



FANTASY ROLEPLAYING GAME

Ψ Psimancz Mj

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Psimancz is loosely based on Palladium™ Fantasy RPG
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Introduction

Trying to make the whole thing make sense.

Psimancz is a fantasy roleplaying game loosely based on Palladium™ Fantasy RPG. You can pretend to be a wizard or a warrior or a member of a strange race like dwarf, elf, or ogre. It's all about imagination and fantasy. You take on the persona of a valiant hero (or whatever) in a magical realm full of wonder, adventure, swashbuckling, dragon slaying, and all that crap. ☺

Currently (and probably forever), Jason Bergschneider and Sean Crumpler are making many revisions to the game to make it more balanced and logical, or in some cases Sean just had a wild hair up his butt. (They are doing most of the work, but they use input and contributions from all the playtesters.) Rules and other information will often be changing. As always, the main goal is to have fun with the game so don't sweat the details too much, and please be patient with the changes. All suggestions are welcome.

THE NOOB

Welcome to Clichequest!
The first step is to choose your race.



Humans are versatile, yet incompetent. This average and unremarkable race can choose any job, which it will always perform in a halfassed way. This race is a perfect choice for new players and people in a hurry. Humans can do any job but they excel as warriors, mobsters, farmers and estate agents.

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Elves are slender and beautiful as well as annoying. They live in forests where they molest small animals and play boring music all night long. They are a perfect choice for depressed and sociopathic players who feel undervalued and misunderstood. Suggested jobs: hairdresser, vixen, goth poet.



Dwarves have bad tempers and worse body odour. They rarely come out of their caves, much to the relief of all other races. They are the race of choice for people who speak with fake scottish accents at renaissance faires and feel uneasy around women. Suggested jobs: alcoholic, janitor, wife-beater.



Do you want to play a unique race, unseen in any other game? You can, in Clichequest! The foul swamps of Churrask'hal are inhabited by the fierce Zhk'rgz, a savage race of insectoid squid people who defend their land with the magic of the shamans and the might of the warrior maidens. To play a Zhk'rgz you need the expansion The Hidden Continent of Churrask'hal, that will be available next year.

Character Creation

“Character Building” is totally funny... captious cur.

First choose a race. Each one has a number of starting **character points** (CP) and adjustments to the attributes after they are set. Distribute the character points across

all the attributes and adjust as described below. The chart also contains some special characteristics of the races including lifespan, vision, starting **hit point** (HP) bonus, *nsh*.

RACE ATTRIBUTE CHART

Race	CP	INT	WIL	END	STR	PRW	REF	SPD	PRE	BTY	HP	life	R/PH	vision
Catman	115	---	-2	-2	---	+2	+2	+2	-1	---	+6	50	-2	NV
Changeling*	115	---	+3	-2	-2	---	---	---	+1	+1	+6	Imm.	-10	DV/NV
Dwarf	115	---	+2	+2	+1	---	---	-2	---	-2	+6	200	-1	DV
Elf (common)	115	---	---	-2	-2	+1	+1	+2	---	+2	+6	1000	+2	NV
Elf (high)*	115	+2	+2	-4	-4	+2	+2	+4	+2	+4	+6	2000	+3	NV
Goblin	115	-1	---	+2	+1	+1	+1	---	-2	-2	+10	40	-5	N
Gnome	115	+1	+2	---	-3	---	+2	-2	---	+1	+6	300	+1	DV
Half-Elf														
Half-Orc														
Halfling														
Human	120	---	---	---	---	---	---	---	---	---	+6	60	---	N
Kobold	115	+1	+1	+1	---	+1	+1	---	-2	-2	+6	160	-4	DV
Ogre	115	-3	-3	+3	+3	+2	+2	---	+1	-5	+20	60	-7	N
Orc	115	-2	-2	+2	+2	+2	+2	---	-1	-4	+15	50	-6	N
Troll	115	-4	-4	+5	+5	---	---	---	+2	-6	+25	120	-8	N
Wolfen	115	---	-2	+1	+1	---	---	+2	---	---	+6	50	-3	NV

*Changeling and High Elf are only available with GM approval.

+/-n (attribute adjustments by race) = whole attribute points, not character points

CP = starting character points for that race

HP = hit points (the character's life force which equates to points of damage the character can sustain before going unconscious; death occurs when there has been enough damage to exceed the character's hit points plus its Endurance)

life = years of average lifespan

R/PH = racial and personal hostility (from the human perspective)

vision types:

DV = darkvision (only usable in complete darkness; no color perception, black and white only)

N = normal (human-like) vision

NV = nightvision (enhanced vision in low-light conditions)

(See the chart below for definitions of the nine attribute abbreviations.)

Setting and Adjusting Attributes

All attributes start at zero and are set by using character points. Attribute values up to and equal to 15 cost one CP. Attribute values above 15 have a multiplier:

- 16-23: x2 Two CPs to raise one attribute point.
- 24-30: x3 Three CPs to raise one attribute point.

Thirty (30) is typically the highest value to which an attribute may be raised (GM's discretion).

After initially setting the attributes by using all character points, they are then adjusted based on race. The adjustments are listed in the Race Attribute Chart above. The adjustments are whole attribute points, not character points, meaning an ogre gets

+3 STR on top of whatever the STR ended up being after distribution of character points. So if Gornak the Slayer, an ogre, used character points to get a 17 STR, he would now adjust the STR to 20.

See the chart below for descriptions of the nine attributes and how they affect game play. Attributes at an extreme value (below six or above fifteen) provide modifiers to various aspects of the character. The 'notes' column describes the types of modifiers in general corresponding to the modifier values in the table. The attribute descriptions below the table define the specific modifiers provided by each.

ATTRIBUTE BONUS/PENALTY CHART

attribute value	points	init saves skill pts. s/p/d	damage skills %
0	-3	-4	-6
1	-2	-3	-5
2	-2	-2	-4
3	-1	-2	-3
4	-1	-1	-2
5	-1	-1	-1
6-15	---	---	---
16	+1	+1	+1
17	+1	+1	+2
18	+1	+2	+3
19	+2	+2	+4
20	+2	+3	+5
21	+2	+3	+6
22	+3	+4	+7
23	+3	+4	+8
24	+3	+5	+9
25	+4	+5	+10
26	+4	+6	+11
27	+4	+6	+12
28	+5	+7	+13
29	+5	+7	+14
30	+5	+8	+15

Notes

- damage**
modifier affecting hand-to-hand (HTH) combat and thrown weapon damage (not missile)
- init**
modifier to combat initiative
- points**
modifier affecting HP, DSP, ESP, HSP, ISP, MSP, and NSP
- saves**
modifier to saving throws
- skill pts.**
modifier to starting skill points
- skills %**
modifier to skill success rolls; skills have a particular listed attribute which provides the modifier (see charts below)
- s/p/d**
stands for "strike/parry/dodge" modifier

INT intelligence

provides saving throw modifier versus all magical attacks, starting skill point modifier for new characters, and MSP modifier

WIL willpower

provides saving throw modifier versus psionic attacks and ISP modifier

END endurance

provides saving throw modifier versus physical attacks (acid, coma, concussion, poison, system shock, *nsh.*), HP modifier per 10 HPs purchased, and HSP modifier

STR strength

provides damage modifier (HTH combat and thrown weapon, not missile)

PRW prowess

provides HTH combat and ranged strike modifier

REF reflex

provides HTH combat parry modifier

SPD speed

provides HTH combat dodge modifier, base initiative value, initiative modifier, and miss factor (SPD ÷ 2 rounding any fraction down gives combat miss factor)

PRE presence

provides DSP and ESP modifiers and roleplaying modifiers at GM's discretion

BTY beauty

provides NSP modifier and roleplaying modifiers at GM's discretion

Threads

Threads are innate ‘stuff’ in the core of a character’s being. They exist as four aspects: fortune, magic, psionic, and spirit. Roll percentile dice for **threads**, with fortune set first. For the other three, make percentile rolls and pick where you want them to apply. You can set magic, psionic, and spirit threads with the three rolls however you wish; they can be distributed to best fit your character conception or by whatever criteria you want to use.

Having a high value for a thread provides the character with an increasing level of resistance to the applicable force. (Spirit applies to physical saves and gives true resistance to deathblows; fortune only gives true resistance to critical hits with no effect on any saving throws.)

Dying reduces the spirit thread by one (which is only relevant if the character actually comes back to life ☺).

THREAD RESISTANCE

thread value	resistance provided
0 to 50	None
51 to 90	+1 saving throw
91 to 100	+2 saving throw
101+	True resistance as a percentage equal to the <i>thread value</i> - 100 (true resistance is checked as a percentage roll before [and in addition to] the standard saving throw)

Skills, Gifts, and “Points”

Now, choose a profession and skills. Each character starts with one **primary skill**. This skill is the character’s chosen profession or class. All primary skills give the character some base ability. For all except fighter, the primary class provides a **gift** for the character, which is a knack or innate ability for doing that sort of thing. The character also chooses other skills based on a starting skill point and skill weight system.

Each skill has a **skill weight** associated with it ranging from one to four. Beginning characters start with fifteen (15) **skill points** plus their Intelligence (INT) attribute plus the starting skill point bonus associated with INT. (For example, a character with a 22 INT gets $15 + 22 + 4 = 41$ skill points.) Each skill point is equivalent to one skill weight;

for example, mystic conversion (SW 3) would require three skill points to choose when creating the character. (The cost to advance skills and acquire new ones is also based on the weight. See *Character Advancement* below.)

In addition to acquiring starting skills, characters can use skill points to start with feats for literacy and additional languages in addition to speaking their native (usually their own racial) language and the common tongue (which has no written form). Each language acquired (spoken or literacy) requires one skill point. (Characters begin only knowing how to speak their native tongue, not reading and writing it. Starting with literacy, assuming the language has a written form, would also require a skill point.)

Normal skills have a chance of success associated with them. (Primary skills and weapon proficiencies do not.) The **chance of success** is a percentage and is ten percent (10%) per level for all skills regardless of their skill weight. Skills may receive a bonus or penalty to the success percentage from extreme attributes. (This modifier does not necessarily have to make sense rationally. It could be due to the magic of the world or some other innate, unexplainable effect.)

Characters have some **“points”** upon creation. All characters get **hit points** (HP). Depending on the chosen primary skill, the character may get **divine spell points** (DSP), **elemental spell points** (ESP), **healing strength points** (HSP), **inner strength points** (ISP),

magical spell points (MSP), or **nature spell points** (NSP). [See *Primary Skills* below.]

Starting HP = (END) + (END HP modifier) + (racial HP listed in the race attribute table above).

Starting DSP, ESP, HSP, ISP, MSP, or NSP = (appropriate attribute) + (attribute point modifier) + 10.

“Points” recovery: “Points” are used by the character and return at one per power level per hour. For example, a level four warlock recovers four elemental spell points per hour. Hit points are the exception because they correlate with physical damage and must be healed.

Primary Skills (Classes)

Druid

Druids are freaky nature granola types who usually have wild, stringy hair and don't bathe often. They also typically possess a creepy relationship with animals. They gain their abilities and spells from the Force of Nature (similar to the *Magic: The Gathering*® card of the same name but with less of a temper; however, some druids prefer to believe in a dirt-smudged, hairy-legged, epicene, willowy, Gaea chick as the provider of their power). Druids do not have true spell knowledge.

"Points" for druids are nature spell points (NSP):

- Druids have and use NSP to power abilities and spells
- NSP return each hour at one per level of the druid
- NSP pool increases by *10 + BTY bonus to NSP* at each level

All druids have the following things:

- The druidic gift
- One physical action (which may be used for druidic abilities) and one magic action (for spells and which may be used for druidic abilities)
- Skill bonus of +10% to dowsing, identify plants/fruits, and zoology: general
- All special druidic abilities at first level (see *Psimancz Appendices*)
- Starting spells: choose two druidic spells plus NSP bonus (for spells, see *Psimancz Appendices*)

Advancement:

Druids advance in power level in the standard manner. (See the chart in *Character Advancement*.) They get all special druidic abilities corresponding to their power level. Druids gain two druidic spells plus NSP bonus each level. They may change one spell of a lower level each time they attain a new power level.

Quotations of typical druids:

- "Don't you dare even think about it, you knuckle-dragging troglodyte." Said to Tordu, a human, as he pulled a rabbit out of his bunny bag to deactivate the ward.
- "I'm not just a pretty face, you know."
- "Not that kind of 'special,' cretin." In response to questions about his special relationship with his familiar, Dahry, a goat.
- "I derive my immense power from the sacred heart of this vast land we now tread upon. Be wary, interloper!" Later, quietly to one of her companions, "Hey, can you parry for me?"

Fighter

Fighters are the butt-kickers of the Psimancz world. One can be an arbalester, archer, assassin, barbarian, bodyguard, bouncer, bounty hunter, brave, cavalier, chevalier, dart thrower, dragoon, fencer, gladiator, infantryman, kick boxer, knight, kung fu master, lancer, legionnaire, malla yodha, man-at-arms, mercenary, ninja, palace guard, paladin, pugilist, ranger, reaver, rogue, sailor, samurai, scout, sea rover, soldier, spearman, squire, thief, thumb wrestler, warrior or whatever hand-to-hand combat-oriented profession or style you can imagine. Fighter is the only 'cool' class; the rest are dorks.

"Points" for fighters are their hit points (HP). They get no power points unless they multi-class.

All fighters begin with the following things:

- **Autoparry** (attempting to parry a strike does not require an action)
- One physical action plus a second physical action (free, not floating)
- +10 floating HP (these are not 'purchased' points, so they get no END bonus)
- +1 floating bonus on any one thing (combat, perception, or whatever)
- Feats: light and medium armor proficiency

Advancement:

Fighters don't advance in power level; they improve their combat abilities.

Quotations of typical fighters:

- "Bite me. It's not like you're going to do it." Said by Tordu after he tossed the bunny.
- "I have a brain, too, you know."
- "You call that stick a weapon? Bring it on, runt."

Healer

Healers have the power to heal the sick and injured. They're usually nice, but that trait is not a requirement for the class. Healer is a support class dedicated to helping others. Generally, they do not 'adventure' away from civilization, but there are always exceptions. Though they're often described as 'pansies' or 'namby-pambies,' healers can learn to fight with a weapon as well as anyone else, but they look a little awkward and silly. (Besides, chopping people up seems so contrary to the concept of 'healer.')

They typically gain their abilities from training and internal strength of self.

"Points" for healers are healing strength points (HSP):

- Healers have and use HSP to power abilities
- HSP return each hour at one per level of the healer
- HSP pool increases by $10 + \text{END bonus to HSP}$ at each level

All healers have the following things:

- The healing gift
- One physical action and one healing action (for healing abilities)
- Starting healing abilities: choose a number of first level abilities equal to one-third END (rounding up) plus END HSP bonus. (See *Psimancz Appendices*.)

Advancement:

Healers advance in power level in the standard manner. (See the chart in *Character Advancement*.) They acquire additional abilities by spending 100 experience points per level of the ability. There is no limit to the number of abilities acquired, but the power level of the healer determines the highest level of healing ability that can be activated.

Quotations of typical healers:

- "Is it safe to go in now?"
- "I'm not a namby-pamby, you know."
- "What? You think I can do this forever? Don't do such stupid things that always get us cut up." Said in response to an overheard comment, "Why'd we even bother bringing a healer?"

Mage

Mages are the manipulators of mystical forces in the world. A mage can be any user of magic from the local hedge wizard to the demon-summoning sorcerer, from the scholarly sage at the top of the hill to the potion-peddling alchemist on the wrong side of town, or even the surly necromancer living in the mausoleum under the graveyard. Mages typically gain their knowledge and magical powers through extensive study and training. There are four subclasses of mage, each having its own "gift" with which it is associated.

- Diabolist (master of ward magic)
- Necromancer (master of death magic)
- Sorcerer (master of circle and ritual magic)
- Wizard (master of spell magic)

"Points" for mages are magic spell points (MSP):

- Mages have and use MSP to power magical abilities and spells
- MSP return each hour at one per level of the mage

- MSP pool increases by *10 + INT bonus to MSP* at each level

All mages have the following things:

- The mage subclass gift
- One physical action and one magic action (which applies to any magic action: circle, necromantic, ritual, spell, or ward)
- Starting spells for wizards: all wizards start with the common knowledge spells (*decipher magic, mage light, sense magic, tongues*) and choose half INT (rounding up) plus INT MSP bonus as levels of 1st through 5th level common spells. (See *Psimancz Appendices*.)
- Diabolists, necromancers, and sorcerers start with magical powers as well, but it has not been written up yet.

Advancement:

Mages advance in power level in the standard manner. (See the chart in *Character Advancement*.) They acquire additional magical powers through learning, experimentation, and instruction. They cannot spend experience points for them.

Quotations of typical mages:

- "Give me a minute to figure this out."
- "I'm not just a walking encyclopedia, you know."
- "Well, the magic **should** work like..."
- "It should be safe to go in now... After you."

Priest

The priest class refers to those who are devout followers of a specific god; many religious types are included in this category from wandering, bipolar, manitou-worshipping shamans to unctuous, dictatorial bishops. The god provides all the powers and spells that priests have at their disposal. They do not have true spell knowledge.

The first step in creating a priest character is to choose a patron (or matron) god. All gods have two spheres of influence. The spheres of influence that a god possesses will affect the choice of spells available to the priest.

"Points" for priests are divine spell points (DSP):

- Priests have and use DSP to power spells
- DSP return each hour at one per level of the priest
- DSP pool increases by *10 + PRE bonus to DSP* at each level

All priests have the following things:

- The divine gift
- **Autoparry** (attempting to parry a strike does not require an action)
- One physical action and one magic action (for spells and priestly abilities)
- Feat: light armor proficiency
- Starting spells: see *Spell Knowledge* below
- Turn Dead ability (see below)

Advancement:

Priests advance in power level in the standard manner. (See chart in *Character Advancement*.) See *spell knowledge* below for acquiring new spells as the priest advances.

Quotations of typical priests:

- "Have you no concern for your eternal soul?"
- "We're not all like that, you know. I don't even know that boy."
- "According to the teachings of <blank>, that's just wrong."
- "Such things are of no concern to me, you benighted fool. I answer to a higher power."

Spell knowledge:

A priest receives two spells per level. The spells must be equal to or lower than the power level of the priest. The priest may choose common spells equal to the power level of the character, uncommon spells equal to the power level minus one, rare spells equal to the power level minus two, and very rare spells equal to the power level minus three. All spells must be selected from the spheres of influence of the god to which the character is dedicated. (For the magic spell list, see *Psimancz Appendices*).

Turning dead (animated or un-):

Turn Dead is a spell-like ability all priests possess. It uses a spell action to cast and a standard magic save is required of all dead who attempt to pass within a five-foot radius per level of the priest. A priest can attempt to turn two minor dead per level and one major dead per level. A priest can attempt to turn dead up to their level times per day.

Minor dead: These animated dead have no intelligence of their own. Typically minor dead do not have a bonus to saving throws. Skeletons, zombies and ghouls fall into this category.

Major dead: These animated dead usually have a soul imbued into their mortal shell. Vampires and mummies fall into this category.

Psion

Psions mess with people's minds and are either bald or appear to have a lot of static in their hair. They generally have an eerie air about them and are not to be trusted. They typically gain their abilities from training and internal strength of will.

"Points" for psions are inner strength points (ISP):

- Psions have and use ISP to power abilities
- ISP return each hour at one per level of the psion
- ISP pool increases by $10 + WIL$ bonus to ISP at each level

All psions have the following things:

- The master psionic gift
- One physical action and one psionic action (for psionic powers)
- Starting psionic powers: choose a number of first level powers equal to one-third WIL (rounding up) plus WIL ISP bonus. (See *Psimancz Appendices*.)

Advancement:

Psions advance in power level in the standard manner. (See the chart in *Character Advancement*.) They acquire additional powers by spending 100 experience points per level of the ability. There is no limit to the number of powers acquired, but the power level of the psion determines the highest level of psionic ability that can be activated. The nature of the "gift" also limits a psion. Those with minor psionics may only acquire first level powers; those with major psionics, first through third level powers; and those with master psionics, all powers.

Quotations of typical psions:

- "I got your back." To the guy parrying.
- "We're not all mendacious manipulators, you know."
- Running from a local card game, "Now why'd you have to go and tell them I could do a 'cool trick' shooting light out of my eyes?"

Warlock

Warlocks are wannabe mages who couldn't cut it in multivariate calculus class, so they steal their power; they siphon it from the elemental planes. They do not have true spell knowledge. Warlocks begin with a power level dedicated to one of the four elemental forces: air, earth, fire, or water.

Multi-classing to another elemental force requires the purchase of another power level dedicated to that force. [Note: A warlock that multi-classes to another elemental force does not have to buy the warlock "gift" again, only the power level.]

"Points" for warlocks are elemental spell points (ESP):

- Warlocks have and use ESP to power abilities and spells
- ESP return each hour at one per level of the warlock
- ESP pool increases by *10 + PRE bonus to ESP* at each level

All warlocks have the following things:

- The warlock gift
- One physical action and one magic action (for spells and summoning)
- Starting spells: see *Spell Knowledge* below
- Special abilities associated with elementals, which are described below
 - Non-aggression from elementals; sense, speak, and summon elemental

Advancement:

Warlocks advance in power level in the standard manner. (See the chart in *Character Advancement*.) See below for increasing abilities and acquiring new spells as the warlock advances.

Quotations of typical warlocks:

- "Thanks for the gift, but I don't always have to wear white (or blue or green or red), you know."
- "No, I don't have a book. Should I?"
- "Damn, why didn't I pick fire?"

Non-aggression:

Elementals will not attack their mortal brothers and sisters unless necessary, provoked or attacked first. If an elemental is forced to attack a warlock, it will warn the warlock of its mission first, and then attack without mercy. This courtesy is extended to all warlocks, regardless of their affiliation.

Sense/speak elemental:

Warlocks can sense a nearby elemental (within 100 feet) regardless of the elemental type. Also, a warlock can speak with all elementals to which the warlock is affiliated.

Elemental summoning:

Warlocks may summon an elemental companion of the same element to which the warlock is dedicated. The level of the elemental is equal to the power level of the warlock. The warlock summons the elemental as a magic action and the ESP cost is the same as the MSP cost for a typical spell of the same level. The elemental will remain for ten minutes per level of the warlock. No battle of wills is necessary to summon or control the elemental. (For the powers and abilities of summoned elementals, see *Psimancz Appendices*).

Greater elemental summoning:

This spell-like ability is similar to the elemental summoning ability except that it lasts for a longer duration. Once the warlock achieves sixth level, she can bind the elemental to the prime material plane for a longer duration. When the warlock performs a greater summoning, the elemental that is summoned is one level lower than if the elemental summoning ability were used, but the elemental will remain for one hour per level of the warlock.

Spell knowledge:

A warlock receives two spells, plus the ESP modifier from Presence, per level. The spells must be equal to or lower than the power level of the warlock. The warlock may choose common spells equal to the power level of the character, uncommon spells equal to the power level minus one, rare spells equal to the power level minus two, and very rare spells equal to the power level minus four. All spells must be selected from the element to which the character is dedicated. The warlock starts with first level *Sense Magic* spell automatically. (For the magic spell list, see *Psimancz Appendices*).

Skill List (by skill weight)

Weight One Skills

Acting	PRE	Research	END
Animal husbandry	PRE	Rope works	REF
Armorer: light	END	Sailing	STR
Astrology	WIL	Scale walls	STR
Astronomy	INT	Sculpting/whittling	PRW
Breeding dogs	PRE	Sense of direction	WIL
Brewing	END	Siege knowledge	INT
Carpentry	STR	Sign language	PRW
Cartography	PRW	Sing	BTY
Celestial lore	INT	Sleight of hand	PRW
Chemistry	INT	Specialization	---
Chess	INT	Swim	SPD
Cook	WIL	Tailor	PRW
Dance	PRW	Undead lore	INT
Disguise	BTY	Ventriloquism	WIL
Dowsing	WIL	Weapon proficiency: small	---
Elemental lore	INT	Wilderness lore	INT
Erotic arts	BTY	Witch lore	INT
Faerie lore	INT	Writing	WIL
Falconry	PRE	Zoology: general	INT
Fishing	WIL		
Forgery	PRW		
Gambling	PRE		
General riding (air or ground)	END	Weight Two Skills	
Heraldry	INT	Armorer: medium	END
Identify plants/fruits	INT	Combat riding (WP; air or ground)	---
Imitate voices	PRE	Court etiquette	PRE
Infernal lore	INT	Criminal knowledge	PRE
Juggling	REF	Divination	WIL
Leatherworking	STR	Fast-talk	PRE
Masonry	STR	Find/remove traps	REF
Mathematics	INT	General repair	STR
Metal working	STR	Herb lore	INT
Meteorology	INT	Locate secret comp/doors	PRW
Mime	PRW	Medical	INT
Mining	END	Mystic lore	INT
Mountaineering	STR	Pathfinding	SPD
Paint	REF	Pick locks	REF
Philosophy	WIL	Pick pockets	PRW
Planar lore	INT	Prowl	REF
Plant/farm lore	INT	Psionic lore	INT
Play percussion instruments	END	Psychology	WIL
Play string instruments	PRW	Ritual lore	INT
Play wind instruments	END	Skinning and tanning	STR
Pottery	REF	Study wards	INT
Preserve food	STR	Surgery	PRW
Public speaking	PRE	Tactics	INT
Racial histories	INT	Therapy	END
Read lips	WIL	Track	END
Read mystic symbols	INT	Trap design and construction	STR
Recognize poison	INT	Urban lore	PRE
Rec. precious metals/stones	WIL	Use poison	PRW
Recognize weapon quality	WIL	Weapon proficiency: medium	---
Religious doctrine	INT	Weaponsmith: general	STR
		Wilderness survival	END

Weight Two Skills (continued)

Zoology: mystic INT

Weight Three Skills

Acrobatics SPD
Armorer: heavy END
Hunting & foraging SPD
Meditation WIL
Mystic conversion INT
Mystic harvesting (prereq: mys zoology) INT
Psionic conversion WIL
Weapon proficiency: large ---
Weaponsmith: special STR

Weight Four Skills

Armorer: plate END
Unarmed combat (WP: requires autoparry)
Weapon proficiency: huge (2H) ---

Specific Weapon Proficiencies

Small (1d4)

Blowgun
Knife
Shield
Special

Medium (1d6)

Ball and chain
Battle-ax
Blunt
Shield
Sling
Spear/fork
Staff
Sword
Special

Large (2d6)

Ball and chain
Battle-ax
Blunt
Bow
Shield
Spear/fork
Staff
Sword
Special

Huge (3d6)

(must be two-handed)

Ball and chain
Battle-ax
Blunt
Crossbow
Pole arm
Sword
Special

Miscellaneous

Combat riding (air or ground)

Unarmed combat (requires autoparry)

Weapon proficiency note: Those using a weapon for which they don't have the skill suffer -3 to strike, parry, and damage. (Fighters with autoparry only suffer a -1 penalty except in the case of mounted combat. When mounted, even fighters get -3 if they don't have the *combat riding* skill.) When a weapon proficiency skill is chosen for a starting character, the character gets one free (non-floating) +1 in whichever area it wants (strike, parry, or damage). This free bonus does not apply for an acquired weapon proficiency skill.

Shield note: The size of the shield (S, M, or L) is used to determine several things. There are three different shield weapon proficiency skills available. The size gives the skill weight of each shield skill. The size also determines the amount of damage the shield does and the modifiers applied when an off-hand strike is made with the shield. Yet all shield skills of all sizes have bonus costs that are the same and are listed in the table below under *Character Advancement* as "WP SH."

Specific Skill Notes

Acrobatics

This skill encompasses several abilities including exceptional balance, leaping, tightrope walking, *nsh*. Details will be described later.

Armorer

To be described.

Combat riding (WP; air or ground)

Two separate skills exist: one for ground-based mounts and one for flying mounts. (Other specialized mounts might require the purchase of another *combat riding* skill like in water, for example, if the character had a dolphin familiar.) Simply having the skill means the character can safely approach most war mounts of that type and fight while mounted without the usual -3 penalties. *Combat riding* skill does not provide the knowledge and abilities to properly care for or ride the mount. (*General riding* skill of the appropriate type is, therefore, a necessity for *combat riding* to be useful and should be considered a prerequisite.) Bonuses purchased with *combat riding* (prices listed under *Character Advancement* below) are cumulative with all other general HTH as well as weapon bonuses. (Yes, a well-trained mounted opponent is supposed to be scary!)

Fishing

Given an appropriate natural environment, *fishing* provides enough aquatic animal-based food to sustain one human-sized person per level. It is assumed that the character spends a couple of hours each day setting nets, checking fishing lines, *nsh*.

General riding (air or ground)

Two separate skills exist: one for ground-based mounts and one for flying mounts. (Other specialized mounts might require the purchase of another *general riding* skill like in water, for example, if the character had a dolphin familiar.) *General riding* provides the knowledge and abilities to properly care for and ride the mounts of the given type.

Herb lore

This skill assists in medical healing using salves, teas, *nsh*. (We need to create a level-based system for creation.)

Hunting & foraging

Given an appropriate natural environment, *hunting & foraging* provides enough animal-based and/or vegetarian food to sustain one human-sized person per level in addition to the character. It is assumed that the character spends a couple of hours each day setting snares, stalking prey, foraging for berries and tubers, *nsh*.

Medical

The character can heal wounds with this skill provided that a medical kit is used. (Having the skill and applying it to a wounded patient can prevent further damage even without the kit or if the roll is failed.) For each 10% (or part thereof) by which the skill roll is made, one hit point of physical damage is healed. For each point healed, the skill uses one "charge" of a medical kit. (For example, making the skill roll by 13% would heal 2 HP and burn 2 medical charges.) Further successes with *medical* will not heal more unless the number of hit points cured exceeds the number repaired in the most successful earlier attempt. And then, only the difference has effect, yet the full number of charges is used. New characters starting with *medical* receive a standard quality medical kit with 20 charges.

Meditation

This skill does not replace sleep. The maximum amount of time per day that can be spent meditating is eight hours. (During travel, it is typically four hours per day.) For each level of Meditation, the character regains one HPC, ISP, and MSP in addition to the normal recovery of energies.

Mystic harvesting

Prerequisite:

zoology: mystic skill

This skill provides knowledge of whether a creature has components that are useful or valuable along with the ability to remove them intact.

Planar lore

The skill provides knowledge of the various planes and how they interact. It may also cover knowledge of specific planes and their inhabitants.

Read mystic symbols

The character can read and understand the usual markings and symbols used on magic items, mystical books, potions, *nsh*.

Recognize poison

In addition to recognizing toxins, the character can also create the proper anti-venom (given the appropriate ingredients).

Ritual lore

The skill provides knowledge about circle and ritual magic. (It replaces *study circles* skill.)

Surgery

To be described.

Therapy

To be described.

Unarmed combat (WP; requires autoparry)

Possessing this skill gives the ability to fight using only the body (including being able to parry HTH combat attacks without requiring a weapon). Characters without this skill cannot fight unarmed at all. The chart under "Character Advancement" below lists costs for *unarmed combat* abilities, bonuses, and damage dice.

Wilderness survival

A character with this skill can survive in typical wilderness for one week per level. It requires nearly full-time effort to survive.

(Note: Many more skills require explanation.)

Skill List (by attribute)

Skills get a modifier based on a particular attribute. Skill weights are shown.

Beauty		Zoology: general	1
Disguise	1	Zoology: mystic	2
Erotic arts	1		
Sing	1		
		Presence	
Endurance		Acting	1
Armorer: heavy	3	Animal husbandry	1
Armorer: light	1	Breeding dogs	1
Armorer: medium	2	Court etiquette	2
Armorer: plate	4	Criminal knowledge	2
Brewing	1	Falconry	1
General riding (air or ground)	1	Fast-talk	2
Mining	1	Gambling	1
Play percussion instruments	1	Imitate voices	1
Play wind instruments	1	Public speaking	1
Research	1	Urban lore	2
Therapy	2		
Track	2	Prowess	
Wilderness survival	2	Cartography	1
		Dance	1
Intelligence		Forgery	1
Astronomy	1	Mime	1
Celestial lore	1	Locate secret comp/doors	2
Chemistry	1	Pick pockets	2
Chess	1	Play string instruments	1
Elemental lore	1	Sculpting/whittling	1
Faerie lore	1	Sign language	1
Heraldry	1	Sleight of hand	1
Herb lore	2	Surgery	2
Identify plants/fruits	1	Tailor	1
Infernal lore	1	Use poison	2
Mathematics	1		
Medical	2	Reflex	
Meteorology	1	Find/remove traps	2
Mystic conversion	3	Juggling	1
Mystic harvesting	3	Paint	1
Mystic lore	2	Pick locks	2
Planar lore	1	Pottery	1
Plant/farm lore	1	Prowl	2
Psionic lore	2	Rope works	1
Racial histories	1		
Read mystic symbols	1	Speed	
Recognize poison	1	Acrobatics	3
Religious doctrine	1	Hunting & foraging	3
Ritual lore	2	Pathfinding	2
Siege knowledge	1	Swim	1
Study wards	2		
Tactics	2		
Undead lore	1		
Wilderness lore	1		
Witch lore	1		

Strength		Willpower	
Carpentry	1	Astrology	1
General repair	2	Cook	1
Leatherworking	1	Divination	2
Masonry	1	Dowsing	1
Metal working	1	Fishing	1
Mountaineering	1	Meditation	2
Preserve food	1	Philosophy	1
Sailing	1	Psionic conversion	3
Scale walls	1	Psychology	2
Skinning and tanning	2	Read lips	1
Trap design and construction	2	Recognize precious metals/stones	1
Weaponsmith: general	2	Recognize weapon quality	1
Weaponsmith: special	3	Sense of direction	1
		Ventriloquism	1
		Writing	1

Starting Equipment

Every character starts with the following equipment if wanted.

New characters may spend as much of their starting coin on equipment as they wish.

STARTING EQUIPMENT

- 1 complete set of clothing (choose style)
- 1 bedroll
- 1 backpack
- 1 belt pouch

- 1 knife
- 1 standard quality weapon for each WP skill

- 1 candle
- 1 personal kit
- 1 set of eating utensils
- 12 silver pieces

Final Note

When creating the character, don't forget about the personality and general motivation. Having unique, interesting PEOPLE as characters in the game with cool backgrounds and quirky traits makes it more fun for everyone. As an aid, try to come up with "three words" for each character that give a quick overview. If they happened to be "capricious, friendly, and impatient," or "callow, ebrious, and raffish" you'd have a pretty good idea of how the character might react in many possible situations. It's just a suggestion.

Character Advancement

It's all about improvement. (But then the monsters get tougher too. Those bastards!)

Each game session, the characters tromp around the GM's imagined world participating in excellent adventures. One would expect that they

might be able to learn a little something from their adventuring. Or not. 😊 Regardless, the character gets to improve.

Experience Points

The game mechanic that represents a character's life experience and capacity for improvement is called **experience points** (XP). You 'spend' XP to increase your character's skills, abilities, and attributes. Use the advancement charts below to find the costs for increasing attributes, raising power or skill levels, learning new skills, gaining combat and weapon bonuses and abilities, increasing "points," acquiring feats, *nsh*. Attributes, power levels, and skill levels are limited in the speed at which they can increase. Only a single attribute value increase or level advancement per game session is allowed. Combat and other bonuses, hit points, DSP, ESP, HSP, ISP, MSP, and NSP may increase as much as desired. Many classes gain things at each level. See Primary Skills above.

Keep track of the total amount of experience earned by the character. Extra bonuses for initiative, perception, and Presence are based on the total amount of experience, which acts as a rough gauge of approximate overall

character level and power. (The total-experience-based bonuses for initiative and perception are 'floating,' which means they are always added on top of what you bought for the character with experience.)

TOTAL-EXPERIENCE-BASED BONUSES

For every 10,000 total experience points, the character receives

- +1 floating initiative bonus
- +1 floating perception bonus
(in a single sense category)
- +1 Presence CP
(not full attribute point; not floating)

For every 50,000 total experience points, the character also receives

- +1 floating saving throw on all saves
- +1 full attribute point (not floating)

Feats

Feats are sort of like skills, but they do not advance in level. They can be purchased with experience as one-time expenditures during character advancement. (There are exceptions. A

few primary skills start with feats and characters can use skill points to start with language feats.) There are three types of feats: combat forms, general talents, and mystical techniques.

Combat Forms

Ambidextrous conditioning

Prerequisites:

off-hand attack feat, Prowess 13+

The character gains +2 to strike with off-hand attacks. *Cost: 2500 XP*

Armor proficiency

The wearing of armor requires training to use properly. (See *Armor* below for complete armor rules.) Characters cannot use armor for which they do not have the proficiency feat. Fighters start with light and medium AP for no cost; priests begin with light AP. *Cost varies:*

Light: 500 XP

Medium: 1000 XP

Heavy: 1500 XP

Plate: 2000 XP

Blind fighting

The character has a heightened sense of awareness when in hand-to-hand combat, so only suffers a -1 to strike, parry, and dodge when fighting blind. The reduced penalty only applies to melee combat (hand-to-hand attacks). Ranged attacks suffer the usual penalties. *Cost: 5000 XP*

Cover finesse

Prerequisite:

autoparry

Fighters with this combat form are better at defending others. There is no penalty to parry attacks that are targeted against the declared protectee (except for the usual flank attack penalty, *nsh.*) *Cost: 2000 XP*

Deflect arrows

Prerequisites:

autoparry, +2 parry in WP, Reflex 14+

This form allows characters to parry normal ranged (or thrown) attacks (not magical ranged attacks) as if they were using a shield. The parry bonus is based on the chosen WP. Each time this feat is purchased, it applies to another specific WP skill. *Cost varies:*

WP small: 1000 XP

WP medium: 1000 XP

WP large: 1000 XP

WP unarmed: 2000 XP

WP huge: 3000 XP

Free kick

On a natural 20 parry, the defender gets to strike the opponent with a special kick that cannot be parried and does not take an action.

It has the normal unarmed strike bonus and does 1d6 real damage plus damage bonus. *Cost: 500 XP*

Gang cover finesse

Prerequisites:

cover finesse and *gang fighting* feats

Characters with this combat form are better at defending others against multiple attackers. There is no penalty to parry attacks against the declared 'protectee's flanks, and rear attacks can be parried at a -2 penalty. *Cost: 2000 XP*

Gang fighting

Prerequisite:

autoparry

Fighters with this combat form are better at defending themselves against multiple attackers. There is no penalty to parry attacks against the flanks, and rear attacks can be parried at a -2 penalty. *Cost: 3000 XP*

Improved gang cover finesse

Prerequisites:

gang cover finesse and *improved gang fighting* feats

Characters with this combat form are expert at defending others against multiple attackers. There is no penalty to parry attacks against the declared 'protectee's flanks or rear. *Cost: 3000 XP*

Improved gang fighting

Prerequisites:

gang fighting feat

Characters with this combat form are expert at defending themselves against multiple attackers. There is no penalty to parry attacks against the flanks or rear. *Cost: 3000 XP*

Improved mobility

Prerequisites:

mobility feat, *autoparry*

This form works the same as mobility except the character may attempt to parry (when applicable) if the dodge is unsuccessful. *Cost: 2000 XP*

Lightning interposition

Prerequisite:

autoparry

Characters with this combat form are quicker at defending others. They can switch their declared 'protectee' in the middle of a round as an abort without costing an action. The feat can be purchased multiple times for multiple switches within a round. *Cost: 2000 XP*

Missile interception

Prerequisites:

deflect arrows and *ranged deflection* feats
Prowess 16+

By use of this form a character may attempt to parry a ranged attack using a ranged weapon. The character's strike roll is used to stop the attack. Each time this feat is purchased, it applies to another specific WP skill. *Cost varies:*

WP small: 1500 XP
WP medium: 2000 XP
WP large: 2500 XP
WP huge: 3000 XP

Example: A character may shoot an arrow out of the sky with another arrow.

Mobility

Characters with this form are extremely active in combat. As long as they are aware of the attack, they can attempt a free dodge once per round. All dodge bonuses apply. If the free dodge attempt fails, there is no option to attempt a parry. *Cost: 2000 XP*

Multiple attack

Prerequisites:

off-hand attack feat, 30,000 total XP

The form allows a character to attack a single creature with each weapon held in the same initiative instant. Each attack still requires the appropriate action (that is, a physical action and an off-hand attack action). The defending creature can attempt to parry both attacks if trained in a *simul-parry* feat. *Cost: 4000 XP*

Example: Drogo has a dagger in one hand and a long sword in the other. He uses the *multiple attack* feat to strike his opponent twice simultaneously, once with the sword and once with the dagger. The attacks still cost two actions (one physical, one off-hand), but they happen on the same initiative instant.

Multiple interposition

Prerequisite:

autoparry

Characters with this powerful combat form can have more than one free declared 'protectee' at the beginning of a round and have the ability to defend all of them simultaneously. (I know; it seems insane; *Psimancz* is a fantasy role-playing game, after all.) *Cost progresses:*

2nd protectee 5000 XP
3rd protectee 10,000 XP
4th protectee 15,000 XP
And so on

Oak hands

Prerequisite:

WP unarmed combat

This form allows fighters to do half real damage with unarmed attacks (instead of just subdual damage), if they wish. *Cost: 2000 XP*

Off-hand attack

Prerequisites:

simul-parry feat, 3 physical actions

This form gives the fighter an extra attack that can be used to strike with the weapon or shield used in the off-hand. This action cannot be used for any other purpose, and if it is not used, it does not add five to next initiative.

Cost progresses:

1st attack 1000 XP
2nd attack 3000 XP
3rd attack 9000 XP

Offensive disarm

On a natural d20 roll attack, the opponent is disarmed if he is attempting to parry with a 'dislodgeable' weapon. *Cost varies:*

20: 1000 XP
19: 2000 XP
18: 4000 XP
17: 8000 XP

Parry ranged attacks

Prerequisites:

deflect arrows feat, Reflex 16+

This form allows characters to parry magical ranged attacks as if they were using a shield. The parry bonus is based on the chosen WP. Each time this form is purchased, it applies to another specific WP skill. *Cost varies:*

WP small: 1000 XP
WP medium: 1000 XP
WP large: 1000 XP
WP unarmed: 2000 XP
WP huge: 3000 XP

Quick change

This form allows the character to put a weapon (or shield) away (on own body) and draw another weapon, with no action cost. This feat can only be used once per round. The weapon's speed still applies for replacing and drawing the weapon. *Cost: 1000 XP*

Quick draw

Allows the character to draw or replace a weapon (from own body) with no initiative delay. This feat can be purchased multiple times. Each time this form is purchased, it applies to another specific WP skill (including shields). *Cost: 500 XP x WP skill weight*

Ranged deflection

Prerequisites:

deflect arrows feat, Prowess 14+

This form allows a character who is currently using a ranged weapon to attempt to parry a melee attack against a character they have declared. This feat may also be aborted to in cases where the defended was not declared at the beginning of the round. The attempted deflection uses an action. Each time this form is purchased, it applies to another specific WP skill. *Cost varies:*

WP small: 1000 XP

WP medium: 2000 XP

WP large: 2500 XP

WP huge: 3000 XP

Example: Jorgo the Archer is in the trees covering his companions as they fight the evil SwordMaster. Lantra the Brave is disarmed and has no weapon to parry with. The SwordMaster turns to Lantra and attacks. Jorgo knows Lantra is close to zero hit points, so he uses the Ranged Deflection feat to fire an arrow to deflect (or parry) the SwordMaster's thrust.

Simul-parry, shield

Prerequisite:

autoparry

This form allows fighters to use a shield to parry simultaneous attacks directed at them. *Cost: 1000 XP*

Simul-parry, weapon

Prerequisite:

autoparry

This form allows fighters to use a weapon to parry simultaneous attacks directed at them. *Cost: 2000 XP*

Steel hands

Prerequisite:

oak hands feat

This form allows fighters to do all real damage with unarmed attacks (instead of any subdual damage), if they wish. *Cost: 2000 XP*

General Talents

Awareness

The character is highly aware of her surroundings and is allowed an extra first perception roll when she is the target of a sneak attack. *Cost: 1500 XP*

Damage reduction

Prerequisite:

Endurance 16+

The character is quite hearty and able to withstand damage. The maximum damage reduction is equal to the character's *END* - 15. This form may be purchased multiple times with each adding one point of damage reduction up to the maximum. *Cost: 3000 XP*

Evade traps

Characters possessing this feat are allowed to make a dodge roll to avoid traps whenever they trigger a single-target trap or are caught within an area of effect trap. *Cost: 4000 XP*

Language

Prerequisite:

having a brain and other appropriate organs

This talent allows characters to speak another language or read and write a language, including their native tongue (assuming the language has a written form). Only 'mortal' languages can be chosen. (Examples would be elven, giant, human, and kobold, but not dragon, faerie, or infernal.) There is no percentage chance associated with knowing a language. In the future, there may be increasing levels of fluency. *Cost: 250 XP*

Mystical Techniques

Imbue Spell

Prerequisite:

ability to cast spells (*wizard gift*)

wizard power level 4

This technique allows the mage to cast any 'self' targeted spell onto another. The range is effectively changed to 'touch,' and the SP cost for casting the spell is increased by 8 points.

Cost: 1000 XP

Multi-classing

Characters can acquire another primary class by purchasing it with experience points. Better explanation will be added later.

8000 XP	autoparry (fighter or priest)
5000	any non-psionic gift (separate for diabolist, druid, healer, priest, sorcerer, warlock, and wizard)
4000	power level zero (druidic, healing, mystic [separate for each], priestly, psionic, and warlockish)
1000	minor psionic gift (first level abilities only)
2000	major psionic gift (first through third level abilities)
3000	master psionic gift (all abilities available)

Restrictions on multi-classing: no multi-god priests or mixing of druid, priest, and warlock. (Warlocks, however, can have multiple elemental forces.)

Advancement Charts

ATTRIBUTE, LEVEL, SKILL, AND "POINT" COSTS

attribute value	XP cost	attribute value	XP cost	Power level (druid, healer, mage (4), priest, psion, warlock)	XP cost
1	100	16	3200	1	400
2	200	17	3400	2	800
3	300	18	3600	3	1200
4	400	19	3800	4	3200
5	500	20	4000	5	4000
6	600	21	4200	6	4800
7	700	22	4400	7	8400
8	800	23	4600	8	9600
9	900	24	9600	9	10,800
10	1000	25	10,000	10	16,000
11	1100	26	10,400	11	17,600
12	1200	27	10,800	12	19,200
13	1300	28	11,200	13	26,000
14	1400	29	11,600	14	28,000
15	1500	30	24,000	15	30,000

Advancing skills:

The cost to advance a skill by one level is a base amount of experience points (dependent on the *new* skill level) times the skill weight times the level to which the skill is being raised. All skills can only be raised one level per game session.

levels 1 - 5: base cost 50 XP

levels 6 - 10: base cost 100 XP

levels 11 - 15: base cost 150 XP

For example, raising mystic conversion (SW 3) to second level would cost 300 XP ($50 \times 3 \times 2$).

Raising it to sixth level would cost 1800 XP ($100 \times 3 \times 6$).

Acquiring new skills:

When learning new skills, the XP cost to obtain the skill at zero level is 200 XP times the skill weight. For example, learning mystic conversion (SW 3) as a new skill costs 600 XP. At zero level the skill has no percentage, nor do attribute modifiers apply. Once the skill is learned, it can be raised as normal (base \times SW \times level) after the next game session. A character must have the zero-level skill for one game session before raising it to first level.

Purchasing "points":

DSP (divine spell points), ESP (elemental spell points), HP (hit points), HSP (healing strength points), ISP (inner strength points), MSP (magic spell points), and NSP (nature spell points) all cost the same to increase. The experience point cost is equivalent to ten times the value of the point you are purchasing. (For example, the first point costs $1 \times 10 = 10$ XP, and the 32nd point of that type costs $32 \times 10 = 320$ XP. Math helper: as a group, points 1-10 costs 550 XP total, 11-20 costs 1550 XP, 21-30 costs 2550 XP, and so on.)

Automatic increase of "points":

DSP, ESP, HSP, ISP, MSP, and NSP go up by 10 + (stat bonus) for each power level. These points are in addition to the ones purchased. HP do not go up automatically but instead get the stat bonus added for each ten points purchased.

ACTION AND "POWER STRENGTH" COSTS

action	physical	healing, magic, or psionic	bonus	power strength
1	free	1000	+1	1000
2	1000	3000	+2	3000
3	3000	9000	+3	6000
4	9000	15,000	+4	9000
5	15,000		+5	12,000

Note: "Power strength" is the amount added to the target's required saving throw versus various forms of attack. For example if Waldo the Wizard has +3 spell strength, targets of his spells would need a 17 to save instead of the usual 14. Separate "power strengths" must be purchased for the different types of power: circle, druidic, healing, psionic, spell, and ward. (And yes, the "power strength" table was shoved in here because it fits nicely. If you were wondering. ☺)

COMBAT ABILITY COSTS

table	CRITICAL HIT				natural d20 roll	SPECIAL	
	x2	x3	x4	x5		disarm/free	stun
free	1000	2000	3000	4000	20	1500	1000
9000	3000	4000	5000	6000	19	3000	2000
27,000	5000	6000	7000	8000	18	4500	3000
54,000	7000	8000	9000	10,000	17	6000	4000
	9000	10,000	11,000	12,000	16	7500	5000

Note: The character must have the previous ability before purchasing subsequent abilities. For example if you want to purchase *stun on 18*, the character must first possess the *stun on 20* and *stun on 19* abilities. The same applies for critical damage multipliers in both directions. The character needs *x3 on 19* and *x4 on 20* before acquiring *x4 on 19*.

WP unarmed damage roll*	XP cost
1d4	free
1d6	500
1d8	1000
1d10	1500
1d12	2000

*each damage roll is a prerequisite for the next higher roll

Abbreviations used below

HTH	general hand-to-hand combat	S	small (1d4 dam)	CR	combat riding
init	initiative	M	medium (1d6 dam)	SH	shield (all)
perc	perception (three separate)	L	large (2d6 dam)	UA	unarmed combat
saves	saving throws (three separate)	H	huge (3d6 dam)	WP	weapon proficiency

VARIOUS COMBAT BONUS COSTS

combat bonus	XP cost formula	combat bonus	XP cost formula
HTH damage	bonus x 200	WP M damage	bonus x 400
HTH dodge	bonus x 100	WP M parry	bonus x 200
HTH parry	bonus x 300	WP M strike	bonus x 300
HTH strike	bonus x 400	WP S damage	bonus x 400
WP CR damage	bonus x 200	WP S parry	bonus x 300
WP CR parry	bonus x 400	WP S strike	bonus x 200
WP CR strike	bonus x 300	WP SH damage	bonus x 300
WP H damage	bonus x 200	WP SH parry	bonus x 200
WP H parry	bonus x 400	WP SH strike	bonus x 400
WP H strike	bonus x 300	WP UA damage	bonus x 200
WP L damage	bonus x 300	WP UA dodge	bonus x 100
WP L parry	bonus x 200	WP UA parry	bonus x 300
WP L strike	bonus x 400	WP UA strike	bonus x 400

Above are the formulas that require you to do some heavy-duty arithmetic. For example, the cost for a +9 strike with a medium-sized battle ax proficiency is *bonus x 300 = 9 x 300 = 2700 XP*. Below, you can look them up directly in one huge table.

bonus	HTH damage	HTH parry	HTH strike	init	perc	saves	
	WP S strike	WP S parry	WP S damage				
	WP M parry	WP M strike	WP M damage				
	WP L parry	WP L damage	WP L strike				
	WP UA dodge	WP H damage	WP H strike				
		WP SH parry	WP SH damage				
		WP CR damage	WP CR strike				
		WP UA damage	WP UA parry				
			WP UA strike				
+1	100	200	300	400	1000	500	200
+2	200	400	600	800	2000	1000	400
+3	300	600	900	1200	3000	1500	800
+4	400	800	1200	1600	4000	2000	1200
+5	500	1000	1500	2000	5000	2500	1600
+6	600	1200	1800	2400	6000	3000	2000
+7	700	1400	2100	2800	7000	3500	2400
+8	800	1600	2400	3200	8000	4000	2800
+9	900	1800	2700	3600	9000	4500	3200
+10	1000	2000	3000	4000	10,000	5000	3600
+11	1100	2200	3300	4400			
+12	1200	2400	3600	4800			
+13	1300	2600	3900	5200			
+14	1400	2800	4200	5600			
+15	1500	3000	4500	6000			

Combat and Adventure

This is the shiz-nit, baby! You get to see your little playing piece that you've built and developed for so long actually perform. (And it's just a piece of paper.)

Fighting nasty villains and slaying vile monsters is one of the most exciting aspects of fantasy roleplaying games. Developing a system to simulate combat situations is extremely difficult. Starting with an existing framework like Palladium helps, but there are still lots of issues. Jason and Sean constantly discuss the tradeoffs between making the system

more rational and realistic versus keeping it simple. It's tough to balance. Lots of rules are still at an experimental stage and may need work. We should keep that in mind since it's in our best interest to help create a better system. We're really playtesters for the future, official Psimancz game, and Wizards of the Coast will eventually be paying us millions of dollars for the rights to it. ☺

Doing It (Actions)

Combat Rounds and Initiative

Combat is divided into melee rounds that are roughly equivalent to a minute of time. During each round, characters, NPCs, and other entities perform actions. All actions in combat fall into one of three basic types: physical, psionic, or spell. Each action is independent of one another. For example, a beginning wizard starts with one physical action (available to all characters) and one spell action, for a total of two actions in one round. The actions may not be swapped for each other. If an action remains unused at the end of the melee round, it may apply as a +5 bonus to the character's initiative the next round. Bow actions are physical actions, and the crossbow takes one physical action to shoot and one physical action to reload.

Each melee round is divided into thirty initiative segments starting at thirty and counting down to one. Initiative rolls determine the order in which characters and others are able to use their actions during the combat round. Players determine each character's

individual initiative by rolling a d10, adding the character's speed, and then adding the character's initiative bonus (including +5 for each unused action of any type from the previous round). If the total is greater than 30, the character may begin acting on initiative 30.

Typically, the GM will count down the initiative segments starting at thirty and giving the characters a chance to declare their actions. Once the initiative countdown arrives at the character's initiative, it may begin to act. The character is not obligated to declare an action, however. Characters can **delay** their actions as long as they want to. Any action not used by initiative one of the round is lost but will give +5 to initiative next round. The exception occurs when the character has not delayed at all but performs actions that require enough initiative segments to drop below initiative one. In those rare cases, the actions roll over into the next round counting down initiative segments as usual. Once an action is declared, depending on its type, it could take from zero to many initiative

segments before the action actually is completed. **Experimental weapon speed rules:** Weapons have different speeds based on their size. Small weapons have a speed of zero, medium weapons one, large two, and huge weapons have a speed of three. The speed determines how many initiatives to count down after declaration until the action actually occurs. Psionic actions occur instantly. Spell actions have a speed equal to the spell's level. The spellcaster declares the spell, begins casting, and it "goes off" after a

number of initiative segments equal to its level have passed. This rule does not apply to defensive counterspells like "negate magic" or to **simultaneous strikes**. Declared actions can be cancelled without losing the action, only the lost initiative segments. A new action declaration needs to occur then the initiative countdown begins again for the new action.

In general, "draw and do X" counts as a single action, especially in the case of a weapon designed for throwing.

ACTIONS AND INITIATIVE DELAY

action	speed factor	note
Draw weapon	weapon's speed	first is free (no action)
Draw and throw weapon designed for throwing	weapon's speed	
Strike with weapon	weapon's speed	
Perform psionic ability	0	
Cast magic spell	spell's level	
Pick up item from ground	4	
Take potion from potion belt	2	
Get item from pouch	4	
Get item from backpack	6	
Mount a mount	2	
Tie a knot	2	
Perform combat medical skill	4	
?	?	

Aborting Actions (Jumping Initiative)

As long as a character has actions left in the round, she may choose to abort and act out of sequence. This initiative jump can only be for a defensive action. (Negate magic spell, non-auto parry, auto parry for another, force field, *nsh.*) The only exception to this rule is the simultaneous strike (described below), which may be aborted to. All aborted actions cost one action. Actions aborted for another, such as parry and dodge, have a penalty of -2.

Doing Other Random Things (Attribute Checks)

At times, a character may wish to attempt any number of bizarre, unexpected actions like leap into the window of a speeding carriage or decipher the meaning of a goblin tribe's funky body language. How success is determined and even whether a particular action is possible to attempt is heavily dependent on the judgment of the GM. If a particular skill does not apply to the situation, the GM may require an **attribute check** with appropriate (in the GM's opinion)

modifiers. An attribute check is successful if a d20 roll is equal to or less than the modified attribute in question.

For example, Gornak the Slayer wants to hurl his kobold buddy over a ten-foot wall. The GM determines that given the pudgy kobold's weight and the amount of loot he is carrying, the Strength check will be made with a -5 penalty. Gornak the Slayer has a 20 STR. With

the penalty, he needs to roll a 15 or less on the d20 in order to succeed.

Attribute versus attribute checks. In these cases, two or more characters are competitively attempting some feat. Whoever succeeds at the appropriate attribute check, as determined and modified by the GM, by the greatest amount (or fails by the least amount) does the "best."

Protecting Yourself (and Others)

Miss Factor

Regardless of whether anything is done to defend against an attack, a strike may miss anyway. All conscious, mobile, active combatants have a **miss factor** (MF). If the strike does not surpass the miss factor, the target does not get hit. Divide the character's Speed by two (rounding down) to calculate the miss factor. (For example, Xq'wa&, the savage bushman, has a speed of 17. His miss factor is 8. Any strike of 8 or less will miss him entirely.)

Miss factor can be affected by the encumbrance of armor. Based on the bulkiest piece of armor worn, there is a maximum miss factor allowed regardless of the character's Speed. See the *Armor Table* below.

Declarations of Protection

Combatants can protect one another by physically positioning themselves so that the protector defends against the attacks and the 'protectee' hides behind. The protector decides for each attack whether or not to take the damage (assuming the strike hits) or let it through to the protectee. Combatants get a "free declaration" of protection on initiative thirty of each combat round.

[I forget the rest of the details on switching declares and crap.]

Dodging

A dodge is a defensive action that involves moving the entire body out of harm's way, not deflecting the attacks but completely avoiding them. A dodge requires a physical action. A single dodge roll is made to avoid all strikes targeting the combatant in one initiative segment.

A combatant may choose to move another character out of harm's way by dodging her. The same penalties as parrying for another apply when dodging someone else (-4 normally, -3 for fighters).

Parrying

Physical melee combat attacks (typically with weapons) can be parried. If the character does not possess **autoparry**, it requires an action to attempt to parry. A weapon or shield is required to parry most attacks. Missile attacks typically require a shield to parry.

Up to six (6) human-sized creatures can surround a human-sized opponent and attack. Strikes from the three opponents facing the defender can be parried normally with no penalties. Attacks from the two opponents flanking the defender to her left and right can be parried at -2. Strikes from

the single opponent attacking from behind the defender cannot be parried normally.

When parrying for another, all flanking rules and penalties still apply. Parrying strikes against another (the 'protectee') is more difficult and suffers a -4 penalty (-3 for fighters). If the pair of combatants is surrounded, the assumed formation is back-to-back. Two fighters fighting back-to-back make a declared team. This coordination and mutual defense forces the enemies to attack each fighter individually (three against each).

Armor

Armor can absorb attacks that aren't avoided entirely. The combined **armor rating** (AR) of the armor pieces worn (or

other types of protection) is added to the miss factor (which is potentially reduced by the encumbrance of the armor worn) to get the **armor class** (AC). In order for an attack to successfully connect with the target, the strike roll must exceed the target's armor class (assuming the strike wasn't first dodged or parried).

Formula for armor class:

$$AC = MF + AR$$

Formula for successful hit:

$$\text{strike roll} > \text{target's AC}$$

Base AR is used to calculate Strength armor penalty. These penalties result from wearing armor that is too heavy and are in addition to the base armor penalties listed in the armor table below.

ARMOR TABLE

category	type	piece	SPD / prowl*	base AR	max MF	base cost (sp)
Light	Padded	Cuirass	-0	+1	15	1
		Leggings	-0	+1	15	1
	Leather	Cuirass	-0/-5%	+2	14	2
		Leggings		+2	14	2
	Studded Leather	Cuirass	-1/-5%	+3	13	4
		Leggings		+3	13	4
Medium	Chain Mail	Cuirass	-1/-10%	+4	10	5
		Leggings		+4	10	5
	Double Mail	Cuirass	-1/-15%	+5	9	10
		Leggings		+5	9	10
	Scale Mail	Cuirass	-2/-20%	+6	8	20
		Leggings		+6	8	20
Heavy	Splint Mail	Cuirass	-2/-25%	+7	4	25
		Leggings		+7	4	25
	Banded Mail	Cuirass	-3/-30%	+8	2	50
		Leggings		+8	2	50
	Plate and Chain	Cuirass	-4/-35%	+9	0	100
		Leggings		+9	0	100
Plate	Full Plate	Cuirass	-5/-40%	+10	0	125
		Leggings		+10	0	125

* base armor penalties

Strength armor penalty	Subtract Strength from total base AR (all pieces). If the total is a negative number the penalty is zero. The resulting number is the strength armor penalty .
Speed	Subtract the strength armor penalty from the character's armor adjusted Speed. The result is the character's new adjusted Speed.
Prowl	Multiply the strength armor penalty by five. Subtract this amount from the armor adjusted Prowl skill percentage. The result is the character's new adjusted Prowl percentage.

Masterwork and Magical Armor

Masterwork armor is not “in stock” and must be measured and custom-made for the wearer. Light armor is typically available within one day, medium within one week, heavy in one month, and plate in six months. Masterwork quality armor can offset base armor penalties but not strength armor penalties. It does not increase AR. The usual cost of masterwork armor is the *base cost x 10* for no bonuses. To reduce base armor penalties by +1/+5%

costs *base x 20*, +2/+10% costs *base x 30*, and so on. Bonuses can only offset negatives; they do not increase the armor wearer’s speed or prowl.

Magical augmentation can offset base armor penalties and strength armor penalties as well as add to AR. To be enchanted, the armor must be of masterwork quality. (See *Ye Olde Alchemist Shoppe* for prices.)

Bringing the Smack Down

Now we’re talking. It’s “kill or be killed.”

Attacking

The most common case is when a combatant goes over to an opponent and bops him upside the head. One could use something pointy or something big and heavy or something with a long, sharp edge. One could throw that thing or project it at great speed with a clever device or just swing it really hard. Even fists, feet, knees, elbows, and heads would work. It all comes down to making the other guy hurt.

Roll a d20 to strike, adding all appropriate strike bonuses (like from Prowess, hand-to-hand combat ability, weapon proficiency, magic, or maybe even something extra from the GM because the target happens to be the

size of a stagecoach.) If the attack hits (meaning it doesn’t miss and the opponent doesn’t parry it), roll up some damage.

Simultaneous Strike

A combatant has the option to simultaneously strike (**simul**) an opponent who is attacking her. This can be done only if the attack is not being defended by another (that is, there is no declared protector in the way). Simul strikes cost one action and forfeit the character's option to parry. The exception is having a *simul-parry* combat form to allow it.

Off-hand Attacks

Fighters with the *off-hand attack* combat form have the ability to attack with an off-hand weapon or shield. There is a penalty to strike when attacking with the off-hand. The penalty depends on the size of the weapon in each hand and is shown in the following chart.

OFF-HAND STRIKE PENALTIES

main weapon size	off-hand weapon or shield size	penalty
S	S	-2
	M	-3
	L	-4
M	S	-3
	M	-4
	L	-5
L	S	-4
	M	-5
	L	-6

Multiple attacks made in the same round with the off-hand have increasing penalties. The second off-hand attack takes an additional -2 penalty to strike, and the third is at -4.

Grappling

(Modified from D&D rules.)

For those occasions when it is inconvenient or unwarranted to skewer the opponent with something pointy (like if you're fighting on a priceless Persian rug or if your opponent just happens to be your best friend, only charmed), it may be time for some grappling. (Or you may just want to knock the person out without causing death. For "Subdual Damage" rules, see below in the damage section.) Grappling consists of two steps: the initial grab and then the grapple.

First, grab the opponent. Use a standard unarmed attack. If successful, the opponent is grabbed.

Second, grapple the opponent. Once an opponent is grabbed, one may attempt to grapple. Success is determined by a Strength versus Strength attribute check (or "grapple check.") Upon first grab, the attacker gets a "free" grapple check. Subsequently, either opponent may use an action to attempt further grapple checks. Whoever wins a grapple check has several options available for the result shown in the chart below.

Note: If more than one opponent is grappling with the target, the target must beat all with the Strength versus Strength grapple check.

GRAPPLE CHECK EFFECTS

option	Effect
Deal damage	Unarmed combat damage (or small WP).
Pin	Lasts for one melee round (can use other actions to attempt <i>deal damage</i> option); target is held immobile (no movement and no Miss Factor); however, the target can still use actions. Opponents have a +4 bonus to strike a pinned target.
Escape	The target is no longer pinned but is still grappling

Special Attacks

Most of these attacks come into play when a combatant has a special combat ability and a particular natural roll (unmodified) occurs on the d20 to parry or strike an opponent in combat. The effects begin when a 'natural twenty' is rolled. Purchased combat abilities can reduce this number.

A **critical hit** happens during a strike and causes increased damage or other nasty results. The attacker chooses whether to use the Critical Hit Table for additional effects (like maiming and amputation) in conjunction with the normal damage from the attack or inflict double damage instead. If the

attacker, due to combat ability, already does double damage with that particular natural roll, instead of using the table, damage could be tripled. [Wow, that was a sweet run-on sentence.] The same progression applies for higher multiples of damage. For example, quadrupled damage and a

roll on the Critical Hit Table could increase to quintupled damage instead.

[Definitions still required for disarm, free action, stun, *nsh.*]

Oh, the Pain! (Damage and Its Effects)

Normal Damage

Damage to the body hurts and often makes one bleed. Subtract the amount of damage from the victim's **hit points**. Normal damage can be healed instantly by a healer or with magic. The *medical* skill can also repair damage in a limited fashion.

For **natural healing**, hit points recover one per day (1 HP/day) with moderate activity. Bed rest can speed it up to two per day (2 HP/day). If the wounds are being regularly tended by someone with the *medical* skill, the rate of hit point return doubles.

Subdual Damage

A less harmful form of damage to an opponent is possible; it's called **subdual damage**. It's generally used with the intent to subdue rather than injure and kill. Subtract the amount of subdual damage from the victim's hit points. It combines with normal damage for the purposes of going unconscious (see *Unconsciousness and Death*), but it won't kill anyone.

Any unarmed attack (with or without *WP: unarmed combat* skill) deals only subdual damage. (Note: without having *WP: unarmed combat* skill, an attacker does 1d2 unarmed damage with a punch and 1d3 damage with a kick, plus damage bonuses.) With a blunt weapon (club, mace, staff, *nsh.*), anyone can choose to deal half subdual damage (and half normal). Make the attack with

a penalty of -3 to strike. With a bladed weapon, only those with the appropriate weapon proficiency can deal half subdual damage (and half normal) on a successful strike, also made with a penalty -3 to strike.

Those with the *WP: unarmed combat* skill may purchase additional feats to increase the amount of real damage dealt in combat. (See *Feats*.) Even with a feat, a character striking unarmed always has the option of doing just subdual damage. Some weapons, such as brass knuckles, will increase the amount of real damage dealt from an unarmed strike.

Subdual damage is always rounded up for the purposes of real versus subdual damage; for example if Zhun-Li attacked unarmed for 13 HP of damage, the breakdown would be 7 subdual, 6 real.

Things and creatures without an Endurance attribute are immune to subdual damage (like the undead, constructs, robots, elementals, oozes, flatware, wheelbarrows, and plants, for example).

Subdual damage heals normally at a rate of one hit point every ten minutes (1 HP/10 min). A healer can instantly restore subdual damage at twice the amount rolled with a normal healing touch.

Unconsciousness and Death

Characters go unconscious when they reach zero hit points (whether from normal damage or subdual damage). Characters die when the total damage done to them (which must be normal damage) exceeds their total hit points plus Endurance attribute. When one dies, reduce the character's spirit thread by one.

One can try to **stay conscious** even when at negative hit points. At the beginning of each round that the character has negative hit points, in order to stay conscious, the character needs to successfully roll under the character's Endurance less the negative hit point value. If the roll fails, the character loses consciousness. Whether successful or not, the attempt to stay up does one hit point of damage.

There are rules about **bleeding**, but I don't remember them. See the bottom of the Critical Hit Table in the *Psimancz Appendices* for bleeding effects due to amputation.

Damage Reduction

Damage reduction: As its name implies, an entity with damage reduction subtracts that amount from each and every physical source of damage that does not require a saving throw.

Damage resistance (DR): Damage resistance is conditional damage reduction. It is typically represented as a number followed by a slash and another factor (for example, 10/+1[or, silver]). The first number (10) represents the amount of damage that is absorbed by the effect from each damage source. The second factor (+1[silver]) represents the limitations of the reduction. If the target is affected by the second factor, the DR has no effect. For example, if a normal sword were used to attack a werewolf (DR:

20/silver), 20 HP of damage would be absorbed. If that same werewolf were attacked with a silver plated sword, the werewolf would take full damage. A plus sign followed by a number represents the potency of a magical weapon. To determine the potency of a magical weapon, take its total (magical) bonus to strike, parry, and damage and divide the total by three. Other effects of a magical weapon may be included (like spell casting, *nsh.*), at the GM's discretion. A magical weapon or effect will always supersede a mundane limitation (like silver or iron).

Hardness: [No, it's nothing dirty.] Hardness is damage reduction for inanimate objects (such as a door or chest). The hardness rating is the amount of damage that is absorbed from each damage source before any damage is done to the object.

Blindness

Being blind totally blows. When blind, the victim has the following penalties: 50% chance of missing an attack, loses miss factor in armor class calculation, and suffers a -5 penalty to parry.

Critical Hit Table

Critical hits that call for rolling on the table can seriously jack up the victim. For the nasty effects caused, see the Critical Hit Table in the *Psimancz Appendices*. Oh, and sometimes, they end up being pretty bogus. He's an f'ing dragon! ☺



Potpourri

Reading and Research

A character can read effectively and with comprehension and retention for up to their Willpower attribute in hours per day and up to their Intelligence attribute in days before needing to take a one day break.

Transformations

Sometimes, people, creatures, and things transform. It can be magical or other strange forces that cause it. Some general rules apply:

TRANSFORMATION RULES

- * Requires one action (of applicable type) and two initiative segments
- * Must have adequate space to change or the effect automatically fails
- * Must be able to survive in environment or the effect automatically fails

Money and What to Buy

Who doesn't need a Turbo 2000 backpack?

Here is the first attempt at creating a standard list of equipment, weapons, and magic items. It is a tough task. Figuring out how the costs of various things relate to each other is extremely difficult. I (Scott) certainly welcome suggestions where things seem to be too far out of whack. In the weapons list, you may notice that there are some discrepancies. To explain, I started with a base listing from the *Ars Magica* roleplaying system. With some Internet research, it seemed to be the closest in terms of having actual historical prices listed based on medieval times. With that list and several others from various fantasy roleplaying source books, I did my best to consolidate it all and make it as consistent as possible with the base price being related to the way Jason and Sean see the value of gold in their worlds. Nick Weinberger did a lot of work on the clothing and equipment lists. During the games, I will add directly to the lists as new items get discussed and priced.

The weight of all items is included if we ever move to some sort of encumbrance system. Except where noted, all prices are for 'standard' quality items purchased in an average place where

these sorts of goods are readily available. GMs will certainly adjust things based on location, quality, the buyer's race, Presence, and behavior, or their whim. ☺

To get back to the weapon discrepancies, a sword costs a lot more than an ax or pick that does the same damage. (And wooden weapons are much cheaper in general.) No attempt was made to balance these sorts of things. I went with the historical prices as a baseline. A fine sword was a sign of nobility and wealth while an ax, flail, hammer, pick, or the like was a farmer or craftsman's tool being used as a weapon. (Even if the 'tool' is actually designed and created as a good quality weapon, it's only the perception that matters. In the fantasy world, however, a dwarf may certainly have a much different perception than a human.) So if your character wants a sword, suck it up. ☺ It will be up to the GMs to create a world where the perceptions related to the different types of weapons actually matter in game play.

For normal quality and masterwork armor, see the *Armor* section above. For magical armor, see *Ye Olde Alchemist Shoppe* below.

MONETARY SYSTEM

Everything revolves around the core unit of currency, the silver piece (sp). Other units of currency are related to silver pieces based on a decimal system as shown below:

brass bit (bb)	0.01 sp	
copper piece (cp)	0.1 sp	
silver piece (sp)	1.0 sp	standard currency
gold piece (gp)	10.0 sp	
platinum piece (pp)	100.0 sp	
mithril piece (mp)	1000.0 sp	

Miscellany, Provisions, and Services

Notes:

- The Beverages, Food, and Lodging list contains a random selection of items from three levels of establishment. Depending on the particular location, the quality available and prices charged may vary greatly.
- I made up a general rule that a place to sleep in a common room will usually be included with the purchase of a meal at an inn. A lame bath may also be included depending on the location.
- Some things are hard to categorize so you might want to check various lists.

Animals

animal	description	cost (sp)
Chicken		0.05
Cow, milk		4.1
Donkey		7.2
Goat		0.5
Horse, draft		13.8
Horse, riding		21.4
Horse, war (light)		40.5
Horse, war (charger)		53
Mule		9.5
Ox		3.2
Pig		0.9
Pony		6.3
Sheep		0.7

Beverages & Food (served) and Lodging (typical inns and taverns)

item	Description	quality of place	cost (sp)
Ale	Large mug of ale	middling +	0.02
Ale	Large mug of ale, watered down	low-end	0.01
Brandy	Glass of good brandy	high-end	0.2
Brandy	Glass of excellent brandy	middling	0.1
Cheese	Good size portion to accompany a meal. The size goes down and the quality goes up as the place gets nicer.	all	0.01
Coffee	Mug of hot coffee, bitter	low-end	0.01
Joint of meat	Good size portion	middling	0.05
Mead	Large mug of mead	High end	0.07
Mead	Large mug of mead	middling	0.06
Mead	Large mug of mead, watered down	low-end	0.03
Meal, banquet for one	Banquet style all-you-can-eat and drink (the beverage is ale or good quality wine; only available on very special occasions). *	middling	0.2
Meal, hearty for one	Special of the day. Breakfast includes fruit; lunch and dinner include dessert. *	high-end	0.1
Meal, hearty for one	Special of the day. Breakfast includes fruit; lunch and dinner include dessert. *	middling	0.08
Meal, hearty for one	Special of the day. Breakfast includes fruit; lunch and dinner include dessert. *	low-end	0.06
Meal, light	Minimal meal. Very good. *	high-end	0.06
Meal, light	Minimal meal. Usually includes oatmeal, hearty soup, or stew with choice of breads and cheeses. *	middling	0.04
Meal, light	Minimal meal. Usually includes porridge or thin soup with some bread and cheese. *	low-end	0.02

Milk, cow or goat	Large mug of cool milk	high-end	0.03
Milk, cow or goat	Large mug of cool milk	middling	0.03
Milk, cow or goat	Large mug of cool milk	low-end	0.02
Private room rental, daily	Per night. Very nice room.	high-end	0.06
Private room rental, daily	Per night. Good room.	middling	0.03
Private room rental, daily	Per night, simplest accommodations (with noise).	low-end	0.02
Private room rental, monthly	Per month, near kitchen, must do chores.	middling	0.5
Private room rental, monthly	Per month, upstairs, no chores.	middling	1
Private room rental, monthly	Per month, simplest accommodations (with noise).	low-end	0.2
Spirits	Shot of alcoholic beverage, excellent	high-end	0.12
Spirits	Shot of alcoholic beverage	middling	0.08
Spirits	Shot of alcoholic beverage, watered down	low-end	0.05
Stew, bowl	Large bowl of stew, tasty.	middling	0.02
Stew, bowl	Bowl of stew, adequate but not very tasty.	low-end	0.01
Tea	Tea infuser filled with excellent tea leaves. Comes with as much hot water as you want.	high-end	0.04
Tea	Tea infuser filled with tea leaves. Comes with as much hot water as you want.	middling	0.02
Wine, quality 1, elven	Only sold by the jug (two pints).	high-end	15
Wine, quality 2, vintage	Glass of vintage quality wine	high-end	0.6
Wine, quality 3, fine	Glass of excellent quality wine	high-end	0.1
Wine, quality 3, fine	Glass of excellent quality wine	middling	0.08
Wine, quality 4, good	Glass of average quality wine	high-end	0.04
Wine, quality 4, good	Glass of average quality wine	middling	0.03
Wine, quality 4, good	Glass of average quality wine	low-end	0.02
Wine, quality 5, poor	Glass of low quality wine	middling	0.01
Wine, quality 5, poor	Glass of low quality wine, watered down	low-end	0.01

* Meal includes a spot to sleep in the common room if available

Buildings and Vehicles

item	description	cost (sp)
Cart		1.8
Castle, king's		30,000
Castle, large		12,500
Castle, small		9,000
Coach, closed		9.8
Coach, open		5.4
Forest shack		8
Fortified manor house		500
Fortified town house		400
Longboat		11
Peasant cottage		30
Rowboat		5.4
Ship, merchant		350
Wagon		2.7

Rations

item	Description	weight		cost (sp)
		kg	lb.	
Ale, local	Per pint, filled from barrel. *	0.45	1	0.02
Brandy	Per pint, filled from jug. *	0.45	1	0.2
Bread, loaf, large round	Hard bread, travels well.	0.6	1.3	0.02
Cheese	Hunk of hard cheese (travels fairly well).	0.1	0.22	0.01
Dried oats	One pound, filled from large sack. *	0.45	1	0.01
Fruit	Includes apples (4), avocados (2), berries (pint), oranges (5), pears (4), or tomatoes (5). (Any one type for this cost.)	0.11-0.45	0.25 - 1	0.03
Herbs, small bunch	Includes basil, chilies, cilantro, garlic, oregano, parsley, rosemary, sage, or thyme.	0.03	0.07	0.01 - 0.05
Mead, local	Per pint, filled from cask. *	0.45	1	0.05
Rations for travel	One week's worth (varies): dried fruit, dried meat, and hard cheese.	1.1	2.4	0.25
Salt, one ounce	Filled from large bag. *	0.03	0.07	0.01
Sausage, smoked	Large sausage	0.45	1	0.04
Spice, exotic, one ounce	Includes cinnamon, cocoa, ginger, saffron, vanilla, or white pepper. Rarely available. Comes in small wooden box.	0.03	0.07	4
Spice, local, one ounce	Includes allspice, black pepper, clove, coriander, dill, nutmeg, paprika, or red pepper. Filled from large bag. *	0.03	0.07	0.05
Tea, four ounces	Filled from large jar. *	0.1	0.22	0.1
Wine, quality 1, elven	Two pints, comes in a special jug with minimally enchanted seal to retain quality.	1.2	2.6	15
Wine, quality 2, vintage	Per pint, filled from special cask. *	0.45	1	0.75
Wine, quality 3, fine	Per pint, filled from cask. *	0.45	1	0.1
Wine, quality 4, good	Per pint, filled from barrel. *	0.45	1	0.03
Wine, quality 5, poor	Per pint, filled from barrel. *	0.45	1	0.01

* Buyer must have own container into which this item will be dispensed.

Services and Other Stuff

item	description	cost (sp)
Courtesan's compassion	Compare with "Harlot's pity." (Price may vary.)	0.8
Farrier	Clean horse and fix bridal, hooves, shoes, and tack. (Does not include new shoes.)	0.05
Fine, civil crime, major	Includes...	20
Fine, civil crime, minor	Includes...	6
Guild membership, group, Adventurer Guild	Group benefits, must stay as a group and be hired as a group * Cost based on group size: 2-5 is 8 cp each, 6+ is 6 cp each	*
Guild membership, indiv., Adventurer Guild	Individual benefits, hired as individual	1
Harlot's pity	Compare with "Courtesan's compassion." (Price may vary.)	0.2
Healing	Typical consultation (treatment or medicine extra)	0.2
Hot bath	Very clean bath at high-end establishment	0.4
Massage and wrap	Relaxing body massage and herbal wrap at high-end establishment	0.6
Mercenary's services	Per week, must also feed and lodge	0.5
Money lending (bank)	Lend gold at a monthly interest rate	2%
Money saving (bank)	Keep safe any amounts deposited, annual charge	0.1

Mud bath and facial	Includes face, head, and neck massage at high-end establishment	0.8
Passage, caravan	Depends on length of trip, food not included	0.1 - 1
Passage, ferry		0.03
Passage, ship	Depends on length of trip, food not included	0.3 - 2
Rent, tenant family acreage	Annual, paid to landowner	1.5-2.5
Rental of cart and two horses	Per day, includes driver (must feed and lodge driver on trips)	0.2
Servant's services	Per week; excellent service, skills, and knowledge	0.3
Tax, monthly residency	Typical town	0.02
Wage for hired archer	Per day	0.5
Wage for hired knight	Per day	2
Wage for hired serf	Per year	1
Wage for serving girl	Per day at low-end establishment, includes meals and accommodations	0.01

Non-Magical Equipment, Sundry Items, and Weapons

Notes:

- All clothing listed is average quality; price can vary greatly depending on quality and outward appearance of status.
- All weapon weights and lengths may vary, depending on the wielder's preference (especially the length of hafted weapons). Also, for many of the weapons, there is no current weapon proficiency skill.

Clothing

item	description	weight		cost (sp)
		kg	lb.	
Baldric		0.6	1.3	0.25
Belt		0.4	0.9	0.18
Belt, sword		0.6	1.3	0.25
Blouse or shirt (silk)		0.2	0.4	0.8
Blouse or shirt (wool/cotton)		0.35	0.8	0.2
Boots, cloth	Various heights available	1.2	2.6	0.5
Boots, hip high, leather		2.1	4.6	0.9
Boots, low, leather	Soft leather	1.5	3.3	0.6
Boots, riding, leather	Knee high	1.95	4.3	0.8
Boots, work, leather	Reinforced hard leather	1.8	4	0.7
Cap, pull over		0.15	0.3	0.15
Cape, long		0.8	1.8	0.6
Cape, long hooded		0.8	1.8	0.7
Cape, short		0.45	1	0.35
Cloak		1	2.2	0.55
Cloak, fur		3.5	7.7	1.1
Dress, common		1.4	3.1	0.15
Dress, fancy		1.8	4	0.35
Gown		2.3	5.1	0.35
Gown, night		0.55	1.2	0.1
Hat, large brim		0.75	1.7	0.4
Hat, large brim leather		0.91	2	0.6
Hat, short brim		0.5	1.1	0.3
Hood		0.7	1.5	0.2

Hose (stockings)	0.1	0.2	0.2
Jacket (long, down-filled)	1.6	3.5	0.7
Jacket (short, down-filled)	1.3	2.9	0.5
Jacket, fur (common, heavy)	2.35	5.2	1
Jacket, heavy	1	2.2	0.3
Jacket, leather	1.2	2.6	0.45
Jacket, light	0.6	1.3	0.25
Leggings, fur	2	4.4	0.75
Pants	0.45	1	0.2
Pants, work	0.8	1.8	0.4
Robe, heavy	2.5	5.5	0.6
Robe, heavy hooded	2.5	5.5	0.6
Robe, light	1.6	3.5	0.45
Robe, night	1	2.2	0.1
Sandals	0.7	1.5	0.15
Scarf	0.1	0.2	0.08
Shoes, canvas or cloth	0.9	2	0.2
Skirt	0.8	1.8	0.15
Socks	0.01	0.02	0.05
Surcoat	0.4	0.9	0.25
Sweater	0.5	1.1	0.22
Tunic (or tabard)	0.6	1.3	0.35
Vest	0.4	0.9	0.18
Undergarment	0.01	0.02	0.05

Equipment

item	description	weight		cost (sp)
		kg	lb.	
Backpack	Up to 35 kg of stuff	0.32	0.7	0.25
Bag, cloth with handle		1.15	2.5	0.15
Bag, leather with handle		1.35	3	0.45
Bedroll		4.1	9	1
Blanket, heavy	Covers up to two people	3.5	7.7	0.6
Blanket, light	Covers up to two people	2	4.4	0.3
Book, 100 blank pages		1.35	3	3.5
Book, 20 blank pages		0.3	0.7	1.1
Book, 250 blank pages		2	4.5	5
Book, 50 blank pages		0.7	1.5	1.8
Book, skill primer, weight one skills	Character must spend 1 hour reading per experience point (for example: 200 hours for a new skill, 100 hours to raise a skill to second level). Each book may only be read by a character once.	0.23	0.5	20
Bottle, pint		0.3	0.7	0.12
Bowl, earthenware		0.3	0.7	0.08
Bowl, pewter		0.7	1.5	0.3
Bowl, silver		1	2.2	8.7
Bowl, wooden		0.2	0.4	0.05
Box, large metal	Holds up to 7.5 kg	5	11	5
Box, large wooden	Holds up to 7.5 kg	4	8.8	0.8
Box, medium wooden	Holds up to 2.5 kg	2	4.4	0.25

Box, small metal	Holds up to 2.5 kg	1	2.2	1.2
Box, small wooden	Holds up to 0.5 kg	0.45	1	0.08
Box, snuff		0.2	0.4	0.08
Brushes (low quality)	Each	0.01	0	0.05
Brushes (sable hair)	Each	0.01	0	0.1
Bucket, metal, 5 gallon		1.2	2.6	0.5
Bucket, wood, 5 gallon		1	2.2	0.1
Candle (3 hours)	Each	0.05	0.1	0.12
Candle (45 minutes)	Each	0.05	0.1	0.03
Candle holder (uncovered)	Keeps wax from dripping off	0.5	1.1	0.05
Candle lantern (glass)	Protects candle from wind	0.23	0.5	0.14
Case, map or scroll		0.22	0.5	0.15
Cask (wood, 10 gallons)		5	11	0.5
Cask (wood, 25 gallons)		10	22	1.25
Cask (wood, 4 gallons)		2.25	5	0.2
Cauldron, iron	Large pot over a hearth fire	5	11	1.6
Chain, heavy	Per foot, supports 3500 pounds	1.5	3.3	2.2
Chain, light	Per foot, supports 1700 pounds	0.8	1.8	1.5
Chalk (12 sticks)	Various colors available	0.01	0	0.04
Charcoal (per pound)		0.45	1	0.08
Charcoal stick (12 sticks)	Sorry, black only	0.01	0	0.02
Crow quill pen	4 quills	0.001	0	0.03
Cup or mug, earthenware		0.35	0.8	0.04
Firewood	Per day	9.1	20	0.02
Glass	Made of glass	0.2	0.4	0.08
Goblet	Basic metal	0.4	0.9	0.15
Grapnel (grappling hook)	Supports 500 pounds	1	2.2	0.5
Hammock		2.5	5.5	0.65
Hanger, weapon		0.35	0.8	0.1
Harness, weapon		0.7	1.5	0.4
Hourglass		0.3	0.7	1.7
Ink (black)	6 ounces ¹ , in a small glass vial	0.13	0.3	0.1
Ink (colored)	6 ounces ¹ , in a small glass vial	0.13	0.3	0.25
Iron spike (or piton)		0.2	0.4	0.03
Jar (glass, 2 pints)		0.45	1	0.07
Jar (glass, 4 pints)		0.7	1.5	0.1
Jar (glass, gallon)		1.3	2.9	0.25
Jar (glass, pint)		0.35	0.8	0.05
Jug, 1/2 gallon		0.85	1.9	0.2
Jug, 5 gallon		4	8.8	0.7
Jug, gallon		2	4.4	0.35
Knapsack	Up to 20 kg of stuff	0.25	0.6	0.17
Lamp, oil burning, 1 pint	²	1.4	3.1	0.8
Lamp, oil burning, 2 pint	²	1.7	3.7	1.4
Lantern, oil burning, 1 pint	²	2	4.4	1.7
Lantern, oil burning, 2 pint	²	2.7	5.9	1.5
Lantern, oil burning, metal casing	²	3	6.6	5
Lock, key		1.2	2.6	1
Lock, tumbler		1.2	2.6	2.5
Manacles, hand		5	11	3
Manacles, leg		7.5	16.5	4.5
Net, fishing	25 square feet	2.25	5	0.3

Net, human-sized	Entangle a human-sized creature	3	6.6	1.4
Net, hunting		1.4	3.1	0.6
Net, mosquito		0.35	0.8	0.5
Oil, 1 pint	²	0.82	1.8	0.1
Pan, iron	Large iron skillet	2.2	4.8	0.2
Paper, 1 sheet	Thin paper from wood pulp	0.001	0	0.03
Paper, heavy, 1 sheet	Includes banana paper & papyrus	0.005	0	0.05
Parchment, 1 sheet	Includes vellum and hide-based	0.01	0	0.1
Perfume, per ounce	In a glass vial. Cheapest around.	0.08	0.2	0.1
Pole, wooden	6 - 10 feet, too flimsy for weapon	1.5	3.3	0.1
Pot, earthenware	Cooking pot	1.45	3.2	0.1
Pot, iron	Cooking pot	2	4.4	0.25
Pouch, belt	Up to 3 kg of stuff, size a factor	0.55	1.2	0.1
Pouch, belt, spell component	Up to 3 kg, compartments	0.65	1.4	0.2
Pouch, tobacco	Holds up to 6 ounces	0.03	0.1	0.1
Purse, belt		0.05	0.1	0.05
Purse, large shoulder		0.8	1.8	0.3
Purse, small pocket		0.02	0	0.02
Purse, small shoulder		0.4	0.9	0.1
Quicksilver (mercury), 1 ounce	In a glass jar	0.03	0.1	20
Rabbit skin glue, 1 pound	Dried. Must add water.	0.45	1	0.6
Rope	Per 10 feet, supports 300 pounds	0.9	2	0.2
Rope ladder	Per 10 feet, supports 500 pounds	2	4.4	0.8
Rope, heavy	Per 10 feet, supports 1000 pounds	1.7	3.7	0.5
Sack, large		0.15	0.3	0.03
Sack, small		0.23	0.5	0.06
Saddle bags		2.1	4.6	0.7
Saddle, bit, bridal, <i>etc.</i>		7	15.4	3
Sheath, knife		0.1	0.2	0.05
Sheath, sword		0.6	1.3	0.1
Silver point	2" long silver needle (for inking)	0.001	0	0.15
Slate board (18" x 24")		9	19.8	2
Soap, per ounce	Basic unscented	0.03	0.1	0.08
Sundial	Standard, permanently mounted ³	n/a	n/a	1.4
Tent canvas (4 square feet)		0.23	0.5	0.53
Tent, 1 person		4.55	10	1.75
Tent, 2 person		8.65	19	2.63
Tent, 4 person		14.3	31.5	3.5
Tobacco, chewing	per ounce	0.03	0.1	0.04
Tobacco, dried	per ounce	0.03	0.1	0.02
Torch, treated	Lasts three hours	0.55	1.2	0.13
Torch, untreated	Lasts one hour	0.55	1.2	0.04
Trap, bear		6.55	14.4	2.7
Trap, beaver		2.55	5.6	0.8
Trap, wolf		4	8.8	1.7
Trunk, large metal	Holds up to 25 kg	15	33	12
Trunk, large wooden	Holds up to 25 kg	11.5	25.3	2.5
Trunk, small metal	Holds up to 12.5 kg	8.5	18.7	5
Trunk, small wooden	Holds up to 12.5 kg	6	13.2	1
Vial (glass, 2 ounce)		0.05	0.1	0.05
Vial (glass, 6 ounce)		0.1	0.2	0.1
Water skin, 1/2 gallon		0.5	1.1	0.3

Water skin, 2 pint		0.23	0.5	0.1
Water skin, gallon		0.95	2.1	0.65
Wax, bee's	per pound	0.45	1	0.5
Wax, clear	per pound	0.45	1	0.7

¹ enough ink to fill twelve standard sheets

² one pint of oil will burn in a lamp or lantern for twelve hours

³ includes the set-up by a skilled artisan

Field Kits

item	description	weight		cost (sp)
		kg	lb.	
Cooking Kit	Basic pot, pan, eating utensils, and mixing implements made of lightweight materials for traveling	1.8	4	1
Fishing Kit	Fishing tackle, hooks, lures, and floaters	0.5	1.1	0.7
Medical Kit	Required for effective use of <i>medical skill</i> . Starts with 10 "charges" of expendable medical supplies.	1.2	2.6	2.5
Medical Kit "charges"	Expendable medical supplies, 10 "charges"	n/a	n/a	1
Personal Kit	Includes a towel, soapstone, razor, grooming implements, small metal mirror, tooth stick, <i>nsh</i> .	0.2	0.4	0.6
Tinder Box, Flint & Steel	Used to create sparks, box keeps tinder relatively dry	0.2	0.4	0.3

Hand-to-Hand Melee Weapons

weapon	WP skill	weight		length		cost (sp)
		kg	lb.	cm	in.	
Axe, Battle	L - Battle-ax	1.7	3.7	81	32	4.2
Axe, Francisca	M - Battle-ax	1.1	2.4	46	18	2.1
Axe, Great	H - Battle-ax	2.8	6.2	114	45	6.7
Axe, Hand (hatchet)	S - Ax (doesn't exist)	0.6	1.3	36	14	1.4
Axe, Small	S - Ax (doesn't exist)	0.8	1.8	61	24	1.1
Baton	S - Blunt (doesn't exist)	0.55	1.2	46	18	0.2
Bullwhip	S - Special?	0.9	2	396	156	0.5
Club	M - Blunt	0.8	1.8	61	24	0.4
Club, Great	H - Blunt	1.8	4	107	42	1.1
Club, War	L - Blunt	1.2	2.6	86	34	0.7
Dagger	S - Knife	0.36	0.8	46	18	0.8
Flail, Battle	H - Ball and chain	2.6	5.7	122	48	9.8
Flail, Bladed	M - Ball and chain	1.3	2.9	91	36	3.7
Flail, Goupillon	H - Ball and chain	2	4.4	91	36	18.5
Flail, Military	L - Ball and chain	1.8	4	102	40	6
Flail, War	M - Ball and chain	1.5	3.3	76	30	4.5
Halberd	H - Pole arm	4.1	9	244	96	14.4
Hammer	M - Blunt	1.3	2.9	56	22	1.3
Hammer, Small	S - Blunt (doesn't exist)	0.8	1.8	38	15	0.7
Hammer, War	L - Blunt	1.6	3.5	76	30	1.8
Iron Staff	L - Staff	2.4	5.3	152	60	1
Katana	L - Sword	1.3	2.9	99	39	20
Knife	S - Knife	0.25	0.6	25	10	0.3
Lance	L - Special	2.9	6.4	396	156	0.5
Mace	L - Blunt	1.3	2.9	58	23	2
Mace, Great	H - Blunt	2.5	5.5	71	28	4

Mace, Small	M - Blunt	1.1	2.4	46	18	1.5
Maul	H - Blunt	3.3	7.3	122	48	2.9
Morningstar	L - Ball and chain	1.6	3.5	76	30	3.9
Ninjato	M - Sword	1.4	3.1	86	34	16
Pick	M - Battle-ax or Blunt?	1.2	2.6	64	25	2
Pick, Great	H - Battle-ax or Blunt?	2.3	5.1	107	42	5.7
Pick, Military	L - Battle-ax or Blunt?	1.5	3.3	79	31	3.5
Pick, Small	S - ditto? (neither exist)	0.7	1.5	41	16	1.2
Pole Axe	H - Pole arm	3.5	7.7	213	84	6.7
Quarterstaff	M - Staff	1.8	4	168	66	0.2
Sai	S - Knife	0.5	1.1	46	18	2
Spear	L - Spear/fork	1.1	2.4	127	50	0.3
Spear, Long	H - Spear/fork	2.1	4.6	274	108	0.5
Spear, Medium	M - Spear/fork	1.5	3.3	188	74	0.4
Stiletto	S - Knife	0.18	0.4	30	12	0.9
Sword, Bastard	L - Sword	1.8	4	102	40	15.4
Sword, Broad	L - Sword	1.3	2.9	86	34	9.8
Sword, Great	H - Sword	3	6.6	157	62	24
Sword, Long	L - Sword	1.2	2.6	94	37	10.2
Sword, Short	M - Sword	0.9	2	71	28	3.8
Wakisashi	M - Sword	0.7	1.5	56	22	14

Missile Weapons

weapon	WP skill	weight		length		cost (sp)
		kg	lb.	cm	in.	
Arbalest		2.7	5.9	102	40	13.5
Arrow, longbow		0.12	0.3	89	35	0.1
Arrow, normal bow		0.1	0.2	71	28	0.07
Blowgun		0.45	1	102	40	0.7
Bolt, crossbow		0.16	0.4	76	30	0.15
Bow, Heavy		1.4	3.1	132	52	5
Bow, Light		0.8	1.8	102	40	1.2
Bow, Medium		1.1	2.4	117	46	2.5
Crossbow, Heavy		2.3	5.1	91	36	7.2
Crossbow, Light		1.8	4	81	32	3.7
Dart, blowgun		0.03	0.1	8	3	0.05
Javelin		0.9	2	152	60	0.3
Longbow, Heavy		1.6	3.5	183	72	15
Longbow, Light		1	2.2	157	62	4
Longbow, Medium		1.3	2.9	170	67	9
Shuriken/Darts		0.08	0.2	8 -13	3 - 5	0.2
Sling		0.2	0.4	86	34	0.3
Staff Sling		1.4	3.1	137	54	0.6
Throwing Knife		0.3	0.7	23	9	1.2

Shields

weapon	WP skill	weight		size	cost (sp)
		kg	lb.		
Wooden, Small		1.5	3.3	15" d.	0.8
Wooden, Normal		3	6.6	24" d.	1.2

Wooden, Large	5.3	11.7	24" x 48"	2.3
Steel, Small	2	4.4	15" d.	3
Steel, Normal	4	8.8	24" d.	7.7
Steel, Large	7	15.4	24" x 48"	10.5

Tools

item	description	weight		Cost (sp)
		kg	lb.	
Anvil		heavy	heavy	11.2
Carpenter's set of tools		4.1	9	4.2
Crowbar		1.7	3.7	0.6
Grapnel (grappling hook)	Supports 500 pounds	1	2.2	0.5
Hatchet		0.8	1.8	0.7
Hammer		1.3	2.9	0.4
Hatchet		0.8	1.8	0.7
Lock picks	Quality can affect their usefulness	n/a	n/a	1
Manacles, hand		5	11	3
Manacles, leg		7.5	16.5	4.5
Mason's set of tools		5	11	3.8
Pitchfork		1.5	3.3	0.7
Plow		15	33	1.2
Pulley, 2:1		2	4.4	3.2
Pulley, 3:1		2.3	5.1	5.5
Pulley, 4:1		2.7	5.9	8.9
Scythe		1.6	3.5	0.9
Shovel	4 feet long	2.5	5.5	0.8
Shovel, folding	2.5 feet long, collapses	1.2	2.6	0.7
Snare (small)	Implement to capture small game	0.22	0.5	0.4
Trap, bear		6.55	14.4	2.7
Trap, beaver		2.55	5.6	0.8
Trap, wolf		4	8.8	1.7
Whetstone	Required to keep weapons sharp *	0.3	0.7	0.05

* A weaponsmith could find one given some time and suitable terrain.

Masterwork Equipment

Everything listed above is assumed to be standard quality. 'Masterwork' quality describes a level of superior craftsmanship. Any item that is to be permanently enchanted must be masterwork quality.

Masterwork cost = $5 \times$ *base cost* of standard item (and provides no bonuses)

The cost for a weapon with masterwork enhancements (the bonus applying to all three areas: strike, parry, and damage) is the *base cost* of the standard weapon times a factor:

<u>Bonus</u>	<u>Factor</u>
+1	x 10
+2	x 100
+3	x 1000
+4	x 10,000
+5	x 100,000

A weapon cannot be incrementally enhanced by masterwork craftsmanship. It is originally created with the enhancement bonus purchased.

Ye Olde Alchemist Shoppe

Potions

"Points" Potions					
Healing (HP)		Magic Restoration (MSP)		Psionic (ISP)	
1d6 HP	1 cp	1d6 MSP	5 bb	1d6 ISP	1 sp
1d6+5	5 cp	1d6+5	1 cp	1d6+5	5 sp
2d6+10	1 sp	2d6+10	5 cp	2d6+10	1 gp
3d6+15	5 sp	3d6+15	1 sp	3d6+15	5 gp
4d6+20	1 gp	4d6+20	5 sp	4d6+20	1 pp
5d6+25	5 gp	5d6+25	1 gp	5d6+25	5 pp
6d6+30	1 pp	6d6+30	5 gp	6d6+30	1 mp
50	1 pp	50	5 gp	50	1 mp
100	5 pp	100	1 pp	100	5 mp

Saving Throw Potions					
Physical		Magic		Psionic	
+1 save	5 sp	+1 save	1 sp	+1 save	1 gp
+2	1 gp	+2	5 sp	+2	5 gp
+3	5 gp	+3	1 gp	+3	1 pp
+4	1 pp	+4	5 gp	+4	5 pp
+5	5 pp	+5	1 pp	+5	1 mp

Miscellaneous Potions					
General Spells (Common)		Soul		Accoutrement	
1 st level	2 cp	Soul holding	10 gp	Potion belt	2 cp
2 nd level	1 sp	Soul catch	10 pp	6 vials & flask	1 cp
3 rd level	2 sp			(flask capacity = 12 vials)	
4 th level	2 gp				
5 th level	10 gp				
6 th level	20 gp				
7 th level	200 gp				

Charged Magic Items

General spells (common)
Cost per charge:

1 st level	1 sp
2 nd level	5 sp
3 rd level	1 gp
4 th level	10 gp
5 th level	50 gp
6 th level	100 gp
7 th level	1000gp

Spell Scrolls

General spells (common)
(Must be able to read the language to cast)

1 st level	5 cp
2 nd level	2.5 sp
3 rd level	5 sp
4 th level	5 gp
5 th level	25 gp
6 th level	50 gp
7 th level	500 gp

Note: The base cost of the item is equal to the cost of an individual charge.

Magically Enhanced Armor and Weapons

Bonuses

Armor pieces can have their AR increased by magical enhancement. Weapons can be magically enhanced (the bonus applying to all three areas: strike, parry, and damage).

<u>Bonus</u>	<u>Cost</u>	<u>Restriction on material</u>
+1	100 gp	item must be masterwork quality
+2	300 gp	item must contain mithril
+3	1000 gp	
+4	5000 gp	item must contain adamantium
+5	50,000 gp	

Spell effects

Use the factors below as cost multipliers where the base cost is the price of one charge for a charged magical item.

<u>Effect</u>	<u>Factor</u>	<u>Note</u>
Abortable charge	x 2	
Continuous	x 1000	for creation of new item
Multiple use (x / day)	x (x x 100)	for creation of new item, each use lasts six minutes

Magic System

So what's the difference between a sphere and a globe again?

The magic system is centered around spells and wizards, though there also exist magic circles, necromantic arts, rituals, rune magic, and wards along with their respective practitioners. As the rules

and guidelines for the different mystic arts get written up, I'll add them to this rulebook. Or not. (Man, there sure are a lot of those "or not" phrases running around this document. ☺)

General Mystic Force Forms and Types

The forms correspond to manifestations of magical forces that are usually created by a spell. They are **blast**, **bolt**, **field**, **globe**, **imbue weapon**, **resist element**, and **summon elemental force**. (More may be added later.) The types correspond to the special effect causing the damage (or resisting) and fall under the five main 'elemental' categories of **air**, **earth**, **fire**, **water**, and **spirit**. The different rarities of occurrence of the mystic element types do not relate to a difference in quantity

of damage or power, only in how difficult it is to defend against that type of damage.

See *Magic Spells* in the *Psimancz Appendices* for how these spell forms work.

Note concerning **very rare** damage types: Even if a target makes a successful saving throw (when applicable) against a very rare damage type, the target still takes half damage.

MYSTIC ELEMENT TYPES

Types	Air	Earth	Fire	Water	Spirit
Common	Static	Shockwave	Flame	Frost	Soul
Uncommon	Lightning	Concussion	Balefire	Cold	Chi
Rare	Vacuum	Magma	Plasma	Drowning	Death
Very Rare	Tornado	Gravity	Phoenix	Acid	Chaos

Acquiring Spells

How do wizards and other mages acquire new powers? They earn them.

Unlike psions, warlocks, and all those other wusses who just have their powers spoon-fed to them, mages have to find, buy, learn, or research new powers in-game. Spell knowledge is the lifeblood of wizards. Here are the methods that wizards may use to attempt to gain the knowledge of how to cast a spell.

Instruction (from Alchemist)

"Throw gold at it." Guaranteed learning, fast, safest, and most expensive.

Duration to learn: one hour per spell level

Cost: 50 times the cost for a charge of that spell. (See *Charged Magic Items* above.)

Success criteria: automatic, no chance of failure

Instruction (from Wizard)

"Come on, dude. If you show me yours, I'll show you mine." Slower but safe.

Duration to learn: one week per spell level

Cost: no standard; negotiated with wizard

Limitation: The teacher must have a wizard power level at least twice the level of the spell. It is possible to teach higher level spells than this restriction implies, but there is a decrease in the success rate.

Success criteria: standard mystic conversion roll for student with modification. Wizard's can teach spells with no penalty to the student's skill roll if the spell is equal to or less than one half the teacher's power level (rounding up). For spells above that and up to the teacher's power level, there is a -20% penalty per spell level. Above the teacher's power level, the penalty is -40% per level. If the roll fails, the student cannot learn that spell from that teacher.

Personal Research (course 1)

"Boooooorrrriiiiiinnnnngggg." Guaranteed and safe, but damn slow.

Duration to learn: one year per spell level, full time

Limitation: need a method to record experimentation; can even invent spells

Success criteria: automatic success, no chance of failure. Net result is a "spell book" entry.

Personal Research (course 2)

"If I just fiddle long enough..." Safe, but slow and requires skill.

Duration to learn: one month per spell level, full time, but can be interrupted

Limitation: need a method to record experimentation; can even invent spells

Success criteria: standard mystic conversion roll with the penalty the same as being taught by another wizard but with self as teacher; if you fail the roll, you can try again with more research time of one week per level of the spell. Net result is a "spell book" entry.

Spell Book

"You can learn anything from a book." Slower but safe.

Duration to learn: one week per spell level

Cost: perhaps a checkout fee at a Wizard Guild (but would probably have to use the book on the premises)

Limitation: must be able to read the language of the book

Success criteria: standard mystic conversion roll without modification regardless of the spell level; if the roll fails, can try again with another block of study time, one week per level of the spell

Via Suppository

Heh, heh. Sweet.

Scroll Conversion

"Just go for it, puss." Fastest, very dangerous.

Duration to learn: instant

Cost: price of scroll

Success criteria: standard mystic conversion roll with a penalty of -20% per level of the spell. If the roll fails, the scroll is used up and **BAD THINGS HAPPEN.**

BTTW Conversion

"Yee-haw, m-er f-ers! I'm gonna do that too!" Fastest, most dangerous, and least expensive.

Duration to learn: instant

Cost: it's freeeeeeeee

Limitation: converting wizard must have *sense magic* and *decipher magic* spells active when the target spell is first being cast

Success criteria: standard mystic conversion roll with a penalty of -10% per level of the spell, cumulative (1st level -10%, 2nd level -30%, 3rd level -60%, and so on). If the roll fails, **VERY BAD THINGS HAPPEN.**

Mystic Potpourri

Spell Level and Rank

These concepts are separate in order to clarify aspects of progressive spells. The spell level generally corresponds to the overall power level of a spell. Rank (indicated by a Roman numeral) applies to the specific power level of a progressive spell. For most progressive spells, the spell level is equivalent to the rank. For some, rank one can begin at a higher spell level. For example, *plasma field II* (rank two) is a fourth level spell. (See *Progressive Spells* under *Magic Spells* in the *Psimanz Appendices*.)

Stacking Magical Effects

Magical items and spells that give bonuses (like to saving throws in particular) cannot always stack together for an increased total effect. It depends on the level of the effect.

Simple effect: This effect is the weakest and most basic. It can only add to attribute and thread bonuses. (It cannot be used with any bonuses that a character has purchased or anything from other spells, *nsh*. All of these supersede a simple effect.)

Standard effect: This effect adds to all personal bonuses. It also combines with standard effects of different energy types (but multiple standard effects of the same type do not add up together).

Greater effect: This effect is a trump effect. It adds to all other bonuses.

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