



Ability	An Ability is a talent that a character can perform. All Abilities are annotated in the text by being underlined.	Effects and Abilities Chapter
Absorb	A numerical value that reduces damage done to a character, but only against a specific Damage Type.	Absorb and Armor Chapter
Absorb #1	That Absorb which counteracts and lessens Slashing, Hacking and Clawing Damage Types.	Absorb and Armor Chapter
Absorb #2	That Absorb which counteracts and lessens Piercing, Puncturing and Bite-Like Damage Types.	Absorb and Armor Chapter
Absorb #3	That Absorb which counteracts and lessens Blunt, Whip-Like and Smashing Damage Types.	Absorb and Armor Chapter
Absorb #4	That Absorb which counteracts and lessens Explosive and Concussive Damage Types.	Absorb and Armor Chapter
Absorb #5	That Absorb which counteracts and lessens Fiery and Heat Damage Types.	Absorb and Armor Chapter
Absorb #6	That Absorb which counteracts and lessens Cold and Water-Based Damage Types.	Absorb and Armor Chapter
Absorb #7	That Absorb which counteracts and lessens Electrical and Shocking Damage Types.	Absorb and Armor Chapter
Absorb #8	That Absorb which counteracts and lessens Acidic and Corrosive Damage Types.	Absorb and Armor Chapter
Absorb #9	That Absorb which counteracts and lessens Raw Magic Damage Type.	Absorb and Armor Chapter
Action	A concerted effort performed in a Round. A marker that there is some rule or mechanic that guides how it works.	Combat Chapter
Active Skill Check	When you roll a Skill Check with no specified Target Number. The better you roll, the better the outcome.	Skills Chapter
Alignment	A general description of a character's disposition. Characters can be good, evil, lawful or chaotic.	Alignment Chapter
Ancient	The very first of the spell-users. Those, that at one time, held dominance over the world.	Orders Chapter
Approach	A character's disposition on rules and authority as defined by a Character Class and through actions. Negative Approach means the character buck authority (chaotic), positive means they welcome it (lawful). Between -100 and 100 is considered neutral.	Alignment Chapter
Armor By-Pass	A set number that when the roll to-Hit is better than needed by that number, Absorb is ignored.	Weapons Chapter
Armor Profile	The statistics associated with armor. This includes Evade Modifiers, Absorbs, Critical Resistance and so on.	Armor Chapter
Attack Power	The sum of the Weapon Power and 1/3 the Character's Strength. If the Attack Power is greater than the appropriate Defense Power, that Evade cannot be used.	Evade Chapter
Attacks per Round	Characters may attack a certain number of times in a Round of Combat. This is determined by the weapon used and the Weapon Skills. The number of Attacks per Round is not always constant. A character may attack 2 times in a Round and then get to attack one more time the following Round, which would be written as 2.5.	Weapons Chapter
Attribute	A numerical representation that measures how adept a character is at one of six features. The score of each Attribute is qualitative, but is not used directly in the game. Attributes describe associated Characteristics that have values that directly interface with the rules.	Attributes Chapter
Attribute Check	A roll that determines how well a character performed an action which is not based on a Skill, but is a form of pure ability. Rolled just like a Skill Check, but 6s are not rolled again.	Attributes Chapter
Ausa	An unseen force created by all people that take a specific action with a specific mindset. Ausa flows and deepens the more that action is taking place. Ausa is the power source for the Orders and Orderly Casters.	Magic Chapter
Ausa	An unseen force that is brought about by an act of a person who has a certain mindset while performing that action. The term "Ausaic" is the adjective. Ausa can be used to cast Orderly Magic.	Magic Chapter
Ausaic	The Adjective for Ausa.	Magic Chapter
Best-Of bonus	When a character has multiple Mastery Styles, they get to use the best bonuses from each, as long as the weapon is common to both Mastery Styles. This is called the "best-of" bonus.	Weapon Skills Chapter
Block	Or Block Score, is the Target Number an opponent needs to roll (on a to-Hit roll) to successfully land an attack. This score is only active if the character has some item that can be used to block attacks, like a shield. If a character has Block Score, it is used instead of a Dodge Score.	Evade Chapter

Board	A physical table or gaming board that is made up of interlocking hexes in a grid. Normally has modular pieces of terrain so the players can represent different settings within the game.	Combat Chapter
bonus	A general term when you add a modifier to a roll or outcome.	Dice Chapter
Botch	When a Player rolls a certain number of Natural 1s on a Skill Check. The number of Natural 1s needed to Botch is determined by their Skill Rank.	Skills Chapter
Bronze Piece	Or "Bronze" or "BzP.". This is the standard amount and baseline of currency in Wyrmsbane. It would be analogous to a dollar.	Equipment Chapter
By-Pass	See Armor By-Pass.	Weapons Chapter
Catastrophic Miscast	When a character Botches their Cast Spell Skill Check. The Player rolls d% and consults a chart of very bad things.	Magic Chapter
Character	The persona a Player controls and role-plays.	Introduction Chapter
Character Class	A vocation in the world of Wyrmsbane. Just as common as "nurse" or "police officer" or "soldier" today, the Character Classes are a vocation where people enter a training regiment which is designed to produce trained individuals with common talents and skills - all meant for a general applied purpose.	Character Classes Chapter
Characteristic	The Items which an Attribute describes. These are mechanical numbers that are either modifiers or based number that drive many aspects within the rules.	Attributes Chapter
Chief Effort	See Ralithagon.	Orders Chapter
Combat	This is when the character is in an Initiative-determined conflict where they are using the rules of the game pertaining to combat. The term "Combat" with a capital "C" is the proper term. "combat" with a lower "c" is a general term.	Combat Chapter
Comeliness	An optional rule that describes how attractive a character is. The Storyteller's Tome has more info.	None Chapter
Corax	The large blue sun in the sky. The Ancient term for "Elements". Also, the Order of the Elements Called "Coraxians" as a whole and a "Coraxian" when identifying an individual.	Orders Chapter
Council of Syez	The meeting ground of the last 6 Orders. This is where they abolished the Orders' right to rule over anyone. It marked the end of the rule of the Orders and ushered in the current era.	Orders Chapter
Critical Number	The number needed when rolling to-Hit to roll again, adding the next roll to the total. The next die rolled is 1d10, and if 10 is rolled, then roll again. Depending on the Critical Number, a characters needed roll on 1d10 can be less than 10.	Combat Chapter
Critical Resistance	An Armor value that increases the character's Critical Threshold.	Armor Chapter
Critical Severity	A numerical value that determines how Brutal a Critical Strike is. The Critical Severity is 1 per 1 RO over their targets Critical Threshold. Compare this number against the Critical Charts, each Damage Type is different.	Combat Chapter
Critical Strike	When a Character rolls equal to or more than the Target's Critical Threshold. Each number rolled over is 1 Critical Severity.	Combat Chapter
Critical Threshold	A number that is added to an Evade which sets the target an opponent must roll to Critical Strike.	Combat Chapter
CS	See Critical Severity.	Abbreviation Chapter
d%	A Percentile die, when rolled yields a result between 1 and 100. rolled on 2d10, with one being the one's place and the other the ten's place.	Dice Chapter
Damage Type	All Damager is divided into different kinds. Slashing, Blunt and so on. When a character takes are deals damage, the damage can be reduced by Absorb. There is an Absorb that counteracts each Type of Damage.	Absorb and Armor Chapter
Death Number	Or "Death #", a negative number. When the character's Hit points reach this number, they die. It is the maximum starting Hit Points of a Character, times negative 1. Then, minus one more for every fraction of 10Hit Points the character starts with and gains over Levels.	Hit Points Chapter
Defense Power	A general term for the strength of a Evade. Each kind of Evade has its own Defense Power. If an Attack Power is greater than the Defense Power, the Evade cannot be used.	Evade Chapter
Dodge	Or Dodge Score, is the Target Number an opponents needs to roll (on a to-Hit roll),to successfully land an attack. This describes how well the character can move about and completely evade an attack.	Evade Chapter
Dwanar	Adjective for something belonging to a Dwarf.	Races of Wyrmsbane Chapter
ED	See Extra Damage.	Abbreviation Chapter

Effect	This is an effect that has some form of result or consequence. Normally, Effects are brought on by some overt action. All Effects are annotated in the text by being italicized.	Effects and Abilities Chapter
Elfish	Adjective for something belonging to an Elf.	Races of Wyrmsbane Chapter
Enc	See Encumbrance	Abbreviation Chapter
Encumbrance	Or "Enc". This is a number that represents the number of stones' worth of weight. Each stone is 2.5 pounds.	Encumbrance Chapter
Evade	A General term that quantifies how hard your character is to hit. It is the Target Number when rolling to-Hit.	Evade Chapter
Evade Modifier	An Armor value that reduces a character Dodge Score, Land Speed and Initiative.	Armor Chapter
Exador	The 3rd moon, Also, the Order of Magic. Called "Exadorians" as a whole or "Exadorian" when identifying an individual.	Orders Chapter
Experience Points	Or "XP". A numerical sum that represents how much your character has seen and done. With each adventure, you're assigned a certain number of Experience Points. When you have accumulated enough, your character gains a Level.	Character Classes Chapter
Extra Damage	Or "ED". This is a concept where the better you roll to-Hit, the more damage your character does. It is a number, which acts as a divisor. For every amount equal to the Extra Damage number, your character does one more Hit Point of damage.	Weapons Chapter
Failing Light	The first hour of the day, where only Corax is risen, and the last hour of light just after Tathun sets. It is described as a very bright twilight tinted a brilliant hue of blue.	Maps and Factions Chapter
Fizzle	When a character is hit (or otherwise interrupted) while they're casting a spell and lose their concentration and focus, scuttling the spell and losing a fraction of the Spell Points instead of all.	Magic Chapter
Focus	Refers to the target which a character is directly facing in melee Combat. All characters in melee MUST chose a Focus each Round. This will be the target they face, attack and have primary defense against.	Combat Chapter
Focused Mastery Style	When a character takes a Mastery Style with only one weapon.	Weapon Skills Chapter
Free Action	Something that takes almost no concentration and can be freely done during a Round in combination with any kind of Action.	Combat Chapter
Full Action	A complex action that takes all of the efforts and concentration of a character. Only one Full Action can be performed per Round.	Combat Chapter
General Mastery Style	When a character takes a Mastery Style with a Weapon Group.	Weapon Skills Chapter
Half Action	A complex action, but not all-consuming. 2 Half Actions can be taken per Round, or 1 Half Action and 1 Simple Action.	Combat Chapter
Hand-Span	The width of a person's fingers at the second knuckles. About 3 inches.	Land Speed Chapter
Hex	On a Board, it is the delineation of one Unit. A Board is made up of interlocking hexes, called a "Hex-Grid".	Combat Chapter
Hit Points	A numerical representation of how much damage a character can take. It is a mix of straight brute toughness and the ability to roll with the punches. Hit Points are determined by the Race, modified by the Character Class and Attributes. Each Level, a character adds to their maximum Hit Points.	Hit Points Chapter
Illrathic	The most straight forward method of casting spells. Linked to the Spell Ready Skill.	Magic Chapter
Initiative	The result of the Initiative Roll, in Marks.	Initiative Chapter
Initiative Roll	When a Player rolls 1d10 and adds that to their Initiative Score. The result is what order they act in a Round.	Initiative Chapter
Initiative Score	The average of a character's Intellect and Agility, modified by armor. This lets you know how fast the character will act in combat.	Initiative Chapter
Ken-Jni	Pronounced "Ken-ZHe" (ZH as in beige or luge), is the ethos and communal mindset of the Dafterian people. It stresses community over self and the place of the individual as part of the overall community. It also has heavy ties to honor and self-control.	Races of Wyrmsbane Chapter
Kit	A general term for all the information contained in the Character Class Description.	Magic Chapter
Knock Out Check	A d% roll to determine if your character falls unconscious. If the roll is less than or equal to the character's Knock Out Percentage, they stay conscious.	Hit Points Chapter

Land Speed	A measurement of how fast a character can move in and out of Combat. It is based off the character's Race, modified by Agility and armor. Each point allows 1 Unit movement, which is 1 Hex on a board and 2 yards.	Land Speed Chapter
Lanun	The 1st moon, Also, the Order of Vengeance. Called "Lanunites" as a whole or "Lanunite" when identifying an individual.	Orders Chapter
League	The standard unit of distance in Wymsbane. It is 1,000 Staff Lengths, about 6,000 feet, or 1.1 miles or 1.8 kilometers.	Land Speed Chapter
Level	A number that represents how far along your character is in deed and skill. A character gains Levels by gaining enough Experience Points. Note, that for the term "Level" be associated to this definition, the "L" is capitalized.	Character Classes Chapter
Line of Sight	A game-term which means that an object or target is not obstructed and can be seen in direct view.	Land Speed Chapter
Magic	A general term for any supernatural effect brought on through the cast of a spell.	Resistances Chapter
Magic Scholasta	A general term for all the schools of magic across the world. All these schools are part of a consortium that follow the same basic methods of teaching magic. This is the "official" way to learn to cast spells. The Scholasta properties are all built on findings of Ancient Runes, and the schools hold much of the known magic today.	Magic Chapter
Major Access	Referring to the maximum Spell Rank that a spell caster can active in the associated Source of magic. Major Access if unlimited.	Magic Chapter
Maneuver	A special kind of Action used in Combat that allows a character to do more than just strike at the target normally. The character can attempt to trip-up, stun, disarm and more to their opponent. A character must have a Master Style to perform Maneuvers and certain weapons perform only certain kinds of Maneuvers.	Combat Chapter
March	Refers to the distance a character can walk in a day when traveling long distances.	Land Speed Chapter
Marks	A single unit of incremental time. Used to determine a character order of action in a Round.	Initiative Chapter
Mashanic	A method of casting spells where the character creates a talisman, called a "Duve", that assists in casting the spell. Generally, Mashanic Casters are faster and more reliable than Illrathic, but have less potential.	Magic Chapter
Mastery Style	A martial art the character has with some weapon, or group of weapons.	Weapon Skills Chapter
Mastery Style Slots	Or "MSS". It is a number that a player uses to "buy" Weapon Skills for a character. MSS is defined by the Character Class and Priority.	Weapon Skills Chapter
Melee Attack	When a character attacks a target and the two are within 3 yards of one another.	Combat Chapter
Minor Access	Referring to the maximum Spell Rank that a spell caster can active in the associated Source of magic. Minor Access allows up to the 4th Spell Rank.	Magic Chapter
Miscast	When a character fails their Cast Spell Skill Check, and their initiated spell does not go off.	Magic Chapter
Modifier	A general term for a number that is added to a roll.	Dice Chapter
Movement	When a character is moved around on the Board, the virtual landscape or the action when the character moves during Combat.	Combat Chapter
MSS	See Mastery Style Slots	Abbreviation Chapter
Mystics	A general term for any supernatural non-magic effect.	Resistances Chapter
Natural number	Normally referred to as a "Natural 20" or "Natural" followed by a number. This is the result on the actual die rolled. Commonly, rolling the maximum value on a die allows a Player to roll that die again. See specific rules for application.	Dice Chapter
Naturals	a general term for a natural effect, such as poison.	Resistances Chapter
Order	A social group founded at the beginning of the civilized peoples' ascent. There are 6, and are very intertwined with the world of Wymsbane.	Orders Chapter
Orderly	A method of casting a spell where the caster's power is dependant on the local Ausa. Generally, more reliable and enduring than an Illrathic Caster, but the spells are not as potent.	Magic Chapter
Outlook	A character's disposition on self as defined by a Character Class and through actions. Negative Outlook means the character is selfish (evil), positive is good (selfless). Between -100 and 100 is considered neutral.	Alignment Chapter
Parry	Or Parry Score, is the Target Number an opponent needs to roll (on a to-Hit roll) to successfully land an attack. This is only active if the character is using a weapon that provides a Parry Modifier or has Weapon Skills that provide a Parry Score. This is used instead of a Block Score, or Dodge Score.	Evade Chapter

Parry Power	A weapon value that describes how much force a weapon can parry. This is added to 1/3 the character's Strength Attribute to calculate Parry Defense Power.	Weapons Chapter
Passive Skill Check	When you roll a Skill Check against a specific Target Number. The outcome being either a pass or fail. Successes normally has additive effects based on how well you roll.	Skills Chapter
Phylum	A grouping of Character Classes that are all bound by a common theme. All Character Classes in a Phylum share common Abilities.	Character Classes Chapter
Pip(s)	Like Experience Points, but for Skills and Mastery Styles. Pips are issued by the Storyteller when you accomplish something with Skills or Weapon Skills. With enough, your character's specific Skill or Mastery Style the Pips are issued to can go up one Rank.	Skills and Weapon Skills Chapter
Player	A person who role-plays as a character.	Introduction Chapter
Potency	The magnitude of an Effect or Ability. This is normal designated as an "X" in the description for an Effect or Ability, and what "X" means is explained.	Effects and Abilities Chapter
Preferred Weapon Slots	Or "PWS". A number that a Player uses to "buy" Preferred Weapons for a character. PWS is defined by the Character Class and Priority.	Weapon Skills Chapter
Priority (ies)	A system by which the Player chooses what is important to their character. There are 6 categories that are ordered from 1 to 6. the lower the number, the better the bonuses for that category.	Priorities Chapter
Progression	This is how difficult a Skill or Weapons Skill is to learn and develop. Both Skills and Weapon Skills have charts for each Progression. Normally stated as "Progression (X)", the Progression is X. Compare this information against the Progression Charts to find out how many Pips are needed to raise the Skill or Weapon Skill Rank.	Skills and Weapon Skills Chapter
PWS	See Preferred Weapon Slots.	Abbreviation Chapter
Race(s)	Refers to one of the 11 playable species in Wyrmsbane. Together, these different people make up the "civilized people", which is a term for the world-wide population that acts in a sentient and civil manner.	Races of Wyrmsbane Chapter
Raithagon	The Chief Effort of an Order. This is what the Order is all about put into action and bound by a manner of thought.	Orders Chapter
Ranged Attack	When a character attacks a target outside of melee.	Combat Chapter
ResCheck	See Resistance Check.	Abbreviation Chapter
Resistance Check	Or "ResCheck". This is a specific roll you make to determine if you character resists some one of three categories of indirect attacks. It is rolled on 2d10.	Resistances Chapter
Resistance Score	A number that represents how resilient a character is against a specific kind of onslaught. There are three Resistance Scores (Naturals, Mystics and Magic), each determined by the character's Race, Character Class and Level. This is the Target Number for a Resistance Check.	Resistances Chapter
RO	See Roll Over.	Abbreviation Chapter
Roll	When you roll dice to determine a specific outcome. Normally, what dice are rolled is described in the rules, and some rolls are proper nouns (Skill Check, ResCheck, to-Hit and so on). Others are based on other things, such as weapon damage and spells.	Dice Chapter
Roll Over	Or "RO". This is a game mechanic. When rolling against a Target Number, each point you roll above is considered 1 Roll Over, or a Roll Over of 1, or just "RO 1". There are many effects and bonuses you receive for rolling over the needed number.	Dice & Combat Chapter
Round	An incremental period of time that is used in Combat. Made up of 30 Marks. In real time, it would be 10 seconds, and each Mark is 1/3 of a second.	Initiative Chapter
Round A & B	In Combat, each character has their independent cycle of Rounds that alternate between what is called "Round A" and "Round B". The Player keeps track this. The distinction is meant to clarify how many attacks a character gets that Round when they have an uneven number of Attacks per Round.	Combat Chapter
Scribes, The	The very first of those after the War of the Ancients who copied down magic formulae.	Magic Chapter
Simple Action	A fairly simple action that can be combined with other non-Full Actions.	Combat Chapter
Skill	A skill, trade, craft or talent your character possesses.	Skills Chapter
Skill Category	A general measurement of the proficiency of a Skill. It also refers to the number of d6s rolled for a Skill Check, and does not account for the modifier. 1 die is a "Novice", 2 is a "Journeyman", 3 is a "Veteran", 4 is a "Master" and 5 is "Legendary".	Skills Chapter
Skill Check	When a character uses a Skill and used to determine how well the Skill is applied. This is rolled on d6s. If a 6 is rolled, roll again, adding that to the total.	Skills Chapter
Skill Rank	The Skill Rank is a measure of how proficient a character is at a given Skill. The Rank is a number, followed by "+" another number. The first number is how many d6s a Player rolls, the "+" number if what they add to that roll.	Skills Chapter

Skill Slots	Or "SS". A number that a Player uses to "buy" Skills for a character. SS is defined by the Character Class and Priority.	Skills Chapter
Spell Points	Or "SpP". These are points to represent a character's fuel for spells. They are subtracted when a spell is cast and regenerate over time. Spell Points make up the character's "Magic Well" have a maximum value based on the Character Class. Characters that cannot cast spells do not have a Magic Well, and therefore, no Spell Points.	Magic Chapter
Spell Source	Or just "Source". This is a collection of like-powered spells. When a magician has access to a Source (Minor or Major), they can learn spells within that Source up to their limit.	Magic Chapter
Spell Sphere	Or just "Sphere". This is a group of many Spell Sources.	Magic Chapter
SpP	see Spell Points.	Abbreviation Chapter
SS	See Skill Slots.	Abbreviation Chapter
Staff Length	The standard unit of measurement in Wyrmsbane. It is about 6 feet long.	Land Speed Chapter
Storyteller	The person who runs the game.	Introduction Chapter
Swune	The 2nd moon. Also, the Order of Peace or the Dark Order. Called "Swunites" as a whole or "Swunite" when identifying an individual.	Orders Chapter
Target Number	A number value that must be met on a roll, with modifiers included, to be considered a success.	Dice Chapter
Tathun	The brightest sun in the sky. Also, the Order of Justice. Called "Tathunites" as a whole and a "Tathunite" when identifying an individual.	Orders Chapter
Terrain	Refers to landscape or environment which effects movement, line of sight or other mechanics of the game. There are several kinds of Terrain which effect the rules.	Land Speed Chapter
The Archanium	A worldwide corporation that specialized in creating Items which are a mix of basic craftsmanship and magic. They are highly secretive, based out of Lyfenia and hold a lot of political sway.	Maps and Factions Chapter
TN	See Target Number	Abbreviation Chapter
to Hit From	Some weapons are light and get a bonus to hit from those who have speed, and some are heavy and get a bonus to hit from might. Each weapon has a bonus to-Hit from wither the Dexterity Characteristic or the Strength Characteristic. Ranged weapons always get their bonus to-Hit from Dexterity.	Weapons Chapter
to-Hit	A specific kind of roll done on 1d20. the outcome determines if your character hit something they attack.	Dice Chapter
Turn	A character's turn to act within a Round.	Initiative Chapter
Type of Caster	A method of casting spells. Generally, a spell caster can only cast spells in one of these ways.	Magic Chapter
Unavoidable Damage	This refers to damage that cannot be mitigated in any fashion.	None Chapter
Unit	A basic measurement of distance, normally used in combat. 1 Unit is 2 yards.	Combat Chapter
Weapon Group	A collection of weapons that all share similar forms and methods of use. When taking a Mastery Style, it can be taken with the Weapon Group, granting bonuses to all weapons within that Weapon Group.	Weapons Chapter
Weapon Power	A weapon value that describes how hard a weapon hits. This is added to 1/3 the character's Strength Attribute to calculate Attack Power.	Weapons Chapter
Weapon Skill	A general term for Mastery Styles or Preferred Weapons.	Weapon Skills Chapter
Weapon Skill Rank	A measure of the proficiency a character has in a Mastery Style.	Weapon Skills Chapter
Weapons Profile	The statistics associated with a weapon. This includes base damage, Parry Modifiers, ranges and so on.	Weapons Chapter
Wyrmsbane	The world in which the game is set.	Orders Chapter
XP	See Experience Points.	Abbreviation Chapter
Zerix	The 4th moon. Also, the Order of War. Called "Zerixians" as a whole or "Zerixian" when identifying an individual.	Orders Chapter