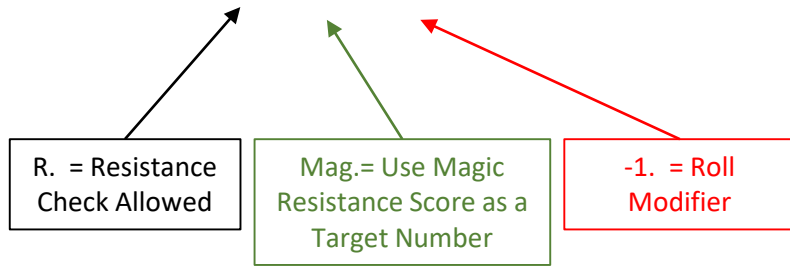


Resistances, Basic

Make a **R.Mag.-1** or *Stun/Slow/Negate*.



Roll 2d10, with the **Magic** Resistance as a Target Number, with a **-1** to Roll

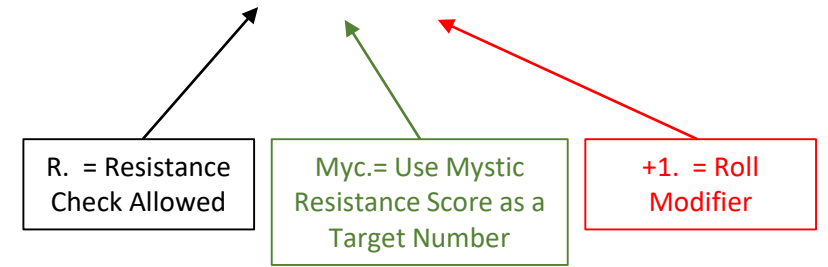
Failed Roll = *Stun*

RO 0 – RO 5 = *Slow*

RO 6 + = *Negate*

- OR -

Make a **R.Myc.+1** or **4d6 Damage**.



Roll 2d10, with the **Mystic** Resistance as a Target Number, with a **+1** to Roll

Failed Roll = **Full Damage**

RO 0 – RO 5 = **- 1/3 Damage**

RO 6 – RO 10 = **- 1/2 Damage**

RO 11+ = **- 2/3 Damage**

-or-

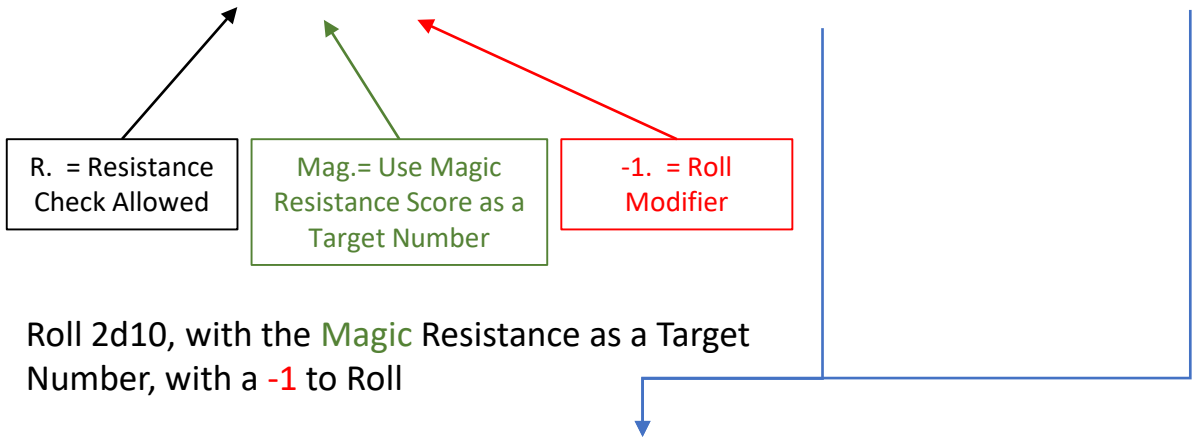
For each 5 RO, Lessen 1 Effect

-or-

Lessen damage per RO formula

Resistances, Advanced

Make a **R.Mag.-1** or *Stun/Slow/Negate* and *Blind/Blur/Negate* and deal **3d4+4** Damage, **-2 Damage per RO**



R. = Resistance Check Allowed

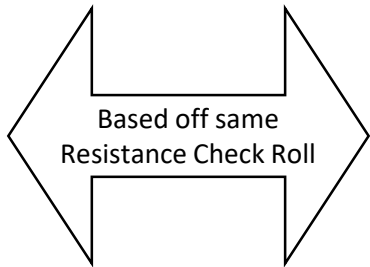
Mag.= Use Magic Resistance Score as a Target Number

-1. = Roll Modifier

Roll 2d10, with the **Magic** Resistance as a Target Number, with a **-1** to Roll

Lessen **1 Effect** per 5 RO

Failed Roll =	<i>Stun and Blind</i>
RO 0 – RO 5 =	Reduce 1 Effect – <i>Stun</i> to <i>Slow</i> or <i>Blind</i> to <i>Blur</i>
RO 6 – 10 =	Reduce 2 Effects – <i>Stun</i> to <i>Negate</i> or <i>Blind</i> to <i>Negate</i> or <i>Stun</i> to <i>Slow</i> AND <i>Blind</i> to <i>Blur</i>
RO 11 – RO 15 =	Reduce 3 Effects – <i>Stun</i> to <i>Negate</i> AND <i>Blind</i> to <i>Blur</i> or <i>Stun</i> to <i>Slow</i> AND <i>Blind</i> to <i>Negate</i>
RO 16 + =	Reduce 4 Effects – <i>Stun</i> to <i>Negate</i> AND <i>Blind</i> to <i>Negate</i>



Failed Roll =	Full Damage
	-2 Damage per RO e.g.
RO 2 =	-4 Damage
RO 4 =	-8 Damage
RO 11 =	-22 Damage

Mastery Styles Progression

Weapon Skill Progression	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5	Rank 6	Rank 7	Rank 8	Rank 9	Rank 10
Progression (1)	0 Pips	5 Pips	8 Pips	13 Pips	19 Pips	27 Pips	36 Pips	44 Pips	56 Pips	71 Pips
Progression (2)	0 Pips	6 Pips	10 Pips	16 Pips	24 Pips	34 Pips	46 Pips	56 Pips	72 Pips	92 Pips
Progression (3)	0 Pips	7 Pips	12 Pips	20 Pips	30 Pips	43 Pips	58 Pips	71 Pips	91 Pips	116 Pips
Progression (4)	0 Pips	8 Pips	14 Pips	23 Pips	35 Pips	50 Pips	68 Pips	83 Pips	107 Pips	137 Pips
Progression (5)	0 Pips	9 Pips	16 Pips	27 Pips	41 Pips	59 Pips	80 Pips	98 Pips	126 Pips	161 Pips
Progression (6)	0 Pips	10 Pips	18 Pips	30 Pips	46 Pips	66 Pips	90 Pips	110 Pips	142 Pips	182 Pips
Progression (7)	0 Pips	11 Pips	20 Pips	34 Pips	52 Pips	75 Pips	102 Pips	125 Pips	161 Pips	206 Pips
Progression (8)	0 Pips	12 Pips	22 Pips	37 Pips	57 Pips	82 Pips	112 Pips	137 Pips	177 Pips	227 Pips
Progression (9)	0 Pips	13 Pips	24 Pips	41 Pips	63 Pips	91 Pips	124 Pips	152 Pips	196 Pips	251 Pips
Progression (10)	0 Pips	14 Pips	26 Pips	44 Pips	68 Pips	98 Pips	134 Pips	164 Pips	212 Pips	272 Pips
Progression (11)	0 Pips	15 Pips	28 Pips	48 Pips	74 Pips	107 Pips	146 Pips	179 Pips	231 Pips	296 Pips

Gaining Pips:

- 1 Pip for every 3 Rounds of active Combat using a Mastery Style
 - Minimum of 1 Pip
- 1 Pip for a Critical Strike, limit 2 per Combat
- 1 Pip for a successful Maneuver, limit 2 per Combat
- 1 Pip for landing the killing blow on an Enemy, limit 2 per Combat
- 1 Pip for routing an enemy, limit 2 per Combat
- 1 Pip for surviving a Combat conscious
- 1 Pip for using any Combatant Phylum Ability, limit 2 per Combat
- 1 Pip for a Battle Mage using their CAR Ability, Limit 1 per Combat
- 1 additional Pip for Combatants
 - OR –
- 5 Pips for being a Combatant
- 4 for all others

Distribute Pips between all used Mastery Styles

Skill Progression

Skill Progression	1	1+1	1+2	1+3	1+4	2	2+1	2+2	2+3	2+4	3	3+1	3+2	3+3	3+4	4	4+1	4+2	4+3	4+4	5	5+1	5+2	5+3	5+4	5+5
Progression (1)	0	1	2	3	4	15	16	17	18	19	40	41	42	43	44	75	76	77	78	79	120	121	122	123	124	125
Progression (2)	0	2	4	6	8	20	22	24	26	28	50	52	54	56	58	90	92	94	96	98	140	142	144	146	148	150
Progression (3)	0	3	6	9	12	25	28	31	34	37	60	63	66	69	72	105	108	111	114	117	160	163	166	169	172	175
Progression (4)	0	4	8	12	16	30	34	38	42	46	70	74	78	82	86	120	124	128	132	136	180	184	188	192	196	200
Progression (5)	0	5	10	15	20	35	40	45	50	55	80	85	90	95	100	135	140	145	150	155	200	205	210	215	220	225
Progression (6)	0	6	12	18	24	40	46	52	58	64	90	96	102	108	114	150	156	162	168	174	220	226	232	238	244	250
Progression (7)	0	7	14	21	28	45	52	59	66	73	100	107	114	121	128	165	172	179	186	193	240	247	254	261	268	275
Progression (8)	0	8	16	24	32	50	58	66	74	82	110	118	126	134	142	180	188	196	204	212	260	268	276	284	292	300
Progression (9)	0	9	18	27	36	55	64	73	82	91	120	129	138	147	156	195	204	213	222	231	280	289	298	307	316	325
Progression (10)	0	10	20	30	40	60	70	80	90	100	130	140	150	160	170	210	220	230	240	250	300	310	320	330	340	350
Progression (11)	0	11	22	33	44	65	76	87	98	109	140	151	162	173	184	225	236	247	258	269	320	331	342	353	364	375

Skill Checks

2+3

Roll this many d6s, any natural 6s, roll again and add to total.

Add this to your roll

Gaining Pips:

- 1 Pip for each Successful Skill Check
- +1 Pips for each 6 rolled

Mimicking Skills:

- Roll 1d6
- Roll Again on 6s
- 1s or 2s Botch

Attribute Checks:

- Roll like a Skill Check
- Cannot roll again on 6s

Skills

Skill	Mimicable?	SS
General Skills		
Animal Husbandry	None	1
Appraisal	Intellect	1
Arcane Language	None	3
Bandage	None	1
Bartering	Intellect	1
Brawling	Strength	1
Climbing	Strength	1
Cooking	Intellect	1
Debate	Intellect	1
Detective	Intellect	2
Direction Sense	Intellect	1
Engineering	None	2
Fletcher	Dexterity	1
Horsemanship	None	2
Instrument...	None	2
Investigate	Intellect	2
Juggling	Dexterity	1
Language, ...	None	Varies
Mender	Intellect	1
Observation	Intellect	2
Orienteering	Intellect	1
Perfect Memory	None	1
Record	Intellect	1
Research	Intellect	1
Riding	Agility	1
Seamanship	None	1
Seamstress	Intellect	1
Singing	None	1
Swimming	Longevity	1
Tanning	None	2

Rogue Skills		
Disguise	None	2
Fast Talking	None	1
Forge Documents	None	2
Gambling	None	1
General Thievery	None	3
Hear Say	Intellect	1
Instigate	None	1
Master Climber	Agility	1
Merchant Eyes	Intellect	1
Nimbleness	Agility	2
Observation	Intellect	1
Prowl	None	1
Tail	None	1

Skill	Mimicable?	SS
Artificer Skills		
Blacksmith	None	2
Alchemist	None	7
Archanist	None	10
Armorer	None	8
Blacksmith	None	2
Bowyer	None	3
Cartography	None	3
Clothier	None	2
Master Cooking	None	1
Fletcher	None	1
Inscriptor	None	9
Jeweler	None	2
Lapidary	None	3
Leather Working	None	2
Light Alchemy	None	4
Shipwright	None	7
Spell Forge	None	10
Weaponsmith	None	7

Order Skills		
Ausa Weaving	Mysticism	4
Beseech	Mysticism	1
Baragade	Mysticism	1
Ceremony	None	1
Conjure	Mysticism	2
Focus	None	1
Order Common	None	1
Meditation	Mysticism	1
Order and Cult History	Intellect	1
Summon to the Cause	None	2

Mystic Skills		
Ancient History	Intellect	1
Ancient Language	None	1
Antidote	None	2
Dragon Lore	None	2
Elemental Lore	None	2
Evoke	Mysticism	2
Healing	None	3
Herbalism	None	2
Know Item	Mysticism	3
Monster Lore	Intellect	2
Myth Lore	Intellect	1
Read Scrolls	Mysticism	2
Undead Lore	Intellect	1

Skill	Mimicable?	SS
Social Skills		
Bar Talk	None	1
Deceive	Intellect	1
Etiquette	None	1
Incite	None	1
Influence	Intellect	2
Interrogate	Intellect	1
Intimidate	None	1
Know Local Legends	Intellect	1
Life of the Party	None	1
Negotiate	Intellect	1
Swoon	None	2
Thief Skills		
Acrobatics	Agility	4
Contortion	Dexterity	2
Detection	None	2
Fence	None	1
Master Thievery	None	4
Move in Crowd	None	1
Read Lips	Intellect	1
Trap Mastery	Intellect	1

Skill	Mimicable?	SS
Warrior Skills		
Combat Presence	None	2
Endurance	Longevity	1
Intimidate	None	1
Jousting	Dexterity	1
Mend Wounds	Intellect	2
Shield Wall	Dexterity	1
Size Up	Intellect	1

Wilderness Skills		
Animal Lore	Intellect	1
Conserve	Longevity	1
General Survival	Intellect	2
Knot Mastery	Intellect	1
Mountaineering	None	1
Navigate...	Intellect	1
Skinning	Intellect	1
Survival, ...	Intellect	1
Tracking	Intellect	1
Trapping	None	1

Wizard Skills		
Cast Spell	None	2
Ancient Language	None	1
Combat Casting	None	3
Create Duv e	None	2
Magical Theory	None	2
Spell Lore	None	2
Spell Ready	None	1
Spell Show	None	1
Spellcraft	None	4

Magic

Spell Ready (Illrathic and Orderly Casters):

Roll Skill Check, choose 1 Spell to be *At the Ready* per RO over 2

At the Ready



Normal Casting Time



Normal CsD



Normal Catastrophic Miscast Chance

Cast Spell Skill Rank	Number of Natural 1s needed to Catastrophically Miscast
1 to 1+4	Cannot Catastrophically Miscast
2 to 2+4	2
3 to 3+4	2
4 to 4+4	3
5 on up	4

Not at the Ready



Double Casting Time



CsD increased by Spell Rank +1



Increased Catastrophic Miscast Chance

Cast Spell Skill Rank	Number of Natural 1s needed to Catastrophically Miscast
1 to 1+4	1
2 to 2+4	1
3 to 3+4	2
4 to 4+4	2
5 on up	3

Mashanic Casters:

Must use a *Duve* with limited uses, and CsT is -4

Spell Fizzle:

When hit, Roll R.Mcy. (-1 per point of Damage taken)

Or, use Combat Casting Skill with Target Number of Damage ÷ 2

Roll (d%)	Effect
1 - 3	Target OTHER than the intended is hit.
4 - 5	Range of spell reduced to 0. If zero or touch, then target something within 30 yards.
6 - 7	Prone to Fizzle for the next 30 hours, all Spells cast require a ResCheck vs Myc.
8 - 9	Prone to Fizzle for the next 150 hours, all Spells cast require a ResCheck vs Myc.
10 - 11	Harmful Spells target caster, helpful spells fizzle. This is for both point target and area effect spells.
12 - 13	Backlash, -1 to all ResChecks vs Magic for 1 shift.
14 - 15	Spell Lock, can only cast that spell for the next 10 times.
16 - 17	Spell has double the intended effect and costs twice as much. For each unavailable HP, take 4 Unavoidable Damage.
18 - 19	Backlash, -3 to all ResChecks vs Magic for 1 shift.
20 - 21	Spell Fizzles and 1/4 the caster's maximum SpP lost. For each unavailable HP, take 3 Unavoidable Damage.
22 - 23	Hard Fizzle, Stunned for 1 Round and Confused for 3 Rounds after.
24 - 25	Spell Lock, can only cast that spell for the next 20 times.
26 - 27	Backlash, -5 to all ResChecks vs Magic for 1 shift.
28 - 29	Spell Sting, no casting for 1 passing.
30 - 31	Spell has double the intended effect and costs twice as much and effects a unintended target. For each unavailable HP, take 4 Unavoidable Damage.
32 - 33	All life within 1 league becomes imbued with the spells Source aspect. Those able will seek the caster to kill in hopes of breaking the Hex.
34 - 35	Drained, lose 1d4 SpP and regain SpP at 1/2 the normal rate for 3 passings.
36 - 37	Backlash, -1 to all ResChecks vs Magic for 2 shifts.
38 - 39	Spell Lock, can only cast that spell for the next 30 times.
40 - 41	Spell Storm, take 1d6 Raw Magic Damage, R.Mag. (- Spells Rank) to reduce by 1 per 2 RO. Spell Fizzles.
42 - 43	Spell Fizzles and 1/2 the caster's maximum SpP lost. For each unavailable HP, take 3 Unavoidable Damage.
44 - 45	Backlash, -3 to all ResChecks vs Magic for 2 shifts.
46 - 47	Rune Storm, all written spells from that Source are erased from the caster's spell books, and all knowledge of that Source is lost.
48 - 49	Backlash, -5 to all ResChecks vs Magic for 2 shifts.
50 - 51	Hard Fizzle, Stunned for 3 Rounds and Confused for 5 Rounds after.
52 - 53	Backlash, -1 to all ResChecks vs Magic for 3 shifts.
54	Major Backlash, violent magic from the source rips at caster's body. Roll on Severed (1) Critical Chart once. That part of the body explodes in a magical vortex.
55	Backlash, -3 to all ResChecks vs Magic for 3 shifts.
56	Spell Fizzles and all the caster's maximum SpP lost. For each unavailable HP, take 3 Unavoidable Damage.
57	Spell Sting, no casting for 1 shift.
58	Backlash, -5 to all ResChecks vs Magic for 3 shifts.
59	Backlash, -1 to all ResChecks vs Magic for 5 shifts.
60	All life within 5 leagues becomes imbued with the spells Source aspect. Those able will seek the caster to kill in hopes of breaking the Hex.
61	Backlash, -3 to all ResChecks vs Magic for 5 shifts.
62	Drained, lose 1d4 SpP and regain SpP at 1/2 the normal rate for 1 shift.
63	Hard Fizzle, Stunned for 5 Rounds and Confused for 5 Rounds after.
64	Backlash, -5 to all ResChecks vs Magic for 5 shifts.
65	Spell Storm, take 13 Raw Magic Damage, R.Mag. (- Spells Rank) to reduce by 1 per 2 RO. Spell Fizzles.
66	Spell Sting, no casting for 1 season.
67	Hard Fizzle, caster knocked unconscious for 1 hour.
68	Greater Rune Storm, all written spells from that Source are erased from all spell books within 1 league, and all knowledge of that Source is lost for the caster.
69	All life within 10 leagues becomes imbued with the spells Source aspect. Those able will seek the caster to kill in hopes of breaking the Hex.
70	Drained, lose 1d4 SpP and regain SpP at 1/2 the normal rate for 2 shifts.
71	Spell Sting, no casting for 1 cycle.
72	Spell Storm, take 5d6 Raw Magic Damage, R.Mag. (- Spells Rank) to reduce by 1 per 2 RO. Spell Fizzles.
73	Major Backlash, violent magic from the source rips at caster's body. Roll on Severed (1) Critical Chart twice. That part of the body explodes in a magical vortex.
74	All life within 15 leagues becomes imbued with the spells Source aspect. Those able will seek the caster to kill in hopes of breaking the Hex.
75	Drained, lose 1d4 SpP and regain SpP at 1/2 the normal rate for 5 shifts.
76	Spell Storm, take 7d6 Raw Magic Damage, R.Mag. (- Spells Rank) to reduce by 1 per 2 RO. Spell Fizzles.
77	All life within 25 leagues becomes imbued with the spells Source aspect. Those able will seek the caster to kill in hopes of breaking the Hex.
78	Drained, lose 1d4 SpP and regain SpP at 1/2 the normal rate for 1 season.
79	Major Backlash, violent magic from the source rips at caster's body. Roll on Severed (1) Critical Chart three times. That part of the body explodes in a magical vortex.
80	Drained, lose 4d4 SpP and regain SpP at 1/4 the normal rate for 3 passings.
81	Spell Storm, take 9d6 Raw Magic Damage, R.Mag. (- Spells Rank) to reduce by 1 per 2 RO. Spell Fizzles.
82	Drained, lose 4d4 SpP and regain SpP at 1/4 the normal rate for 1 shift.
83	Spell Storm, take 12d6 Raw Magic Damage in a 20 yard radius, R.Mag. (- Spells Rank) to reduce by 1 per 2 RO. Spell Fizzles.
84	Drained, lose 4d4 SpP and regain SpP at 1/4 the normal rate for 2 shifts.
85	Major Backlash, violent magic from the source rips at caster's body. Roll on Severed (2) Critical Chart once. That part of the body explodes in a magical vortex.
86	Spell Storm, take 4d6 Raw Magic Damage in a 20 yard radius, R.Mag. (- Spells Rank) to reduce by 1 per 2 RO. Spell Fizzles.
87	Drained, lose 4d4 SpP and regain SpP at 1/4 the normal rate for 5 shifts.
88	Spell Storm, take 6d6 Raw Magic Damage in a 20 yard radius, R.Mag. (- Spells Rank) to reduce by 1 per 2 RO. Spell Fizzles.
89	Drained, lose 4d4 SpP and regain SpP at 1/4 the normal rate for 1 season.
90	Major Backlash, violent magic from the source rips at caster's body. Roll on Severed (2) Critical Chart twice. That part of the body explodes in a magical vortex.
91	Drained, lose 7d4 SpP and cannot regain SpP for 3 passings.
92	Drained, lose 7d4 SpP and cannot regain SpP for 1 shift.
93	Drained, lose 7d4 SpP and cannot regain SpP for 2 shifts.
94	Major Backlash, violent magic from the source rips at caster's body. Roll on Severed (2) Critical Chart three times. That part of the body explodes in a magical vortex.
95	Drained, lose 7d4 SpP and cannot regain SpP for 5 shifts.
96	Drained, lose 7d4 SpP and cannot regain SpP for 1 season.
97	Major Backlash, violent magic from the source rips at caster's body. Roll on Severed (3) Critical Chart once. That part of the body explodes in a magical vortex.
98	Major Backlash, violent magic from the source rips at caster's body. Roll on Severed (3) Critical Chart twice. That part of the body explodes in a magical vortex.
99	Major Backlash, violent magic from the source rips at caster's body. Roll on Severed (3) Critical Chart three times. That part of the body explodes in a magical vortex.
100	Caster Sucked into the spell's Source plane and lost forever.

Actions

Free Actions (0 Marks) are those things a character can do constantly and take no concentration. Simple speaking

- Using a reactive ability
- Performing on-going/passive Skills (like Combat Casting or Endurance)
- Looking around briefly (no Observation or Detection)

Quarter Actions (5 Marks) are those a character can perform that require little focus.

- Move into melee and **Set** yourself
- **Set** yourself to shoot a ranged weapon after moving
- Complex speech, like giving directions or answering a question
- Performing a Skill that requires little time or focus (like Size Up or Intimidate)
- Dropping one weapon and readying another
- Drawing a weapon or easily reached item
- Recover from falling down or stand up from prone

Setting: Required to initiate attacks unless

- Attacked already last Round **not** having moved in between
- If already in melee and **Set**
- Using a Throwing Weapon
- Using a Charge Ability

Half Actions (10 Marks) are those things a character can do that require a good deal of concentration. Drink a potion

- Performing Skills that require some concentration (like Observation or Acrobatics)
- Activating a non-attacking magical item
- Sheathing a weapon and readying another

Full Actions (15 Marks) are those activities that require utter concentration. A character can always perform a Full Action once per Round, even if they don't have enough Initiative Score IF AND ONLY IF they have performed no other.

- Perform a full number of attacks per Round of melee attacks if already in melee
- Perform a single melee attack if moving into melee
- Perform a full number of attacks per Round of ranged attacks if not acted
- Perform a single ranged attack if acted previous
- Perform a Maneuver with a weapon
- Performing a Skill that takes 10 or less seconds, but requires full concentration (like Read Scrolls or Monster Lore)
- Activating an attacking magical item
- Casting a Spell (starting to cast a Spell counts as a Full Action)
- Pulling something out of a sack
- Become *Hidden* through a Skill

Exceptions:

- Skills: Varies
- Abilities: Varies
- Casting a Spell: 15 Marks or CsT, whichever is greater
- Movement: 1 Mark per 1 Unit
- Following Attacks: Varies

Round A and Round B

Round A

- First Round of Attacks if not moved
- If moved, limit 1 Attack per Round
- When switching targets

Round B

- Each successive Round of attacks on the same target after the first Round