Simple 2d6 System

Why this system?

This system is not designed to be "the answer" to all game mechanics issues. What it is designed to do is "stay out of the way" of a good game experience. Let the game develop. Let the players develop. Let combat be easily resolved in a way that allows the suspension of disbelief to continue. Let the scope be painted with a broad brush. The rules are how we resolve conflicts within the game. Let us play on.

CHARACTERS

Character Concept

A player ought to think of the character they wish to play. Perhaps think of the character's appearance. Then how they might act in three situations (meeting a stranger, entering combat, reaping a great reward). Add on top of that the character answering three questions:

1.   Who are you?

2.   What do you want?

3.   How will you get it?

Group Concept

Unless you're playing a game of one GM and one player there needs to be a group concept. Why are these characters entering an "adventure" together and about to rely on each other for their lives? Perhaps the group of made characters can answer three questions:

1.   Why do you trust the others?

2.   How do you resolve conflicts within the group?

3.   How, or under what conditions, would you leave the group?

Number three may sound like a destructive question. After all, it's asking what it would take for the character to leave the group. It is the author's opinion that if this is defined then it creates boundaries that everyone in the group knows about for their characters.

Example: Kieran makes a PC called Bob the Cleaner. Bob is a professional assassin who specialised in cleaning up botched missions. His reputation is very important to him and if the party botch their missions more than twice he will leave the group.

Classless

That doesn't mean that we are crass or uncouth (although there are some who might think so). It means that characters do not have a fixed "class" or "profession" that governs their progress. There are enough restrictions in a society that we don't need to impose more on the poor player-characters – they will have a hard enough time of it anyway.

Characters have a collection of skills. Through these skills should exist a way that they were able to fend for themselves: unless they never have. Now if the character is not from the investment class, or any equivalent like royalty, then they likely have to perform some kind of activity to acquire food, shelter and water. Figure out how your character has done this in the past and you'll have a decent base to build on for how they might do it in the future.

Statistics

A character has a series of statistics. Each statistic represents the character's competence in that area. Statistics have a value and the value generates a modifier (see Table 1.0).

Table (1.0): Statistics Modifiers

Value	2	3	4	5	6,7,8	9	10	11	12	>12
Modifier	-4	-3	-2	-1	0	+2	+3	+4	+4	+1/point over 12

There are seven statistics. Each governs activities that are the namesake and its likeness. In parentheses is the standard abbreviation for each statistic. A descriptor of ability is listed for each stat and its modifier.

Table (1.1): Statistics Descriptions

Statistics	-3 mod.	0 mod.	+3 mod.	Abbreviation	Notes
Strength	Feeble	Average	Powerful	Str	Size, brawn, lift, push, drag, power
Toughness	Frail	Expected	Well-hard	Tuf	Resistance and resilience
Agility	Clumsy	Adequate	Fast	Ag	Speed, agility, reflexes, grace
Perception	Clueless	Average	Sharp	Per	Awareness, senses
Intellect	Incoherent	Common	Eloquent	Int	Smarts, discipline, empathy
Looks	Awful	Plain	Handsome	Lks	Beauty, can influence predispositions
Potency	Suggestible	Nominal	Magical	Ptn	Magic-use & control

How to generate the values of these statistics?

This is up to your game group and how they want to make characters. Here's some methods:

1. Roll 2d6 and put the results, in order, from Str, Tuf, Ag, Per, Int, Lks, Ptn.
2. Roll 2d6 for each statistic and then place as desired.
3. Use a set array of values for statistics to be assigned as the player sees fit. Such as: 5, 6, 7, 7, 8, 9, and10.

Races

If you want to define differences in races there are a few ways.

Each race can have fixed Statistic modifiers to reflect inherent strengths and weaknesses.

Each race can have collections of traits.

Or you can come up with something else to suit the races of your game-world.

Traits

Traits are things about the character that makes then different to average. In this game traits give modifiers to statistics, skills, or other abilities. If you need more traits in your game use Appendix 2 or make them up.

Table (1.2): Traits

Trait	Details
Brute	+1 Strength, +1 Toughness
Wiry	+1 Toughness, +1 Agility
Adroit	+1 Agility, +1 Perception
Dashing	+1 Looks, +1 Perception
Talent	+1 Intellect, +1 Potency
Short reach	Limit of +3 from skill with large weapons
Asthma	Start to tire in half the normal time (eg. Half of Tuf, then -1 per combat round)

Resistances

In the course of adventuring it is likely that a character is exposed to something harmful. Disease, poison, infection, hostile magic, and other not nice things. When it is required to check if the character succumbs to the harmful exposure make the resistance check. The exposure will have a TN, roll 2d6, add the appropriate statistic bonus (usually Tuf) and meet or exceed the TN.

Table (1.2.1): Resistances

TN	Details
5	Getting a chill from sleeping on the ground
7	Nausea from traversing presently used sewers
9	Influenza, common cold, food poisoning
11	Strong influenza
13	Bubonic plague, sickness from falling in sewerage
15	Black mamba, cobra venom
17	Taipan venom, Giant spider venom

Skills

A character will start with 6 plus their Intellect plus Perception in skill levels. The highest level in a skill a character can start with is 4 + Int modifier. Only one skill may start at that level (four + Int mod). All others must be at a lower level.

Example: Zed has Intellect of 9 (+1) and Perception of 6. He starts with 21 skill levels (9 + 6 + 6). The highest skill level he can start with is 5 and that is only for one skill.

Table (1.3): Skills

Skill	Notes
Athletics	Running, climbing and general physical conditioning
Craft	Choose one; eg. Cooper, locksmith, tanner, weaponsmith, apothecary, etc.
Knowledge	History, Wilderness, Criminal, Law, etc.
Medicine	Cleaning and treating illnesses or wounds & using substances for treatment thereof
Melee	Fighting, unarmed or armed
Missiles	Any missile weapon that is not thrown
Mountaineering	Use of ropes and pitons for climbing, survival in mountainous regions
Social	Etiquette, diplomacy, and getting along with others
Spellcraft	Casting spells, knowledge of magic, perception of magic if a caster
Stealth	Moving without detection, hiding, camouflage, concealment, urban shadowing a target
Throwing	Throwing weapons and any other objects with accuracy
Track	Following physical signs and trails, interpreting information from them
Trickery	Pick pockets, juggling, sleight-of-hand, etc.

Determining Success

Roll 2d6, add the character's applicable skill and/or statistics modifiers, then compare the total to the required target number. If equal or exceed the target number then success is had. The more the total exceeds the target number the greater the success – open to interpretation – where possible. Target numbers provided are for situations of the highest pressure and most life-threatening situations;

- Average (avg), 7 or higher
- Above Average (abv), 9 or higher
- Hard (hard), 11 or higher
- Very Hard (vhd), 13 or higher
- Awesome (awe), 15 or higher

Example: Zed has 5 levels in Social. The player rolls 2d6 and gets a result of 7. This is added to Social of 5. The group determine that Zed can add his Looks bonus (+1). Zed's total is 13 (2d6 roll, 7; Social skill, 5; Stat bonus, 1).

Which Statistic bonus to use?

It is possible to use any applicable Statistic bonus for a skill test. If someone is trying to convey the theory of Athletics then they would use their Intellect bonus. Should a character be distracting a target with their physical wiles whilst picking their pockets they would add their Looks bonus to Trickery. This is highly variable and situation dependent. Ultimately it is up to the group to make a judgment.

Skill Usage Types

<u>Unopposed</u>

(jump chasm, climb rope, swim against current, etc.)
The obstacle has a target number assigned by GM (with all player's input, if required). Player rolls and adds relevant modifiers. If equal the target number then their character barely succeeds. If exceed target number then the obstacle is overcome "better" (ie. Faster, further, etc). This is any situation where the obstacle is passive, or can otherwise do nothing to prevent success of the character.

<u>Opposed</u>

(fighting, sneaking, pick-pockets, negotiation, etc.)
Those involved in the Opposed skill test roll applicable statistics, skills and/or other abilities. Highest score succeeds in the situation. Draws keep the status quo, or make a stalemate, or otherwise benefit no-one. In some situations neither party needs to be aware of the other party for an Opposed skill test to take place.

Example: Sneak-thief is being cautious and prowling through a compound in a manner to go unseen. Sneak-thief doesn't know there's a guard in the compound that is close enough to detect her. The guard doesn't know that Sneak-thief is in the compound and close enough for him to detect her. Both are unaware of the other. Yet they are both performing their actions: the guard is patrolling and Sneak-thief is prowling so it is an opposed roll.

<u>Perform Feat</u>

Any time the other two situations arise the player can declare their character perform a feat. Typically this is something exceptional for the character. The player will stake some disability against achieving a total success and receiving a bonus to their task (Opposed or not). If they succeed then the feat takes effect. If they fail then the disability takes effect and they fail the attempt. In Opposed situations this is a Feat-contest. It is possible for parties to perform feats in opposition. This is also called a Feat-contest.

Example: Flinn the Moppet is a tiny scout. He has been pinned on his back by a hulking bear-man savage. Flinn declares a feat to throw the bear-man off. This would normally be beyond Flinns' small Strength statistic. The diability is that Flinn injures his arms and thus lowers his Strength statistic, after a quick negotiation between player and GM, by one point. In return he has a bonus of 3 points to the Melee roll to throw off the bear-man.

Languages

The speaking, reading and writing of languages is a special kind of skill. Each language is split into two variants. One, speaking; Two, literacy. For both of these variants there are three levels of fluency.
1. Basic: can manage survival with the language. Includes, asking for directions, food, and can converse enough to convey that you didn't mean any offense you just speak the language poorly.
2. Fluency: can speak well enough to conduct commerce, speak about thoughts and emotions, and convey semi-complex concepts.
3. Native: only very astute correspondents will discern the character is not a native user of the language. This can be overcome with immersion in the language over a long time.

Familiarity

When a character encounters a new way of performing an existing skill they need some time to familiarise. The is pertinent for things like; exotic weapons, strange devices, new spells to cast, techniques of medicine, ways of making a sword, etc. Generally it only takes a day minus a number of hours equal to their skill level.

COMBAT

All melee combat is an Opposed skill test. The difference between rolls is who wins that "bout" or exchange in the combat round. The winner of the bout inflicts damage on the loser. The margin of success increases the damage inflicted. When there is a tie in the opposed test there is no damage inflicted to either combatant.

Multiple Attackers

When allies outnumber a lone enemy they gain melee bonuses. Each ally gains +1 for every member greater than the enemy. No more than six allies can attack a lone enemy at once. There's not enough room.

Example: Bandits outnumber a lone mercenary fighter, 4 to 1. Each bandit receives +3; as there are three more bandits than the lone mercenary fighter. Everyone rolls and compares totals. The bandits have +2 Melee and the Mercenary has +6 Melee. Bandits roll 2d6 and add 5. Results are 7(12), 8(13), 7(12), 8(13) versus the Mercenary who rolls only a 4(10). Each bandit strikes with +2 or +3.

Armour: reduces damage by various amounts, see Armour, below.

Shields: provide a bonus for armour and can provide a bonus to Melee, depending on the shield. See Shields, below.

Wounds: a character can accumulate an amount of damage equal to their Toughness without incurring penalties to their actions from these injuries. When the damage accumulated exceeds their toughness wounds are inflicted. Each point of damage accumulated greater than the character's Tuf is a wound and becomes a penalty to all actions..

Example: Derek has Tuf of 9. His accumulated damage is at 9. He is struck for 2 points of damage. Derek now has -2 to all actions from the wound. Derek is struck again for 3 more points of damage. Derek is now at -5 to all actions. It's likely all over for Derek.

Optional

- (Scarring) Instead of taking a wound, with the associated penalty, the player can opt to take one point of damage to any statistic, usually decided randomly.
- (Heroic) When accumulated damage exceeds Tuf, character can take damage directly to Tuf, and fall unconscious at Tuf of zero. No penalties are incurred.
- (Epic) The character can accumulate a number of damage points equal to their Tuf plus their Str before passing out. They can fight without penalty until they fall unconscious when damage received exceeds Tuf plus Str.
- When the penalties exceed Tuf character immediately falls unconscious from the blow.

Healing

Healing wounds takes a time based on the penalty. The time is one week per penalty point. Any wounds should be treated correctly to ensure healing occurs. If treatment is poor, or the skill test fails, then the wound is likely to become infected and require another treatment - when that is detected.

Infected Wounds

If a wound is not cleaned or otherwise treated the wounded character must make a test. The TN is 7 plus one for each condition met below.

- Dirty (lots of dirt, but nothing particularly rank like sewage)
- Foul (lots of dirt of particularly rank and foul material, such as having crawled through a sewer, fallen into a manure pile, etc..)

The test is modified by Tuf. The amount failed by is the delay for natural healing to take place. So fail by one and one day with no natural healing. Fail by three and three days before natural healing will start.

Cleaning a wound so that it does not infect is an average task, TN of 7, and only requires some clean water or other fluid determined clean enough by the GM/play-group. If not in combat then it is only a matter of time to do it correctly.

Missile Weapons

Attacking with a missile weapon is a regular skill test. The target can not oppose the attack directly but they can perform actions that make it more difficult for the attacker. These actions are all based on movement, cover or concealment. Cover is hard protection from an attack that covers part of the target. Concealment is like cover but is not likely to offer any protection from the attack – its purpose to make it hard to know where the target actually is.

Table 1.4: Missile Attacks

Target Number	Range
5	2 yards
7	10 yards
9	75 yards
11	250 yards
+1	Per 25 yards, or portion thereof, >250 (eg. 255 yards TN=12, 301 yards, TN=14)

Movement to avoid being struck by a missile attack requires that the target not be engaged in combat, not be surprised, aware of the attack, and able to move. The target's Agility bonus is added to the attacker's target number.

Maximum Range

Missile Weapons cannot strike targets beyond their maximum range.

Optional: Self Bow Inaccuracies

Longbows and their ilk are referred to as self bows. All short bows, long bows, composite bows and devices like them come under the heading Self bows. Now it is a general misconception that the archer is a point shooter. Archery practice consisted of firing arrows indirectly into a sheet on a hillside. This was training for mass attacks and that was where the archer's reputation came from. Somewhere along the way to role-playing-games it became more like Robin Hood from the movies: archers splitting each others arrows and performing immaculate trick shots in combat. Not the case here. Self bows are notoriously hard to shoot and inherently inaccurate. Add two to all TN's when using a self bow for point-shooting. Otherwise halve the listed range.

Combat details

Time it Takes

Combat takes place in rounds of roughly 3 seconds each in duration. A round is also called a, bout, combat round or CR.
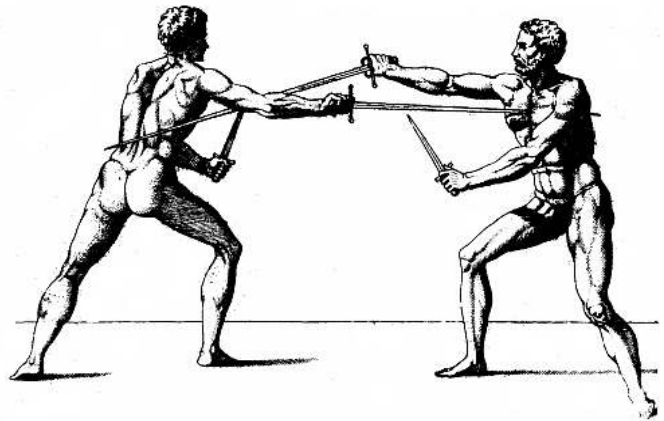
Combat Options

Fighting Styles

There are two fighting styles. Anyone can fight in either style: Finesse, or Power. Each style is effective against the other and itself. To fight in a style declare at the beginning of combat which style will be used. Anyone can switch to the other style at the end of the "bout" or combat round.

- Finesse: Fighting in the Finesse style allows the combatant to add their Ag bonus to all Melee rolls.
- Power: Fighting in the Power style allows the combatant to add their St bonus to all Melee rolls.

Called Shots

Any time fighting occurs the combatants are assumed to be hitting their enemies in the weakest and least armoured locations. They are trying to maximise the damage inflicted. There is no need for a called shot system. Assume any time a great deal of damage is inflicted in one "bout" that a shot to the head, neck or even groin has just been landed. If little damage is inflicted then it makes sense that a grazing blow to the forearm, thigh or upper arm has occurred.

Subduing

There may be a situation where maximising damage is not wanted, for instance to subdue an opponent. In this case the combatant can elect to set a maximum damage yield that they will inflict. The idea is that the opponent will give up as they realise they can not win the fight.

Grappling

The other, and probably the best, method of subduing a target, is to grapple so they can be restrained or choked out of consciousness. To grapple make opposed Melee skill checks. If the attacker wins the "bout" they have the defender in a grapple. This means the defender is held. To escape make an opposed Melee skill check. The success margins of the this second roll, and subsequent opposed checks, become a bonus for the winner. Once the accumulated bonus exceeds the defender's Tuf, the defender is unable to escape or begins to be choked out – at the attackers discretion. If the accumulated bonuses exceed the attacker's Str then the defender escapes.

Optional: Getting Tired

A character can fight for their Toughness in combat rounds. After that tiredness comes in at -1 per round. If a charater has any levels in Athletics skill this can be added to their Tuf for determining how long they can fight before they incur penalties for tiredness.

Surviving Combat

Ambush

The best way to survive combat is to have an enemy that cannot fight back. Ambush is the preferred method. This is making an attack from an undetected position. Mostly this is done with a missile weapon. However, in the right conditions it can be done with a melee

weapon.

- Attacker wins Stealth vs. Perception opposed skill test, and target has no ready weapon or shield
- Attacker wins Stealth vs. Perception opposed skill test, and target has back to attacker
- Attacker wins Stealth vs. Perception opposed skill test, and attack is made with missile weapon.

Flat-footed

A target that is ambushed but has weapons or shield ready are considered Flat-footed. They are unable to fight back effectively. This amounts to being able to make the opposed melee roll but if they win they do not damage their attacker. If the flat-footed combatant has only a missile weapon there is a good chance that they'll have to defend themselves with it . Bows are almost certainly going to be broken (Ag check vs. 11), composite bows only slightly less of a chance (Ag check vs. 10), crossbows are moderately likely to survive (Ag check vs. 9) and arbalests will likely have a string broken or take some superficial damage (Ag check vs. 7). A target is considered flat-footed when:

- Attacker wins Stealth vs. Perception opposed skill test, and target has ready weapon or shield.
- Attacker wins Athletics vs. Perception and bum-rushes the target. The attacker must be "unwatched" to commence the bum-rush, and be within 10 yards.

Defending

Any opponent may try to only defend. That means the opponent becomes a defender and is not trying to inflict damage while fighting. This increases focus and allows the defender a bonus to their rolls. When a defender wins a "bout" they do not inflict damage and can be considered to parry or otherwise avoid the attack of their opponent.
The bonus is the highest of these values:

- add half again of melee skill to all rolls (if Melee is +4 then when defending, +6), round normally.
- Add Agility bonus and Perception bonus to all rolls

WEAPONS

When a character wins a "bout" they inflict damage on their target as described in "Combat". Some weapons inflict damage in slightly different ways. For instance, a warhammer is excellent at punching holes in armour, and a falchion by design chops deeply. To reflect weapon characteristics they have traits. Most weapons will be medium where damage is inflicted in the usual manner or they will be small, where damage of more than one point is reduced by one (so that a won bout never inflicts zero damage unless armour is involved).

Table (1.5.0): Weapon Traits

Type	Traits	Examples
Small	-1 staging (1 is not penalised)	Dagger, knife, truncheon
Medium		Mace, sword, axe
Large	Target's Tuf & Armour is considered 1 point lower	Bastard sword, long axe
Armour-piercing	Armour value of target treated as 1 point lower	Bodkin arrow
Defensive	Gives Armour Value of 1 in melee when not surprised	Main gauche
Massive	+1 staging	Pole axe, great sword
Savage	Target's Tuf -1 (+1 net damage)	Flanged mace
Crippling	Target's Tuf -2 (+2 net damage)	Falchion
Penetrating	Armour value treated as 2 points lower	Crossbow
Over-penetrating	Armour value treated as 3 points lower, if 7 or more damage is inflicted the attack penetrates the target and strikes what ever is in line with -7 damage	Arbalest

Table (1.5.1): Melee Weapons

Type	Traits
Dagger	Small
Main Gauche	Small, defensive
Arming Sword	Medium
Longsword	Medium, savage
Mace	Medium
War Axe	Medium
Warhammer	Medium, armour-piercing
Flanged mace	Medium, savage
Stiletto	Small, armour-piercing
Falchion	Medium, crippling

Table (1.5.2): Missile Weapons

Type	Traits	Range
Short Bow	Medium	60 yards
Long Bow	Large	150 yards
Composite Short Bow	Medium	66 yards
Composite Long Bow	Large	165 yards
Light Crossbow	Armour-piercing	50 yards
Crossbow	Penetrating	60 yards
Heavy Crossbow	Large, Penetrating	70 yards
Light Arbalest	Large, Penetrating, savage	80 yards
Arbalest	Large, Over-penetrating, savage	100 yards
Heavy Arbalest	Large, Over-penetrating, crippling	120 yards

ARMOUR

If you can't avoid being struck in combat wearing armour is a good idea. It will help keep you alive a bit longer than those who don't have any. Armour has two values that you need to know about. The first is Armour Value.

Armour value: This works as damage resistance. Every time someone in armour is struck and damage is inflicted, this damage amount is reduced by the armour value.

Example: armour value of 1, then 1 damage is ignored. Attacks that inflict one damage are ignored. Attacks greater have one subtracted from their value.

Stealth penalty: this value is a penalty to any Stealth skill checks made when wearing the armour. If the Stealth Penalty is 2 then all Stealth skill checks are at -2.

Table (1.6): Armour

Type	Armour Value	Stealth Penalty	Notes
Quilt & Linen	1	0	Quilted soft leather or 6-14 layers of heavy fabric
Curboilli	2	1	Leather cured in hot oil, aka. rigid leather
Lamellar	2	2	Metal attached to leather backing
Brigandine	2	1	Metal strips sewn into quilted & layered fabric
Maille	3	3	Aka. Chain mail
Plate	4	3	Plate with maille at the major joints, worn over quilt
Double Maille	4	4	Two rings for each connection, worn over quilt
Heavy Plate	5	4	Fully articulated plate, should be worn over quilt

SIMPLE 2d6 SYSTEM

Most armour can be layered over quilt or linen adding their Armour Values.

Examples: Lamellar over Quilt gives AV of 3. Maille over Linen gives AV of 4.

SHIELDS

Shields are useful combat devices. Depending on the shield a character will receive an armour bonus and a Melee bonus. Shields aid defense and attacks if one is fighting another who does not have a shield. Anyone with Melee skill is assumed to know how to use a shield well enough to receive the Melee Value. If caught surprised the shield is useless; no melee value, no armour value.

Table (1.7) Shields

Type	Armour Value	Melee Value
Buckler	1	0
Small Shield	1	1
Heater	2	1
Full/Kite Shield	2	2
Wall Shield	3	2
Pavis	7	0

The pavis is a portable full-height barrier for crossbow troops. It is very heavy and not usable as a melee shield. Its purpose is as mobile cover from enemy archers and crossbow troops. If a person is carrying a pavis they are not carrying anything else in their hands.

MAGIC

Magic is world-specific and needs to be designed as such. This section is a few ideas that can stand-alone or be used together for magic and Simple 2d6.
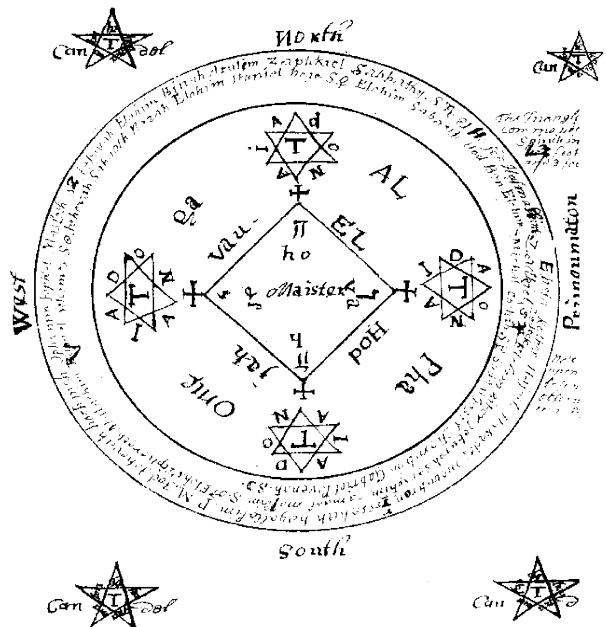
Casting Spells and Drain

Casting a spell is like testing a skill. The roll is Spellcraft with Potency bonus and the TN is the base spell difficulty. The TN is modified by any changes in Degree of Range or Degree or Separation. If the roll meets the TN the spell is cast and the difficulty of the spell is recorded as Drain. This is the power cost. When the Drain totals more than Potency there is a penalty to all spell-casting. This penalty is equal to the amount of Drain that exceeds the caster's Potency. It is possible, at any time, for a caster to trade up to three points of Drain for one wound.

Example: Ephram has 2 points of Drain when he casts a spell of difficulty 9. He rolls and just gets a total of 9. Ephram gains 9 points of drain. His potency is 10 so Ephram now has -1 to all spell casting.

Should a spell-casting attempt fail, the attempt is less than the TN, then the spell is lost, completely ineffectual, and Drain occurs equal to the failure margin. Yes; this means any spell attempt will cost at least one point of Drain.

Example: Ephram attempts to cast a spell of difficulty 9. The total of the roll is 5. Ephram gains 4 points of Drain.

Recovering from Drain

Drain is lowered by one point per hour of good quality rest. That is rest sheltered from inclement weather, with some comfort, and if sleeping it is rest with a minimum of comfort equal to a bedroll. Sitting for an hour and taking a full meal will remove two points of Drain, however, this can only occur three times per day. There may be elixirs, potions, herbs, and incense that help a caster recover from Drain faster.

High Difficulty Spells

When a caster attempts a spell with a difficulty that is higher than their Potency they risk additional Drain if they fail. The additional drain is equal to the difference between the spell's difficulty and the caster's Potency.

Example: Ephram attempts a difficulty 14 spell. His Potency is 10. If he fails, the Drain is increased by 4 points.

Magic-type

The magic-type is a further definition of Spellcraft skill. It is recorded as "Spellcraft (Magic-type)".

Examples: Spellcraft (Religious, Christian), Spellcraft (Aspected, shadow), Spellcraft (Elemental, lightning)

Religious magic is tied to "caster code" and has all the themes of the deity. Religious magic has few "operational laws" in how it is actually performed; usually a prayer is enough. This type of magic often has restrictions and bonuses by Categories of Spell Effects (see below).

Aspected magic is tied to themes and "operational laws" but has no "caster code". It is very often called Elemental magic. Spellcraft of this type will be tied to the aspect or element and its relevant themes. A shadow aspected wizard will not be casting spells of light burst, for example.

Categories of Spell Effects

The categories follow semantic groupings of effects and are very similar to themes of things like Elemental and Aspected magic. Even Religious magic can be tied to categories of spell effects.

Example: A god of life that grants powers to its clerics is unlikely to grace its followers with Necromancy.

Control, affecting a target's free will.
Necromancy, magic and divination related to death and the dead.
Curses, changes and effects that conditionally take place.
Spirit Magic, magic and divination related to spirits (usually animistic and ancestral).
Healing, magic to counter illness, disease, infection, injury or other woes.
Other areas: can be like those of Aspected Magic.

Schools of Magic

This requires magic to have areas. Each area covers spells of certain type, effect and theme.

Magic is learned in schools and this creates a magic-type. Casters will have this type of Spellcraft and it should be denoted. As the school. Eg. Spellcraft (Dweomercraft). Magic schools enhance a few areas of spellcasting and restrict others. Magic shools also teach rather narrow ways of casting spells and when the student or graduate of the school tries to cast in different ways they are at a penalty to do so. This may be overcome with time and practice, depending on the world and the GM.

Dweomercraft

Follows "operational laws" that the caster needs to speak, gesture and/or use rehearsed spells. Dweomercraft is often Aspected, too, and has cumulative restrictions. The spell restrictions assume categories of spell effects.
Cast Restrictions
> Silent: +3 TN
> Still: +2 TN
> Improvised: +3 TN
Spell Restrictions
> Control (altering target's free will): +5 TN
> Necromancy: +5 TN
> Curses: +4 TN
> Spirit Magic: +3 TN

Religious Magic

The caster of religious magic relies on their grace with their deity. This is reflected in their Potency stat. When they contradict the religion or the will of their deity they have their Ptn reduced. Should the Ptn of the caster be reduced to a level where there is no bonus for the stat then they lose their spell-casting abilities.

Druidism

Animism of the forest and its creatures. Druids use a mix of sacrifice and spiritual-commune to command their magic. A deity is at the root and it demands the forest is fed, tended and protected.
Cast Restrictions
> Silent: +2 TN
> Still: +4 TN
> Improvised: +4 TN
Spell Restrictions
> Necromancy: +5 TN
> Fire: +2 TN
> Enchantment: +5 TN
> Toxic: +5 TN

Degrees of Separation

The degrees of separation from the caster and the spell-objective effect the difficulty, and thus the power, of the spell. The degrees can greatly increase the difficulty. For those who wish to Scry this is very important.

What counts as a degree of separation?

One degree of separation is for things and beings known to the caster and immediately in his normal perception.
Two degrees of separation are things and beings known to the caster but perceived via an enhanced ability or magic.
Three degrees of separation are things and beings directly experienced by the one who relates to the caster who tries to discern them.
Four degrees of separation are things and beings thought to exist by another and related to the caster who then tries to discern them.

Modifiers by Degree of Separation

First Degree: no modifier
Second Degree : minus 3

Third Degree : minus 9
Fourth Degree : minus 27

Spell Boosting

<u>Degrees of Range</u>

Range can be "boosted". Each "boost" pushes the range up to the next in the list Degrees of Range. Each degree of range increase adds 2 to the spell difficulty.
Self, touch, 10 yards, 50 yards, 100 yards, 500 yards 1 mile, 1 league, 10 miles, 10 leagues, 100 miles, 100 leagues, planetary.

Example: Zilf sees his ally, Lora, 400 yards away on the castle wall fighting off the invaders he was too late to warn the castle about. Lora is not doing well and Zilf wants to cast "Defend" on her to prevent the invader's sword finishing her off. Its base difficulty is 9 and the range is 10yards. To get the range up to 400 yards will require 3 degrees and make the spell's difficulty raise by 6 points, to 15.

<u>Degrees of Duration</u>

Spells have a base duration. It can be boosted like with range, in degrees. Each Degree of Duration adds 2 to the spell difficulty.
Instantaneous, 1 CR, 1 minute, 10 minutes, 30minutes, 1 hour, 4 hours, 12 hours, 1 day, 1 week, 1 month, 1 season, 1 year, 5 years, permanent (caster discretion).

Example: Zilf has made it into the castle and with Lora fought their way into an escape tunnel. The door is barred but the invaders are battering it down. Zilf wants to "Summon" a vicious elemental creature on the other side of the door to help Lora and he escape and protect the door. He thinks that one minute will not be long enough and extends the duration to 30minutes, or two degrees, which raises the difficulty by 4. Zilf has to cast a difficulty 17 spell.

DEFINED SPELLS

The listed spells are a general guide. Magic is world-specific. These are quite generic spells common to most RPG's.

Difficulty 5 Spells

<u>Protection from Rain and Dirt</u>

Simple cantrip that protects the target from rain and dirt in normal situations. Crawling through mud or falling down , and other similar occurrences, will break the spell.
Base Difficulty: 5
Range: touch
Duration: 1 hour

<u>Torch</u>

Causes an object or part of the target's body to glow with light, coloured in caster's choice, putting out as much brightness as a flaming torch. If cast on the caster's body, or personal item, the spell can be reduced or raised in brightness at will: not to exceed a flaming torch.
Base Difficulty: 5
Range: touch
Duration: 1 hour

Difficulty 7 Spells

<u>Tend Wounds</u>

Cleans and heals a creature of a wound (one point). Massive success or extra power can make this more effective (heal more wound

points).
Base Difficulty: 7
Range: touch
Duration: instantaneous, effects are permanent

Difficulty 9 Spells

Charm

Caster charms the target to perform a favour as if they were a close and trusting friend.
Base Difficulty: 9
Range: touch
Duration: 1 favour

Cloak

A summoned magical cloak aids who ever uses it in Stealth. After the spell wears off the cloak evaporates back to its origins.
Base Difficulty: 9
Range: touch
Duration: 10 minutes

Defend

Caster deflects an attack with energy of their Aspect or their deity's aspect.
Base Difficulty: 9
Range: 10yards
Duration: instantaneous

Repair

Caster repairs a broken item or weapon. Should all the pieces be missing the item is not full repaired. Repairing magical items, and retaining the enchantments may require extra energy, catalysts or even ritual.
Base Difficulty: 9
Range: touch
Duration: repair is permanent

Scry

Remotely view a location with the ability to add more senses. Caster can make perception tests and use passive skills whilst Scrying..
Energy expenditure affects distance and the amount of time the Scry can be maintained.
Base Difficulty: 9
Range: 1 league
Duration: 10 minutes

Spell-link

A magical link is created between two targets. The distance between the targets to be linked increases difficulty of the spell so it is best that they be close or touching when the link is made. Once the link is made spells can be cast through the link without range penalty.
Base Difficulty: 9
Range: touch
Duration: 1 day

Difficulty 11 Spells

Attack

With pure force, usually of the caster's Aspect or their deity's aspect, an attack is made that inflicts damage like a missile weapon. The caster can use their Missile skill with their Potency bonus, or Ag + Ptn, which ever is higher. The attack will not inflict more damage than the caster's Potency. This can be enhanced with more power. Range is line of sight.
Base Difficulty: 11
Range: moderate
Duration: instantaneous

Celerity

Target of the spell is enhanced in speed and grace. Their Agility is higher for the duration of the spell effect. When the spell wears off they will be hungry and tired. Either sleeping or eating will remove both the tiredness and the hunger.
Base Difficulty: 11
Range: 10 yards
Duration: 1 CR

Dismiss

Returns a creature summoned with Conjuration to its rightful place.
Base Difficulty: 11
Range: 10 yards
Duration: instantaneous

Scry Guard

A spell to guard against scrying. It smears the meta-physical channels about the effected area diffusing perception.
Base Difficulty: 11
Range: 1 mile
Duration: 1 hour

Shatter

Destroys an item or weapon by fracturing, shredding, or some other effect according to the Aspect of deity. Enchanted items will be much harder to effect.
Base Difficulty: 11
Range: 100 yards
Duration: instantaneous

Translocate

Move something (object or creature) from one location to another through a meta-physical channel. The move is instantaneous , painful and disorienting for creatures. To make the translocation more "pleasant" increases its difficulty as a spell. Energy required is tied to distance moved. Translocate cast through a Spell-link will reduce the distance/energy costs.
Base Difficulty: 11
Range: 10yards
Duration: instantaneous

Difficulty 13 Spells

Invisibility

Powerful spell bends light about the target making it invisible to most forms of vision. The invisible character may still be perceived, since they have an effect on their surroundings (move dust, bend grass, make sound), and effectively has a +11 Stealth bonus. Expenditure of more power will make the spell last longer.
Base Difficulty: 13
Range: touch
Duration: 1 minute

Paralyse

Target is frozen in place with all their muscles locked. When the effect ceases they will be hungry and tired. Sleeping or eating will remove both the tiredness and the hunger.
Base Difficulty: 13
Range: 10 yards
Duration: 1 minute

Summon

Calls a creature or person to the place designated by the caster. They will get their as quickly as they can but not place themselves in harms way to comply, but comply they will. Intelligent creatures are much harder to summon.
Base Difficulty: 13
Range: 10 yards
Duration: 1 minute

Difficulty 15 Spells

Conjuration

Caster translocates a creature from another "realm" to the designated place; usually marked with a magic circle or warded area. The creature will likely be fearful and hostile requiring some form of control, succor, or command. The GM may use a random table to determine the type of creature summoned.
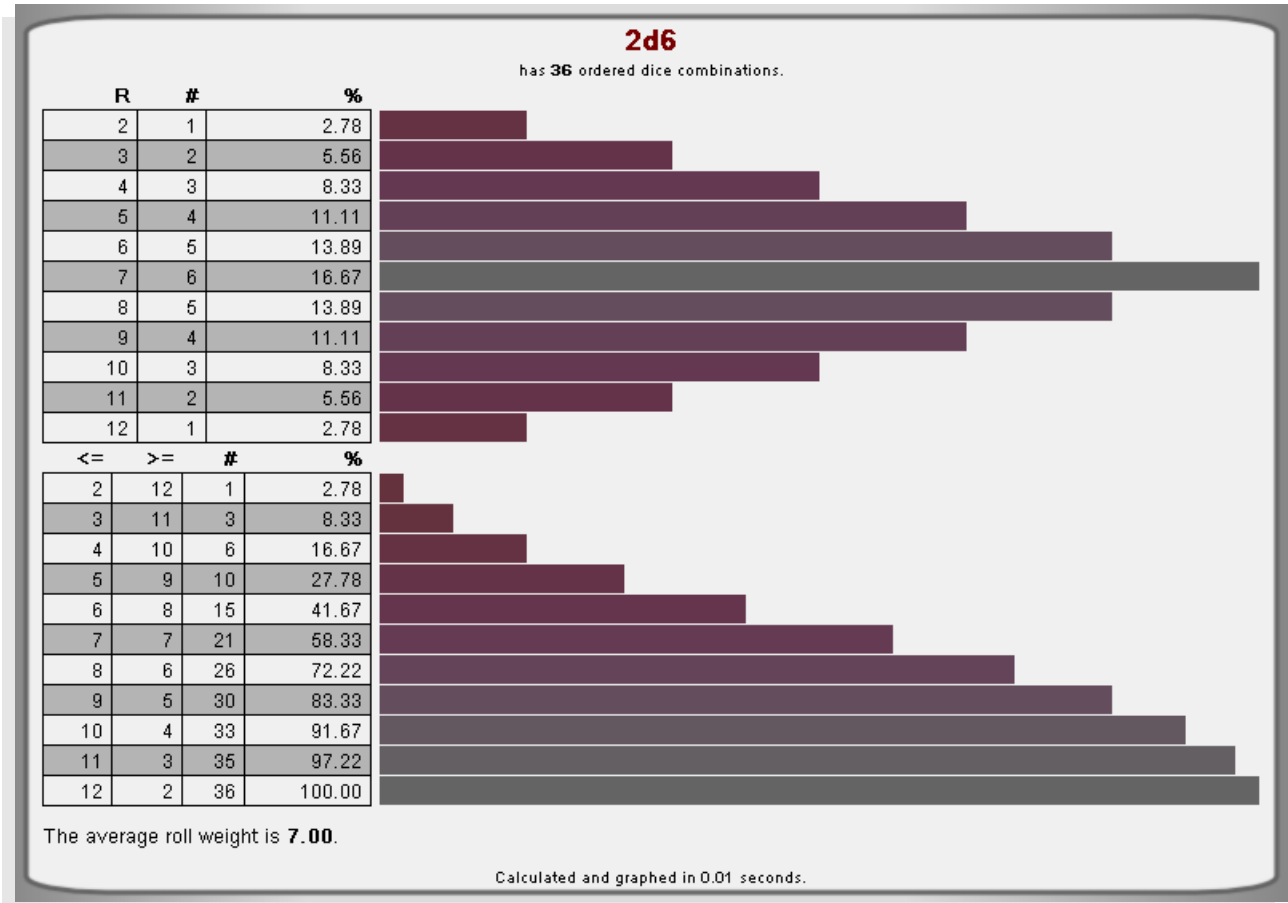Base Difficulty: 15
Range: 10 yards
Duration: 1 minute

Appendices

Appendix 1: Probabilities of 2d6

2d6

has **36** ordered dice combinations.

R	#	%
2	1	2.78
3	2	5.56
4	3	8.33
5	4	11.11
6	5	13.89
7	6	16.67
8	5	13.89
9	4	11.11
10	3	8.33
11	2	5.56
12	1	2.78

<=	>=	#	%
2	12	1	2.78
3	11	3	8.33
4	10	6	16.67
5	9	10	27.78
6	8	15	41.67
7	7	21	58.33
8	6	26	72.22
9	5	30	83.33
10	4	33	91.67
11	3	35	97.22
12	2	36	100.00

The average roll weight is **7.00**.

Calculated and graphed in 0.01 seconds.

With +0 to any test the chance of success for:
- An average task (7) is 58.33%
- Task (9) is 27.78%
- Task (11) is 8.33%

With +1 to any test the chances of success for the same tasks are:
- Avg. (7), 72.22%
- (9), 41.67%
- (11), 16.67%

With +3 the chances are:
- (7), 91.67%
- (9), 72.22%
- (11), 41.67%

With +5 the chances are:
- (7), 100%
- (9), 91.67%
- (11), 72.22%

Appendix 2: Character Traits

Bearer: can carry 25% more than their Str stat indicates
Carrier: can carry 33% more than their Str stat indicates
Claws: character has claws that are treated as small weapons.
Clever: +1 Int
Darkvision: can see with good clarity in total darkness, can read and see fine detail
Dashing: +1 Ag, +1 Lks
Dis-associative: -2 Social, but the lack of emotional engagement gives you +4 in Social persuasion tests (net +2)
Fast: Cover 10% more ground
Fireplug: +2 Str, -1 Ag, +1 Tuf
Food Efficiency: efficiency is listed as a fraction of human requirements
Good Hearing: +1 Perception checks involving hearing
Good Looking: +1 Lks (after bonus if Looks less than 8 raise to 8)
Good Smell: +1 Perception checks involving smell
Good Vision: +1 Perception checks involving vision
Grace: +1 Ag, +1 Athletics, +1 Stealth
Great Weakness: -4 for listed weakness
Hardy: +1 Tuf
Heavy Frame: +1 Str, +2 Tuf
Huge Frame: can use two-handed melee weapons in one hand, small weapons are -3, +3 Str, +3 Tuf
Indurate: character ignores first two points of wound penalties, the penalties don't start taking place until what would normally be -3 but is -1 for the Indurate.
Keen Hearing: +2 Perception checks involving hearing
Keen Mind: +2 Int, +1 Per
Keen Smell: +2 Perception checks involving smell
Keen Vision: +2 Perception checks involving vision
Leathery Skin: skin protects as AV 1
Mighty: +3 Str, +1 Tuf
Nightvision: can see when there is very little available light, such as night with no moon but some starlight, can read
Polyvision: can see in any light or lack of light, can read
Resistance: +2 to resist attacks of defined type, eg. Resistance: Cold.
Resolve: +3 any situation where resolve is questioned and requires a test
Runner: +1 Athletics, cover ground 20% faster
Shapeshifter: can shift shape to appear as anything examined, physical change is cosmetic and textural, ie. Shape shifting to a boulder will not give properties of stone
Skill Affinity: +1 with the named skill
Skill Deficiency: -2 with the named skill
Slick: +2 Per, +2 Social
Small Frame: -3 when use large or massive weapons
Statuesque: +2 Lks (after bonus if Looks less than 9 raise to 9)
Stout: +1 Str, +1 Tuf, -1 Ag
Strong Skill Affinity: +2 with the named skill
Svelte: +1 Ag
Talons: character has claws that are treated as small weapons with the Savage weapon trait.
Weakness: -2 vs. weakness: eg. Weakness: Disease, -2 resist diseases
Wiry: +1 Ag, +1 Str