation : Restore 2S stamina, bring back S non-divine powers per day and per encounter. -1 S for each additional targets.

Evil Clerics

Cantrips

Create darkness: S= varies. Darken 6m area. Concentration.

Detect life: S= varies. You may detect evil entities, their location and numbers. You may also detect existence or details of curses.

Per-encounter

Steal life: Bypasses armor and defense. Deal S-end damage. Heal yourself (HP) for the same amount. Heals undead instead of dealing damage (no self-healing). -1 S for each additional targets. -1 S to heal another target. If cast as per day, heals double the amount of damage and also heals S/3 life.

Fear: S-wis. ds0=unaffected, ds1= 1 stun, ds2= flee, ds3= paralyze, ds4= kills (end vs S, paralyzes instead). Continues for S turns (re-roll every turn, cannot get worse). -1 for additional targets.

Disintegrate: S=3. Deals 10-def damage to every target in a 10m line. You may increase the line (-1 S, +5m) If target dies, disintegrates instead.

Weakness: Deals S-end-wis stamina damage. -1 to S for additional targets. If cast as a ritual becomes permanent (curse).

Raise undead: Summon a Skeleton/Zombie (S=1). Skeletal warrior (S=2). Ghost (S=3), Ghoul/Banshee (S=4), Mummy/Wraith (S=5) to serve you. You may summon multiple undead (double undead, double S). Duration = 20 turns. If cast as per-day, duration becomes 24 hours. If cast as ritual, duration becomes permanent. You must reserve 1 power per day for each S of undead you control.

Dominate: You control target humanoid for S/3-wis turns. If cast as per day, duration becomes hours. If cast as ritual, duration becomes permanent. You must reserve 2 powers per day for each humanoid you control.

Per Day

Enchant: Target becomes friendlier towards you for S/2-wis steps. (-2 hatred/hostility, -1 anger/negativity, 0 neutral, +1 liking/positivity, +2 idolizing/ally). Effects continue for S hours.

Sickness: Target gets sick with chosen disease.

War Prayer: Your party receives +1 to all combat attacks until end of the combat. Is S=2 or more you gain a free action you can use as an ambush or defensive action. If S=3 or more bonus is applied to defensive actions of the party, If S=4 or more, also provides +1 action/turn for the party. If S=5 or more combat bonus increases by 1.

Curse: Apathy (S=2), Blindness/deafness (S=3), petrification (S=4). 2S hours. If cast as a ritual becomes permanent.

Smite enemy (attack action): Cast this spell along with an attack (no extra action required). Gain +2S bonus to your attack. Also deals damage-end stamina damage.

Finger of Death: S=2+wis+end. Kills target who has lost more than 1 life this turn. -1 to S for additional targets.

Desecrate: Create unholyground (6m), unholy water (1 flask), enchant weapons with +1 unholy damage, shields with +1 unholy defense, armor with +1 unholy armor. -1S for each additional targets. Duration is S hours. If cast as a ritual becomes permanent.

Dispel Magic: S=varies. Remove all magical effects from target. Removes curses and destroys cursed objects.

Summon demon

Illusion

Cantrip

Minor illusion: Create a short (1 turn) illusion of an small image or a low volume sound.

Per day

Create Illusion: Create a sound or an image of an object. Continues for 5 turns. Up to medium size and high volume. You may increase the time (-1 to S, double the time), size (-1 to S, one size larger), add movement (-1 to S), sound (-1 to S) or texture (-1 to S). Texture is required to cause damage. You may also increase the size (-1 to S) and the volume (-1 to S). If you cast this per day, time becomes 10 minutes.

Color spray (S-wis): Create a 6-meter cone of dazzling array of flashing, colored light springs. Effects depend on S-wis and lasts for 3 turns.

0 → no effect, 1 → stunned, 2 → blinded. You may increase the size (-1 to S)

Invisibility: S=2. You become invisible for 5 turns. You may continue this spell via concentration (up to 10 minutes). Sudden movements dispell the effect. -1 to S to target someone else, -1 to S for additional targets. -1 to S to supress sound. If you cast this per day, time becomes 10 minutes (concentration up to an hour).

Mirror image: You create S duplicates of you that will stay with you for 5 turns. Each will be dispelled if targeted. You may increase the time (-1 to S, double the time)

Fear (S-wis): Affects a single targets mind for 10 turns. -1 to S for each additional targets. Once per combat for each target. Target may re-roll each turn. Effects do not get worse.

0 → no effect, 1 → stunned, 2 → flee, 3 → paralyze, 4 → kills (end vs S, paralyzes instead)

Evocation

Cantrip

Jolt: Deal S damage to one close (2m) target.

Imbued shot: Add +S magical damage to your next attack.

Per-encounter

Magic Missile: Creates S missile, each dealing 1 magical damage to a single target. You may direct missiles to different targets.

Fireball: Deals 2S damage to 2m area. You may increase the area (+2m, -1 to S). May cause burn damage over time.

Telekinesis:

Per encounter: value

Cantrip: Moving a very small object slowly.

Per-encounter:

Produce a force to slowly move an object from a short distance (10m) for a turn (10 sec). You may continue via concentration. You can change directions, drop or throw via spending an action. Could be used directly to damage enemies by S/turn (bypasses defense). -1S to move it fast. -1S to fine tune.

S=1 a small object (lower than 1kg)

S=2 a medium object (10-20 kg)

S=3 Up to a human sized object (70-100kg)

S=4 Up to a large animal sized object (700 kg-6 tons)

S=5 Up to a large monster (10-40 tons)

S=6 Extremely heavy objects (Around 100 tons)

	Skelaton/Zombie	Skeletal Warrior	Ghoul	Mummy
Life	12	20	20	36
Armor	0	1	1	1
Main Skills	3: Str, End, Com	5: Str, End, Com	6: Str, End, Com	7: End, Pow, Wis
Other skills	1: Wis, Agi, Per	2: Wis, Agi, Per	3: Wis, Agi, Per, Tri	4: Str, Com, Agi, Per
Attacks	Attack: 4d	Attack: 6d	Attack: 9d+1S	Locusts: 7 (conical-8m) 1 stamina damage Fear: 7(wis) 10 turns, cannot get worse. dso=unaffected, ds1= 1 stun, ds2= flee, ds3= pazalyze, ds4= kills (end vs S, paralyzes instead) Raise dead: 7 (different undead depending on S). Once per 5 turns.
Defenses	None	None	None	None
Other	Life:4x, immunity to mind effects, immunity to poisons and diseases Dead rot disease. DC=the times bit. End. Incubation: 12 hours. Failed: 1 life damage. Two consecutive successes are required to neutralize it. If you die of dead rot you raise as zombie (or Ghoul)			
		Banish resistance: 1	Banish resistance: 2 Actions: 3 Sneak attack: +2S Dead feast (2 actions): Heals 5	Banish resistance: 4 Actions:3 Curses everyone whe perished (if not banished). 9 vs End. Permanent endurance loss.

	Ghost	Banshee	Wraith
Life	6	9	12
Armor	1 (Blurred)	2 (Blurred)	3 (Blurred)
Main Skills	4: End, Per, Tri, Wis	6: End, Com, Per, Tri, Wis	8: End, Com, Per, Tri, Wis
Other skills	2: Agi, End	3: Agi, End	4: Agi, End
Attacks	Attack: 4 (1 stamina damage, steals 1 temp. life)	Attack: 6+1S Scream: 6 (conical-8m) S-end stamina damage (once per turn)	Attack: 8 (2 stamina damage, steals 2 temp. life)
Defenses	Dodge: 1	Dodge: 1	Dodge:2
Other	3 actions, immunity to mind effects, immunity to poisons and diseases, flight, resistance against magic (+2S), immunity to frost, immunity to physical damage		
	Banish resistance: 2 Sneak attack: +2S	Banish resistance: 3	Banish resistance: 4 Sneak attack: +2S

	Goblin	Orc	Chief	Shaman
Life	3	12	15	6
Armor	0	1	1	0
Main Skills	2: Per, Tri, Agi, Com	4: End, Com, Str	5: End, Com, Str, Tri	4: Wis, Tri, Arc
Other skills	1: Str, End, Wis, Acr	1: Wis, Agi, Per, Tri, Acr	3: Wis, Agi, Per, Acr	2: Agi, End, Per
Attacks	Pillum stab (3d) Throw (3d)	Sword/Axe (5d)	Pillum stab (7d) Throw (7d)	Exhaust S/2-wis stamina damage. Entangle 2S turns, life=3, str/agl=2 Enrage: Can only attack the nearest, S-wis turns.
Defenses	Dodge: 2	Shield: 2	Dodge: 3 Parry: 2/0	Dodge: 1
Other	Actions: 3	Actions: 3	Actions: 4	Actions: 3, Daily spells: 5
	Hide and sneak attack (+2S) (attacks)			

Flier	
Life	3
Armor	0
Main Skills	2: Per, Tri, Agi, Com
Other skills	1: Str, End, Wis
Attacks	Pillum stab (3d) Throw (3d)
Defenses	None
Other	Actions: 3 Bomb: 5+S to 6m area Hide and sneak attack (+2S) (attacks)

Spiders	Swarm	Large Swarm	Pig	Giant	Guardian
Life	6	12	9	12	15
Armor	0	0	1	2	3
Main Skills	2: Str, End	4: Str, End	4: Com, Per, Acr, Tri	6: Com, Per, Acr, Tri	8: Com, Per, Acr, Tri
Other skills	-	-	3: Str, End, Agi	4: Str, End, Agi	5: Str, End, Agi
Attacks	Swarm (Life)	Swarm (Life)	Jump attack (2) 10d+1S Attack: 6d+1S	Attack: 9d + 1S Grapple: 4d + 3S	Attack: 10d + 2S Grapple: 5d + 5S
Defenses	None	None	Dodge:1	Dodge:1 Parry:1	Parry:1
Other	Spider poison. DC=the times bit. End. Incubation: minutes. Failed: 1 health 1 stamina damage. Two consecutive successes are required to neutralize it.				
			Actions: 3	Actions: 3	Actions: 3

Giant	Cave	Forest	Mountain
Life	18	27	36
Armor	2	3	4
Main Skills	6: End, Com, Str	9: End, Com, Str	12: End, Com, Str
Other skills	2: Wis, Agi, Per, Tri	3: Wis, Agi, Per, Tri	4: Wis, Agi, Per
Attacks	Club: 9d Rock: 8d –area (4m)	Club: 10d+3S Rock: 10d+3S –area (6m)	Club: 10d+8S Rock: 10d+6S –area (8m)
Defenses	None	None	None
Other	3 actions.		

Golem	Clay	Stone	Iron
Life	16	35	60
Armor	0	0	0
Main Skills	4: End, Com, Str, Per	7: End, Com, Str, Per	10: End, Com, Str, Per
Other skills	1: Agi	2: Agi	3: Agi
Attacks	Fists: 6d+1S Grapple: 4d+2S	Fists: 10d+3S Grapple: 7d+4S	Fists: 10d+9S Grapple: 10d+8S
Defenses	None	None	None
Life	4x	5x	6x
Other	3 actions. Immunity to mind effects. Can be magically enhanced for elemental damage* (+2S), shield (+2 def), resistance (1 armor) or other effects. Fire burns (2/turn), Ice AP dam., Lightning stamina dam.		

	Yanti Darter	Yanti Warrior	Yanti Shaman
Life	9	15	9
Armor	1	2	2
Main Skills	5: Per, Tri, Agi 4: Com	5: Com, Str, End, Agi	6: Pow, Pers, Per
Other skills	3: End, Acr, Str	3: Tri, Acr, Per	3: Tri, Str, End, Agi
Attacks	Darts (per): 7 Tail whip (str): 5-1S Bite (melee-2 AP, str): 5+1S	Grapple: 5+1S Tail whip: 7-1S Bite: 7+1S	Snake's tongue (S-wis)/1 turn d[S] 2+ → apathy d[S] 3+ → plays dead d[S] 4+ → attack nearest (friend) d[S] 5+ → kills herself
Defenses	Dodge: +2	Shield: +3 (if tail is free) Dodge: +2 (if tail is not free)	Dodge: +1
3 actions Poison: DC:2x damage received, 1 stamina and 1 life, 5 turns. Tail whip → agi or str against S not to fall prone.			

Golem	Stone –Ice enchanted
Life	35
Armor	0
Main Skills	7: End, Com, Str, Per
Other skills	2: Agi
Attacks	Fists: 10d+3S Whirlwind attack (3 action): 10d Grapple: 7d+4S Cone of ice: 7d-end 1 stamina and 1 action damage.
Defenses	Ice shield +3 (once per turn against first attack)
Life	5x
Other	3 actions. Immunity to mind effects. Weakness agains fire (double damage)

Elemental	Small	Medium	Large	Giant
Life	6	9	12	15
Armor	0	1	2	3
Main Skills	4: Pow, Agi, Per, Tri	6: Pow, Per, Tri	8: Pow, Per, Tri, Str	10: Pow, Per, Tri, Str
Other skills	2: Str, Com, End, Wis	3: Str, Agi, Com, End, Wis	4: Com, End, Wis	5: Com, End, Wis
Attacks	Attack: 3d Multi attack (3 actions): once three turns.	Attack: 6d	Attack: 8d	Attack: 10d+1s
Defenses	Dodge: +2	None	None	None
Other	3 actions. Immunity to mind effects. Armors: Earth (+1/2/3/4) // Damage bonuses: Air and Fire (+1/2/3/4) // Defense bonuses: Air (+2), Water (+2) Auras (large and up): Fire (deals fire damage S), Air (flings if S>STR), Water (freezes the surface), Earth (springs vines) Melee attackers receive: Fire (S fire damage bypasses def) Special attacks (medium and up): Thorns (Water and Earth), Wall (Water, Earth and Fire) Special attacks (only giant): Storm			

Dragon	Grey	Green	Red	Black
Life	30	40	60	80
Armor	3	4	5	6
Main Skills	6: End, Com, Str, Wis, Pow	8: End, Com, Str, Wis, Pow	10: End, Com, Str, Wis, Pow	12: End, Com, Str, Wis, Pow
Other skills	4: Per, Acr, Pers, Tri	5: Per, Acr, Pers, Tri	6: Per, Acr, Pers, Tri	7: Per, Acr, Pers, Tri
Attacks	Bite (2 actions): 9+1S Grab: 6+1S Fire breath: 6 Tail whip: 9-1S	10+3S 8+2S 8 10	10+8S 10+3S 10 10+4S	10+12S 10+6S 10 +2S 10+6S
Defenses	Wing Shield (+1)	Wing Shield (+2)	Wing Shield (+3)	Wing Shield (+4)
Other	<p>4 actions. Immunity to fire. Magical resistance (+2S). 5xlife. Immunity to fire.</p> <p>Fear: As a persistant aura. S=power/2 ds0=unaffected, ds1= 1 stun, ds2= flee, ds3= pazalyze, ds4= kills (end vs S, paralyzes instead)</p> <p>Fire breath: 3S fire damage to a conical (6, 12, 24, 48m) area. Once per two turns.</p> <p>Tail whip: With -1S. Acrobatics or Strength vs damage or falls prone.</p> <p>1 action: Take flight (difficult to hit [-1 to S] but cannot use wing shield) 1 action: Dive (in air) (fire breath, grab or bite with +2S)</p>			

Wolves	Wolf	Dire-wolf	White Wolf
Life	12	15	21
Armor	1	1	1
Main Skills	3: End, Com, Str, Agi, Per, Nat	5: End, Com, Str, Agi, Per, Nat	8: End, Com, Str, Agi, Per, Nat
Other skills	2: Wis, Acr, Tri	3: Wis, Acr, Tri	4: Wis, Acr, Tri
Attacks	Bite (5d) Trip (3d)	Bite (7d+1S) Trip (5d+1S)	Bite (10d+5S) Trip (8+3S)
Defenses	Dodge (1)	Dodge (2)	Dodge (1)
Other	Bite rewards free trip. Tactics: pack, flank. 3 actions.		

Bears	Black Bear	Brown Bear	White Bear
Life	18	32	40
Armor	2	3	4
Main Skills	6: End, Com, Str	8: End, Com, Str	10: End, Com, Str
Other skills	2: Wis, Agi, Per, Nat	3: Wis, Agi, Per, Nat	4: Wis, Agi, Per, Nat
Attacks	Bite (8d+1S) Maul // Grapple (6d+1S)	Bite (10d+3S) Maul // Grapple (8d+2S)	Bite (10d+7S) Maul // Grapple (8d+3S)
Defenses	None	None	None
Other	4Xlife. Maul rewards free grapple.		

Jaguar	
Life	12
Armor	1
Main Skills	5: Com, Agi, Tri, Acr
Second skills	4: End, Str, Per
Attacks	Bite (2) (7d) Claws (5d)
Defenses	Dodge (2)
Other	Jump (1): Roll Acr. S/2 bonus to next claw attack and if that succeeds, rewards a free bite. Sneak: Trickery vs perception. (+2S to next) Can swim with end. 3 actions.

Crow	
Life	3
Armor	0
Main Skills	4: Per, Tri, Agi
Second skills	2: Acr, Wis
Attacks	Beak and claws (2d)
Defenses	Dodge (2)
Other	Flies. Dive: Roll Acr. S/2 bonus to next attack 3 actions.

Ring of protection (3 charges, daily regenerates 1)

Passive: 1 defensive action

1: Ring creates a force shield which you can use with a defensive action to gain +2 def. for 7 minutes

1: Ring creates an invisible armor providing +1 arm. for 7 turns.

1: Ring absorbs the next 7 damage until your next turn.

Greater version: passive shield, armor for 14 turns and absorbs 14 damage.

Epic version: passive armor and absorbs 28 damage.

Ring of strength, agility, endurance, wisdom...

Passive: +1/+2/+3 (normal/greater/epic)

Ring of speed (epic):

Passive: +1 action

Ring of regeneration (greater):

Passive: regeneration (1 HP/turn). 1 Life/hour.

Regenerates lost limbs.

Ring of arcane/divine

Passive: +2/+4/+6 to per encounter and per day power use (normal/greater/epic).

Ring of the mage (3 charges, daily regenerates 1) (greater)

Passive: +1 Power, +1 Wisdom

X: Roll Xd, +2S to your next spell. This spell does not consume from your per encounter/per day pool

Ring of dispelling (5 charges, daily regenerates 1)

X: Roll Xd, dispell with 1+S

Ring of magic arrow (5 charges, daily regenerates 1)

X: Roll Xd, create 1+S magic arrows each dealing 1 damage

Ring of stamina

Passive: +4 to stamina

Talisman of mind (greater)

Resistance (+2S) against enchantments, illusions, fear and similar effects mind effects. You are immune to divination spells, your true intentions cannot be revealed via skill or magically.

Talisman of body (greater)

Resistance (+2S) against diseases, poisons, transmutations, death spells and similar effects.

Epic: You gain regeneration for (1 HP/turn and 1Life/hour). Regenerates lost limbs.

Amulet of resistance

Passive: +1S to agility, endurance and wisdom against spells and spell like abilities.

Greater: +2S

Epic: +4S

Amulet of fire (5 charges , daily regenerates 1)

Passive: 2 armor vs fire

X: Roll Xd, create a fireball dealing 2+3s damage to 12m area.

Epic: Immunity instead of armor.

Amulet of lightning (5 charges , daily regenerates 1)

Passive: 2 armor vs fire

X: Roll Xd, create a chain lightning dealing 1+2s damage to 1+s enemies.

Epic: Immunity instead of armor.

Amulet of immunity (epic)

Passive: immunity against one arcane school

Amulet of stars (epic)

Passive: +1 to all skills

Amulet of bravery

Passive: Immunity against fear

Amulet of the blessed (greater)

Passive: Immunity against curses

Amulet of health (greater)

Passive: Immunity against diseases and poisons

Broch of power (10 charges)

1: +1 to next spell/ability. It does not spend from per day/per ecounter.

Broch of shielding (20 charges)

Absorbs 1 magical damage for each charge (automatic)

Broch of life (10 charges)

X: Cure X life and 2X HP

5: cures all poisons and diseases.

Boots of speed

Passive: +1 agility, +1 acrobatics

Greater version: +1 move action

Epic version: action instead of move action

Boots of the winter

Passive: Prevents negative effects of cold weather

Silent boots

Passive: your steps are silent (+2 to relevant trickery checks)

Boots of the spider: (3 charges, daily regenerates 1)

Passive: +2 balance (acrobatics) and resisting against grapple (strength) checks.

1: Gains spiderwalk for 5 minutes

Greater: Passive spiderwalk (no charges)

Belt of the wrestler

Passive: 1 grapple action

Belt of the the assassin/guard/warrior/archer/ (greater)

Passive: 1 ambush/defensive/melee attack/ranged attack action

Belt of the duellist (greater)

Passive: 1 action that can be used for parry or dodge

Belt of the alchemist

Passive: 1 move action for drinking potions

Belt of the scholar (greater)

Passive: 1 action to use scrolls or wands

Headband of intellect, perception, persuasion

Passive:+1/+2/+3 (normal/greater/epic)

Gauntlets of strength

Passive:+1/+2/+3 (normal/greater/epic)

Wristband of the warrior/archer

Passive: +1 to combat for melee/ranged attacks

Wristband of the wrestler

Passive: +2 grapple

Wristbands of the duellist

Passive: +1 parry, +1 dodge

Gloves of fire (3 charges, daily regenerates 1)

Passive: +1 to fire spells.

1: +1S to your next fire spell. Spell does not spend from per encounter/per day

Infernal gloves (cursed)

Passive: +2 to fire spells. -2 to any other type of spells.

Cloak of invisibility (3 charges, daily regenerates 1)

1: Become invisible for 5 turns, sudden movements dispell this effect

Greater: Until cancelled (no charges).

Epic: Until cancelled. Sudden movements do not dispell this effect.

Cloak of flight (3 charges, daily regenerates 1)

1: Gain flight for 10 turns

Greater: 1 hour

Epic: Passive (no charges)

Cloak of the spider (3 charges, daily regenerates 1)

Passive: +4S against poisons

1: Web: covers 6m area with sticky web (DC=2)

Hourglass of time: (5 charges, daily regenerates 1)

(epic)

X: Roll Xd, gain S additional turns and actions.

Blackskull (cursed) (epic): When you touch it roll wis and end and sum S.

S<1= You die, S<2= You went insane (perm), S<3=lose 1 wis (perm). You may use the skull against enemies in close range.

Crystal of scrying: You can try to hear (S=1), see (S=2), communicate with (S=3), read mind of (S=3+wis) a target. -1 to S if you don't know the exact location and another -1 if you dont know the exact description. +1 to S if you have something that has a connection with the target. Target may roll arcane or wisdom to realize that is being watched (S=S).

Rod of life (20 charges, daily regenerates 1)

X: Roll Xd, cure S HP and S/3 life.

5: Cure all diseases and neutralize all poisons from the target

Gem of true seeing (3 charges, daily regenerates 1)

Magical tools

Passive: +1, other properties

Masterwork

Passive: +1 to combat when using this weapon

Adamentite/obsidyen/dragon bone...

Passive: +2 to damage

Arcane sword

Deals magical damage (bypasses non-magical armor)

Sword of Atheron

+1 flame damage, +1 power

Staff of İştıl

+1 power. Used to store divine spells (1 uses per day).

Bow of Fergon

+1 power, +1 perception, +1 to attacks

Hammer of Forn

+1 lightning damage, +1 power

Lightning javelin (10 javelin, regenerates 1 daily)

Deals its damage as lightning.

Bow of the spider

Fires poison arrows

Arcane bow

Fires magic arrows (bypasses non-magical armor), no need for arrows.

Magic arrow

Seeks target (bypasses defense) and disappears after dealing damage. Reappears next turn in the case.

Disarming, Parrying, Tripping...

+2 to relevant checks

Bloody axe (cursed)

+1 combat. Whenever you kill someone with the bloody axe you gain a temporary +1 combat bonus which increases to +2 if you kill 10+ in the same combat. When you are in combat for each defensive action you take and turns you do not attack, you loose 1 HP.

Magic wand (used to store arcane spells, 10 uses)

Greater: +1 to arcane, 20 uses

Epic: +2 to arcane, 30 uses

Magic staff (used to store arcane spells, 1 uses per day)

Greater: +1 to arcane, 2 spells, 2 uses per day)

Epic: +2 to arcane, 3 spells, 3 uses per day)

Magic Armor (no prof. needed)

Armor: 1

Spidersilk Armor (light)

Armor: 2 Poison resist: +2 to S

Chain of Resistance (medium) (normal/greater/epic)

Armor: 3 Spell resist: +1/+2/+4 to S

Gray dragon armor (light)

Armor: 2 Fire resist: +2

Green dragon armor (medium) (greater)

Armor: 3 Fire resist: +4

Red dragon armor (heavy) (epic)

Armor: 4 Fire immunity.

Earthbound (any armor) (normal/greater/epic)

Passive: Lightning resistance +2/+4/+8

Aegis (any armor)

Passive: +1 defensive action

Flying shield (light) (3 charges, daily regenerates 1)

Defense bonus: 1

1: Provides 3 defense for 5 turns.

Aegis shield (any shield)

Passive: 1 defensive action.

Gray dragon shield (heavy)

Defense bonus: 2 Fire resist: +2

Green dragon shield (heavy) (greater)

Defense bonus : 2 Armor: 1 Fire resist: +4

Red dragon shield (heavy) (epic)

Defense bonus : 3 Armor: 2 Fire immunity.