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➤ **Chapter1: Introduction.**

Fantasy Field Trip Society: what is it? Some might call it a game or an adventure of sorts. Others would describe it as a recreation group. Actually, the **FFTS** is a combination of both of these things - and much, much more.

Fantasy, or rather an imaginary game scenario, is the prime element of the **FFTS**. As with many other hobbies, the **FFTS** allows its members a break from the day-to-day monotony of the working world. It is a chance to relax, and be entertained, and an opportunity for members to be active while exploring and expressing themselves. Unlike most other hobbies, however, the **FFTS** is also an escape from the mundane, a chance to contemplate new worlds and new ideas. It is a place in time where people can either participate as colorful storytellers, sharing their fantasies with others, or as heroic characters, living these moments as if they were someone very different from themselves. For creative, adventurous people, it is the ultimate role-playing experience, where you can be a central part of the action in a fun and harmless way.

This is where the **Field Trip** portion of **FFTS** comes into play. The chance to be the hero, be it wizard, fighter, rogue or archer, is not nearly as exciting in the basement or backyard in jeans and t-shirts. To add a vibrant and visual component to the game, reverting from monotony to magic, we don costumes of varying types, brandish realistic-looking props, and venture out into the wilderness of Nova Scotia's parklands. In this natural and picturesque atmosphere, role-playing and fantasy are instilled with new life. Seeing is believing when the elf in front of you has actual pointed ears and is dressed in forest greens, or the warrior about to slay the scaly dragon has armor that gleams in the sun. The true ambition of good **FFTS** members is to not only act like their character while attempting to solve the quest or conquer the enemy, but also to look like the heroes or villains that they portray.

Lastly, but definitely not least, is the **Society** aspect of the **FFTS**. **FFTS** is a small community of people ages 16 and up who enjoy the opportunity of trekking through the woods for the day or camping for the weekend, while experiencing the challenge and adventure of a live role-playing game. As a combined group effort, our objective is to compose a plausible game scenario, prepare props for the game and organize all elements of the adventure itself. We strive to keep things safe, fair and affordable. Individuals are responsible to dress according to the elements and supply food and water for most games, while the society supplies a fully stocked first aid kit, and budgets items like film, stationery, and craft supplies in an effective, non-profit manner to get the most out of members game fees. To encourage a balanced and orderly game environment, they also supply a system of balanced and orderly rules.

And that brings us to the purpose of this publication. If you have chosen to be a member of **FFTS**, then you will need to know the rules to play the game properly. You require this knowledge to calculate the effectiveness of the creature you play if you swing after you have taken 2 paces. You must have an understanding of character creation before selecting the spells that your wizard can cast. You also must possess a good grasp of all the rules if you hope to referee a game, or better yet, are the actual master of a game scenario – creating and composing as necessary.

So here are the answers to your questions; the power now lies within your hands. Proceed with caution – and prepare yourself for an experience like no other...

- **Game/Membership Fees.** The Fantasy Field Trip Society is a non-profit organization, and as such we charge fees for each game to help defray the costs of making the game. Game fees vary depending on the length of the game and whether or not food and/or drink are provided to you. Generally game fees cost \$10.00 per day of the game, a 1-day event would be \$10.00 but our 3-day events would cost you \$30.00 (food is provided on 3-day events). Each year in May, FFTS does a game for Scouts Canada at Camp Harris; this is a one-day game and is free of charge. On this game food is provided by Scouts Canada.
 - ◆ A \$10.00 Membership fee is collected annually and is used for the miscellaneous expenses of the society such as banking fees, web-hosting fees for our photo album, etc. Not all games break even on their budget, any expenses incurred over what the game brings in comes from your membership fees as well.
 - ◆ If you are a first-time participant in FFTS then your first game fee is waved. If your first game is a 3-day game then you will still have to contribute some money (\$10.00) for the cost of food, unless of course you will be providing your own food.
 - ◆ Each game will have a meeting point where we will car pool to the event site. At this meeting point the Treasurer will be present and will announce the collection of fees. Receipts will be issued at this time upon payment. If you owe FFTS monies then they must be paid in addition to your normal game fee prior to your attendance at the event.

- **Pre-Game.** Before a game commences a player must attend a character generation meeting to create his/her character for the game. There are usually several of these meetings to help accommodate those players with busy work schedules. At these meetings the GM and usually the Board Representative will be on hand with several copies of the rules to help players create their characters.
 - ◆ Most games will allow players to spend XP's on their characters to the limit of either the amount of XP's that member possesses or the pre-set limit of the game. Limits like this are set to make the game balanced for all that participate in it. Provisions are made for first-time players as well, awarding them enough XP's to create their character and have them on par with more seasoned players.
 - ◆ Once your character is completed you will need to procure some props for your character. You need a prop for each item your character has, if you do not have a prop for something on the day of the game, then your character is considered to have lost it. If you cannot make or purchase a prop for an item then you can contact the GM and he/she may be able to supply you with a prop from the FFTS Prop Department. All props borrowed this way must be returned to the GM or the Prop Master at the end of the event.

- **Game Protocols.** There are several protocols you need to be aware of and to adhere to when you are in a FFTS game.
 - ◆ **Do not litter on the game site or vandalize the site.** Our motto is "Take only pictures, leave only footprints" If we leave trash or vandalize a game site then there is little chance of us being welcome to come back.
 - ◆ **No alcohol or illegal drugs on the game site.** Obviously for safety and legal reasons these substances are not allowed on a game. Infractions against this protocol could result in being expelled from the game.
 - ◆ **No Metal Props as Weapons.** Once again Safety reasons forbid players from using metal as part of a weapon prop. The last thing we want is someone to bring a real sword to a game and injure someone because it was allowed in.
 - ◆ **Monsters are supporting cast, and are there for the benefit of the player.** As a monster you do not pick up any "treasure items" that you may find along the way. These items are placed for the players, as they are the main focus for the game.
 - ◆ **Do not use Out of Game Knowledge.** On occasion as a monster or other Game Control personnel you are sometimes privy to information about things in the game that your character would not know. When this occurs you are expected to NOT use this information, even if it has deleterious effects to your character. Such information is deemed O.O.G. or Out of Game. This occasionally happens to players as well if they overhear a conversation. Anything that is considered OOG should be ignored.

- **Coloured Headbands.** These have a special meaning in FFTS. You will most likely at some point in a game encounter a FFTS member wearing a Blue, White or Red colour headband. These are meant to signify specific things.
 - **Blue:** A Blue headband is usually reserved for Game Control personnel or for dead players/monsters returning to Game Control. Anyone wearing such a headband is not considered to be “in game“, and are not present to be interacted with on the game. A Referee will be wearing such a headband and will hand out headbands to those who need them.
 - **White:** A White headband means that the character wearing it is Invisible and that unless your character has *Mage sight* currently active to allow you to see invisible people or objects, you are to ignore that person as if they were not there.
 - **Red:** A Red Headband means that the character wearing it is Flying and as such maybe out of range for melee weapons and any other activity requiring touch.
 - **Yellow:** A Yellow Headband means that the character wearing it is under the effects of a Prismatic Aura spell and as such is immune all spells except disenchant.

- **Player Vs Monster.** There are few differences between a Player and a Monster in FFTS play. Both are assigned roles to play within the game and have their own goals to complete. The main difference is that as a Player you have creative control when it comes to creating the persona you wish to play. As a monster you have little to no creative control, that belongs to the Game Master (GM for short). The GM may possibly offer you a selection of roles to play or ask you to play one specific role or type of role (i.e. Fodder monster or Information monster). The GM will be the one to create all the monsters on game, occasionally accepting input from the monsters as to what the monster should have. The GM has the final say in any decision making process. For the most part think of a monster as a supporting actor/actress and Players as having the lead part in a play.

- **The Character.** For a player, the first step in preparing for a game is to design a character - The persona through which the player interacts with the world of the game. This character will have been drawn up some time ago, preferably a few weeks before, at a team meeting. The creation of characters is by far the most complex part of the rules, allowing for a wide variety of different creatures and almost endless combinations of skills and abilities.
 - ◆ From a rules standpoint the character exists as a profile, a summary typed up on a card. This specifies the values of the character's attributes, together with a list of the character' skills and possessions. In addition, there will be notes on any special abilities he may have. Together, these form the basis on which the character is defined.

- **Costuming Notes.** A suitable prop must represent every item you claim your character is carrying. If you forget the prop, your character has lost the item. When designing costumes, be extravagant, but also remember the realities of Nova Scotia (swamp, black flies, thorns, mosquito's, and more swamp). Wear good hiking boots and socks. Make sure your costume is appropriate to the season, and remember, this is Nova Scotia, it rains here, and once we start a game we don't usually stop it. We have a large selection of costume items in props and you should arrange ahead of time if you need something.
 - ◆ **Note:** If you are playing a non-human race that has special abilities, like an elf's immunity to sleep and command or a Troll's claws, then your costume **MUST** resemble that. i.e. Your Elf must have pointy ears, and your Troll must be green and ugly. If you come on games looking like a Human, then the GM or Referee will modify your card and you will lose those racial abilities. Consult the race table for the required costuming to play that race.

- **Post Game.** Once the event has finished, there are still a few things left for you to do.

- ❖ **Care and Feeding of Props.** Return all Props that you borrowed from the Props department to the GM who can see that they are returned to where they belong. If you have borrowed a prop from our Props department then you are expected to return it in the same condition you received it in. Here are several examples of things to avoid doing with any Prop:
 - ◆ **Do NOT lean on a prop.** Someone spent a great deal of effort to create the prop you are using, by leaning on it you could break the prop or ground the point of a sword to a flat, marring the appearance of it.
 - ◆ **Do NOT HIT a person or an object with a prop.** We want to avoid any unnecessary injuries to FFTS members and damage to Props. Everyone is expected be mature enough not to risk damaging either another member or a prop.

◆ **Do NOT throw a prop.** On occasion, through a fumble or the skill of another, a Ref may ask you to drop your weapon because your character lost control of it. Please place it gently on the ground to avoid marring the paint job.

◆ **Return all Game Control Devices.** If you were issued a coloured headband and/or a whistle, you are expected to return all such objects to the GM. All these items are the property of the FFTS and by returning them you insure their continued use in future games.

➤ **The Point of it all.** The major objective in all of this, of course, is to have fun. You should revel within the role of your character, playing him or her to your fullest. To make the game more enjoyable for others, act your part as best you can. You should also look the part, or at least make an attempt to do so. Someone in a T-shirt and Jeans does not look much like a Knight in shining armor or a masterful Wizard. If at any time you have questions as to what to do, consult with your GM if available, if not another Game Control personnel like a Referee.

➤ **Chapter 2: Character Races.** The table below lists the fantasy races. Remember when choosing a race that all players must come to the game in costume. There may be other races depending on the game.

Race	STR	DEX	INT	Extra Pts	Max SG	Max DEX	GP	Notes	Required Costuming
Beardperson	16	9	7	6	6	14	66	SG 1 Claws, 2pt Armor, Basic HTH	Claws & Furry
Catperson	6	15	7	10	4	18	92	SG 2 Claws, Stealth, Acute Senses	Claws, Furry & Tail
Dwarf	10	8	8	12	5	16	90	-2 Adj. Vs Spells, Basic Axe, Assess Value	Beard
Elf	6	10	10	12	4	18	95	-8 Adj. Vs Sleep/ Command, Basic Archery	Elven Ears
Gnome	5	12	8	15	4	18	95	Detect Magic	Bulbous Nose
Goblin	6	10	8	15	4	18	96	SG 1 Claws, Basic Archery	Green skin
Halfling	4	12	8	13	4	18	85	1pt Veteran, Stealth	Furry Feet
Human	8	8	8	16	5	16	100		
Lizardperson	13	7	7	10	4	18	57	SG 2 Claws, 2pt Armor, Basic HTH, +2	Scales
Ogre	16	7	4	10	6	14	68	SG 3 Claws, 3pt Armor, Basic HTH	Ogre Mask or Uni-brow
Orc	8	9	8	13	5	16	82	SG 2 Claws, 1pt Veteran	Green skin
Troll	19	6	4	8	6	14	34	SG 4 Claws, 5pt Armor, Basic HTH	Green skin & big claws
Wolfperson	12	9	7	11	5	16	92	SG 2 Fangs, Acute Senses, Basic HTH	Fangs & Furry

- The columns STR, DEX, and INT give base values for Strength, Dexterity, and Intelligence (Basic Attributes, page 4) for a character of the race. Pts are to be divided up in any way desired, and added to the three attributes. Note that extra points are also normally awarded after each game, and experienced players may have a considerable additional store available. The game master (GM) will often restrict the number and how these points may be spent.
- Max STR Group (SG) limits the maximum strength group of a character of that race (Strength, page 4). The character may continue to increase strength indefinitely, but extra strength simply increases his capacity to absorb damage, but will not help him dish it out.
- Max DEX is an upper limit on the Dexterity of a normal member of that race. The limit can be exceeded, but at the extra cost of one point per point above maximum. For example, a human starts with a base DEX of 8, and has a maximum DEX of 16. To get a 16 DEX, he'd have to spend 8 points. It would cost 2 more points to raise it to 17, and another 3 to raise it to 18, for a total of 13 points spent for a DEX of 18.
- GP is the starting wealth with which to buy equipment for the character, in gold pieces. Any GP left over may be transferred to other team members or brought along on game.
- Notes, defines the special abilities possessed by members of that race. The skills listed are possessed innately by all members of that race.
- Required Costuming are the base requirements you must meet when dressed in character in order to receive any of the above abilities normally allocated to that race.

- Race Construction Formula: All races have 5 attributes that must tally to 50 pts. These are: Minimum STR, Minimum DEX, Minimum INT, Extra Points, Gold (divided by 10), and Racial abilities, any odd points leftover are subtracted from Gold. Max SG and Max DEX have a base of SG 5 / DEX 16. DEX has a 2-1 ratio with SG, ie for every SG point raised, DEX must drop 2 pts and vice versa. Racial Abilities are calculated as follows:

Racial Abilities (per point of ability)	Point Value	Racial Abilities (per point of ability)	Point Value
Natural Armor	1.5	Running	3.0
Claws	.4	Skills	½ the Study
Veteran	3.0	Racial Immunity (Dwarf & Elf)	1.5

Note that this formula is here for the benefit of the GM. Players will not be able to create their own races.

- Claws provide the character with a natural weapon in each hand for purposes of the *Two Weapon skill*. Claws may not have their SG altered but they may be magically enchanted (each separately) as per the Advanced Character Generation chapter.
- **Chapter 3: Basic Attributes.** The three basic attributes: Strength (STR), Dexterity (DEX), and Intelligence (INT) define the most fundamental abilities of each character.
- **Strength.** Strength determines the following factors:
- ◆ All weapons are rated for strength. A character may not use a weapon effectively if he doesn't have the requisite strength. The penalty is -4 to hit for each Strength Group (SG) of the weapon over the characters. A character may use a weapon equal to their SG in one hand or a weapon 1SG higher than their SG in two hands without penalty. A character using a weapon in two hands does +1 Damage above the normal calculation for damage. A weapon cannot be wielded if it is 4 SG higher or more than a characters SG.
 - ◆ The damage done with melee and thrown weapons by the character is equal to the sum of the characters strength group and the SG of the weapon used, modified for skill magic and weapon type. The damage done with Archery by the character is equal to twice the SG of the bow used or twice the SG of the user, whichever is lowest, modified for skill and magic. A bow requires two hands and cannot get the two-handed SG bonus.
 - ◆ Strength determines the amount of damage and fatigue a character can withstand (Care and Feeding of Spells, page 29, and Damage and Fatigue, page 30).
 - ◆ **Strength Group (SG).** The strength group is a secondary attribute determined by strength. A characters strength group is calculated by dividing their strength by 5 and rounding up. This is used mainly for damage and also lifting. E.g. STR 1-5 = SG 1, STR 6-10 = SG 2, STR 11-15 = SG 3, STR 16-20 = SG 4, STR 21-25 = SG 5, etc.
- **Dexterity.** Dexterity determines several important factors:
- ◆ A roll of 1d20 determines success for most skills, and spells.
 - ◆ The characters basic movement, measured in paces, is equal to ½ the character's effective Dexterity, rounded down.
 - ◆ Dexterity will determine when the character may act in melee (Turn Sequence, page 26).
 - ◆ Effective Dexterity can be different from the character's actual Dexterity. In particular, wearing armor will penalize effective Dexterity, depending on the type of armor worn (Armor, page 8), maintaining a spell will halve it (Mechanics of Spell casting, page 29), and other factors during the game may affect it.
- **Intelligence.** Skills and spells have intelligence score prerequisites. Skills (but not spells) can be learned by characters with less than the required intelligence, but at a penalty equal to the difference between his intelligence and the requisite for that skill is applied to the cost of the skill (Skills, page 6). E.g. Trolls are INT 4, and Basic Club needs INT 6 and 2 study, so the Troll can learn Club by spending 4 study points.
- ◆ Each skill and spell has a listed study cost: a character may know skills and spells whose total study is not more than his intelligence (Skills, page 6).
 - ◆ Some skills require an intelligence roll for success.

➤ Chapter 4: Character Creation

- **Step 1:** Decide whether your character is going to specialize in spell casting or not. It is possible to fight and/or cast spells. However it is double-cost for non-spell casters to learn spells and double-cost for spell casters to learn combat skills. All characters must specialize in one or the other.
- **Step 2:** Choose the race of your preference (Character Races, page 3).
- **Step 3:** Determine your basic attribute scores (Basic Attributes, page 4). Each race has a minimum value to start with and a number of points to allocate. In addition, experienced players may have extra points from previous games that can be added to their attributes. Check with the game master to see how many points can be spent.

Allocate your additional points to your attributes keeping in mind the following points:

- 1) If you plan on wearing armor, this will modify your effective Dexterity downward.
- 2) Your effective DEX is equal to your base chance to hit for most skills and all spells.
- 3) Your base movement in melee time is equal to half your effective DEX, rounded down.
- 4) Damage and fatigue from attacks and fatigue from spell casting are totaled against your STR.
- 5) STR determines how much damage a player may do with an attack. $STR/5$ rounded up = Strength Group (SG). However all races have SG maximums and once you reach your max the extra strength only increases your total hit points but will not increase the amount of damage you do.
- 6) All weapons are assigned a SG. A character may use any melee weapon with a SG equal to or less than his own in one hand. He may use a weapon with a SG 1 greater than his own if it can be wielded with two hands. A weapon cannot be wielded if it is 4 SG higher or more than a character's SG.
- 7) Total Weapon Damage = character's SG + Weapon SG + any modifiers for skill (+1 if used two-handed, except bows).
- 8) All skills and spells have a minimum required Intelligence.
- 9) All skills and spells are assigned a study cost. A character has as many points to buy skills and spells equal to his INT score.
- 10) You may convert 10 gold to 1 character point and 1 character point to 10 gold.

NOTE: In any scenario the standard list of spells, skills, and possessions may be added or deleted from, you will be informed by the game master what changes if any have been made.

- **Step 4:** Consult the skills and spells sections of the rules and decide what skills and/or spells you wish your character to have. If you are a spell caster then all skills classed as COMBAT skills cost you double and if you are a non-spell caster then all SPELLS cost you double study points.
- **Step 5:** Consult the section on Possessions (Character Possessions, page 24). Using the number of gold pieces assigned by your choice of race, acquire those possessions you require. Remember that a prop with your costume must simulate anything your character possesses.

➤ **Character Cards.** Here is what a blank character card looks like.

Player:			STR:			SG:		Prison Save:		Grievous Wounds:
Name:			DEX:			FFF:		Armor:		00000 00000
Race:			INT:			Move:		With Parry:		
#	Talents	PREP	STR	RNG	DUR	ADJ	DMG	Notes		
01										
02										
03										
04										
05										
06										
07										
08										
09										
10										
11										
12										
13										
14										
15										
Notes/Gear/etc										

FTG: 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000
 DMG: 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000
 _____ 00000 00000 _____ 00000 00000 _____ 00000 00000 _____

- **Step 6** Consult Chapter 7 (Advanced Character Generation) for rules on how to modify spells, enchant weapons and armor, how to make your character stronger or more agile than normal, and how to gain a specific spell as a persistent ability or to become immune to a specific spell.

➤ **Character Card Breakdown.** Here is how the terminology in the character cards breaks down.

- **Player/Name:** Player is your name, while NAME is what your character is called.

- **STR/DEX/INT:** These are the stats for your character. **SG:** This is your Strength Group and determines what weapons you can use easily and factors into the damage dealt.
- **EFF:** This is your Effective Dexterity. Heavy armor reduces your dexterity, which affects your accuracy and how far you can move in an action.
- **Move:** This is the # of 1 meter paces you can take as part of your action in a round.
- **Poison Save:** This is the # that needs to be rolled (or less) to negate taking damage from poison (see Alchemy, page 12).
- **Armor/Parry:** The first number listed is your total protection vs normal melee/missile attacks. The second number listed is your protection vs spells and any attacks that normally ignore armor. The Parry value is adjusted (if you possess a weapon) to reflect how your Armor value would change if you elected to take the Parry option in combat (see Combat, page 27).
- **Grievous Wounds:** These circles indicate how many Grievous wounds you currently have. If all the boxes are filled then your character has died (see Critical hits, page 25).
- **Prep:** This is how many rounds (if any) it takes to ready a skill/spell for use. Some skills such as archery can have their chance of success increased if the skill is 'prepped' first (see Archery, page 27).
- **STR:** When listed under the talents section, the first number (2/*) indicates how much fatigue will be drained from you (or your battery/familiar if you have one) for casting the spell. The second number (*1) indicates that this spell has a 'maintained' cost that you must pay each round you wish the spell to continue functioning.
- **RNG:** Indicates the range of a particular skill or spell. The notations you might see under this category are: LOS (Line of Sight), SLF (Self Only), IPC (1 pace range).
- **DUR:** Indicates the duration of a particular spell. The notations you might see under this category are: W/M (While Maintained), IMM (Immediate), 2RDS (2 Rounds), SPC (Special, see spell description), U/D (Until Disenchanted).
- **ADJ:** This is the # you need (or less) on a d20 roll, in order to be successful when attempting that particular skill or spell.
- **DMG:** When listed under the talents section, this is how much damage your weapon or spell will do. You may see the notation 'IA' in this category as well, which means that that particular attack Ignores Armor. When listed below your notes and gear, these circles indicate how much damage your character can take. If all your circles are filled, you are unconscious. Any further damage will mean your character has died.
- **FTG:** These circles indicate how much subdual damage your character can take. If all your circles are filled then you are unconscious. Note that FTG and DMG are added together to determine if you have been KO'd. Track Fatigue from right to left, and DMG from left to right, when they meet then the character is unconscious.

➤ **Chapter 5: Skills.** Each skill below is listed with Intelligence prerequisite, a study cost, and in some cases, other prerequisites. A character has a number of study points equal to his intelligence to purchase skills and spells with. In game choices by a player (Heavy Armor) that reduce their abilities below a prerequisite for a given skill will void their ability to use that skill. Actions by other players will not affect your ability to use a skill by failing to meet the prerequisite (Web of Sloth).

- **Combat Skills.** The following are the skills directly involved in combat. **Wizards pay double study for all Combat skills.**
- **Weapon Skills.** There exist three levels of proficiency with all weapons, and with unarmed combat. Each weapon is a distinct skill; details specific to each weapon are found in the Weapons Table. Minimum intelligence and study costs are also listed there. Each level requires the proceeding one as a prerequisite.
 - ❖ **Basic.** This allows use of the weapon without penalty. The penalty for being unskilled is -4 to hit and -2 to damage.
 - ❖ **Advanced.** The advanced student attacks with a +2 bonus to hit and +1 damage.
 - ❖ **Master.** A master attacks with his chosen weapon at +3 to hit, and does +2 damage. All characters that have mastered a weapon are able to determine the modifiers to hit and damage of a weapon of that type, if an intelligence roll is passed. Please note that a master can learn **ONLY** the modifiers for to hit and damage, all other abilities are beyond his scope to determine.

Weapons Table.

Weapon	INT	Study	GP / SG	SG	Notes
Archery	8/10/14	2/3/3	5	1+	(Missile Weapons, page 27)
Axe	8/10/14	2/3/3	4	2+	+1 Damage, -2 To Hit
Club	6/--/--	2/--	0	1+	No Advanced or Master skill available
Dagger	8/10/14	1/2/2	4	1 - 2	Critical Hits on a 1-3
Flail	8/10/14	2/3/3	4	2+	Ignores the penalties to hit targets with a shield.
HTH Combat	8/10/14	1/2/3	4	1 - 3	+2/+4/+6 to Grappling
Mace	8/10/14	2/3/3	4	2+	-1 Damage, +2 To Hit
Polearm/Spear	8/10/14	2/3/3	4	3+	Can attack at 1 pace, -2 To Hit at normal range
Staff	8/10/14	2/2/3	3	2 - 5	-1 Damage, +2 Armor with a parry
Sword	8/10/14	2/3/3	5	3+	+1 To Hit
Item			GP	Effects	Notes
Arrows, Five			1		Comes with quiver

A character using a weapon in two hands does +1 Damage above the normal calculation for damage.

➤ **Special Combat Skills**

Skill	Intelligence	Study	Prerequisites
Deflect Missiles	13	2	Master HTH Combat
Disarm Opponent	10	2	Basic Weapon
Fencing	12	3	Basic Sword, Effective DEX ≥ 14, 0 DEX modifier for Armor
Fencing – Advanced	15	3	Fencing, Advanced Sword, Effective DEX ≥ 15
Fencing – Master	17	3	Advanced Fencing, Master Sword
Surprise Strike	14	3	
Thrown Weapon	8	2	
Throwing – Advanced	10	2	Thrown Weapon
Throwing – Master	14	2	Throwing – Advanced
Trip Opponent	12	2	
Two Weapon	14	3	Adv. Weapon, effective DEX >14

- ❖ **Deflect missiles.** The trained martial artist can hone his reflexes to the point where they can knock missiles out of the air. Use of this skill will allow a character to block any physical missile attack they could see made (you can't see attacks from behind), if a roll vs. Hand to Hand (HTH Attacks, page 26) is made at -4. This skill may be declared abortively in the same fashion as Parry (Parry, page 27) and takes one full action. The character may protect people behind them, and may deflect any number of missiles in one round. **Note: This skill does not affect spells.**
- ❖ **Disarm Opponent.** This skill is the ability to entangle an opponent's weapon so as to twist it from his grasp. A character must be fighting hand-to-hand combat with a weapon he is skilled in to use this ability. The skill is tested against **effective DEX -4**. If successful the opponent must drop his weapon and spend one full action picking it up. Unskilled disarm can be attempted, but is at a further -4. **You may Move & Disarm at -2 per pace of movement. Stepping on a weapon to control it is a full action, you may move towards the item but take no other action other than controlling the item.**
- ❖ **Fencing.** Fencing is useful to fast and lucky swordsmen. It allows a character using a one-handed sword with nothing in his off hand heavier than SG 2, a greater chance of getting past his opponent's armor. A fencer scores a critical hit on a natural die roll of 1, 2, or 3, **inflicting a Grievous Wound (Attacks, page 26) on the Fencer's primary attack, not on Riposte's.**
- ❖ **Fencing - Advanced.** The advanced student is so blindly quick with his blade that he may conduct a "free" parry with his primary weapon only, in addition to his regular action (Parry, page 27). A single attack can only be parried once by a single weapon, so a fencer may not utilize both a "free" parry and a regular parry at the same time. **A player with Two weapon as well, may add his offhand weapon in to the parry but use of the off hand parry is not a free action. Note that while you may Move & Parry (with or without Free parry) that each pace reduces your Parry value by 1.**
- ❖ **Fencing - Master.** A Master Fencer may Riposte. A Riposte can be struck against all opponents who were parried. No riposte is possible if the fencer was missed. The chance to hit is equal to half the Fencers Sword skill, and does normal damage for the fencer's primary sword only. A secondary weapon may not be used to riposte. This is a free action. **Riposte's do not gain the improved critical and critical only on a 1. All bonuses and penalties are added prior to halving.**
- ❖ **Surprise Strike.** To use this skill the character must begin his action undetected or unsuspected by the victim. This may be done either in a surprise round (Surprise, page 25), or through the use of Stealth. If the character successfully makes a surprise strike, he does double normal damage ignoring the targets armor for one strike only. **This skill can only be used with small one-handed melee weapons of SG 3 or less (not spells). Attack rolls with Surprise Strike are rolled normally, with the skill for that weapon. Attacking will break cover (but not Shadow Cloak) so the individual with Shadow Cloak will need to spend an action regaining cover (moving around the target) before they can Surprise Strike again.**
- ❖ **Thrown Weapon.** This skill allows a character to accurately throw a weapon in a combat situation.
- ❖ **Throwing - Advanced.** The advanced student throws at +2 to hit and +1 damage.
- ❖ **Throwing - Master.** The master throws at a total of +3 to hit and +2 damage.
- ❖ **Trip opponent.** A successful trip sends the target sprawling to the ground, prone. The chance of success is effective weapon skill -4. The penalty is reduced to -2 if a Polearm, Staff, Spear, or Flail is used. Note that some creatures, like dragons, may be difficult or even impossible to trip. It requires a full action to get up. A character can take 4 paces of movement to kneel on one action, and 4 paces to stand on another if he wishes to break the standing process.
- ❖ **Two Weapon.** The character is able to use two weapons simultaneously, one in each hand. He must have at least advanced skill in the weapons to be used. Each weapon's SG may not exceed the SG of the wielder. **The character is given 1 action (Attack or Parry) per weapon.. Any off-hand attacks are given the penalty of -4 To Hit and -2 Damage. The wielder may use one or both weapons to parry with, in which case the SG of the parrying weapon(s) are added to his armor (Parry, pg 27). All normal penalties are applied to both actions, as are applicable bonuses for skill or magic. The character must announce to the Ref his combination intentions (Attack/Parry, Double Attack, Double Parry) prior to the die roll. Note that while you may Move & Parry that each pace reduces your Parry value by 1. Note that you may not use Two Weapon skill while attempting to use Disarm Opponent or Trip Opponent, these must be used independently of one another..**

➤ **Defensive Combat Skills**

Skills	Intelligence	Study	Prerequisites
Armor	10	2	
Shield	8	2	
Veteran	12	2/3	Strength ≥ 16 or Racial Veteran

- ❖ **Armor.** This skill represents long years of training in armor, such that it has become a natural extension of the character's body. It reduces the Dexterity Penalty of armor by 2.

Armor Type	Gold	Armor Value	Dexterity Penalty
Heavy Cloth	10	1	0 (0)
Leather	20	2	0 (0)
Ringmail	30	3	-1 (0)
Chainmail	40	4	-2 (0)
Scalemail	50	5	-3 (-1)
Platemail	60	6	-4 (-2)
Field Plate	70	7	-5 (-3)
Full Plate	80	8	-6 (-4)

Parenthesized DEX Penalty values are used when the wielder knows the Armor skill.

- ❖ **Shield.** Shield skill allows a character to use a shield more effectively. Shields provide a character with extra armor value and reduced chance of being hit. Having the shield skill permits a character to reduce the Dexterity penalty associated with shield use. A character must possess a SG equal to the shield value or the character receives -4 effective DEX per SG, like oversized weapons. Should a character wish to be proficient with Shield bashing, he should learn Basic Club, but can attack unskilled with a standard -4 to hit and -2 damage. A character can only gain benefit one shield at a time. A shield will lose all normal bonuses intrinsic to shields if used as a weapon. i.e. If you shield bash, the shield does not count for armor or the reduced chance to be hit till the next round when the character gets to act again.

Shield Type	Gold	SG	Armor Value	- To be hit	Dexterity Penalty
Buckler	5	1	1	1	-1 (-0)
Small Shield	10	2	2	2	-2 (-0)
Medium Shield	15	3	3	3	-3 (-1)
Large Shield	20	4	4	4	-4 (-2)

Parenthesized DEX Penalty values are used when the wielder knows the Shield skill.

- ❖ **Veteran.** The hardened Veteran may ignore one point of Damage from any attack whether physical or magic, surprise, or a critical up to the level of Veteran. Veteran may be purchased twice; the first point costs 2 study and the second point of Veteran costs 3 study points. To buy further points, consult Chapter 15, p. 35. Veteran from Racial abilities are added last.

➤ **Miscellaneous Skills.** Both spell casters, and non-spell casters may learn these skills at normal cost.

Skills	Intelligence	Study	Prep	Prerequisites
Acrobatics	12	1		Effective DEX ≥ 12
Acute Senses	13	1		
Pick Locks	12	2	5	
Pick Pockets	12	2		
Quickdraw	10	1		
Running	8	2/3		
Stealth	12	3		Effective DEX ≥ 15
Traps	12	2	5	

- ❖ **Acrobatics.** A successful skill roll will allow a character to perform absurd feats of agility, such as vaulting over boulders and swinging across rivers. If you fumble your acrobatics roll, it requires a full action to get up. If a character with acrobatics is tripped, they are considered to be kneeling on a successful skill roll, and may stand for only a -4 DEX penalty. In addition, this skill will add +2 to dodging (Dodging, page 27) no skill roll required.
- ❖ **Acute senses.** The acutely sensitive character may possess naturally sharp faculties, or may have been trained in alertness and perception. He has half the usual penalty to hit invisible or blurred targets (Standard combat modifiers, page 28), and a +4 intelligence adjustment when attempting to detect stealthy characters (Stealth, page 10). A thief attempting to pick pockets on a sensitive character has a -4 chance of success.
- ❖ **Pick Locks.** This skill allows the character to open any non-magical lock. It does not disarm any traps present (Traps, page 10), and may trigger them. A set of set of thief's picks and tools is required.
- ❖ **Pick Pockets.** This skill allows the character to attempt to remove one object from another character without being detected. Anyone wishing to use this skill must use the following method:
 - A. Contact a Referee to adjudicate your attempt.
 - B. Notify the Ref of the obvious item or location to be targeted.
 - C. Establish a set of signals between the player and the Ref. The first signal (done by the player) will notify the Ref of the precise moment of the attempt. The Second signal (done by the Ref) will notify the player if his attempt was successful. The Third signal (done by the Ref) would notify the player if his attempt failed.
 - D. The player should then move close to his target, he/she must be within one pace of the victim to make the attempt. When the player is ready he/she signals the Ref as noted above.
 - E. The Ref will have rolled before the attempt; concealing the result from the player he/she will notify the player of his/her success or failure. The Player is then to role-play out the success or failure. On a failure, the player should role-play an obvious failure.

The following is a listing of some standard modifiers and the penalties that Pick Pockets incurs:

Penalties	Conditions
-0	Easily accessible items within a container (pouch, pocket, quiver, or backpack)
-4	Easily accessible items with noticeable weight or size (Sword in scabbard, Bow over back, amulet over clothing etc.)
-8	Items concealed, lightly bound and/or with noticeable size and weight (Cloak, loose ring or bracelet, hood or hat)
-12	Items tightly bound to character (Tight fitting rings, bracelets, belts, or bracers)
-16	Mark of a Master (Shoes off feet, gloves while worn, full backpack while worn, tight mask while worn, item while held)
Impossible	Mark of a Dead Thief (A full suit of armor, ingested items, items the thief is unaware of and isn't in the location targeted by the thief)

Note: DON'T EAT THE PROPS!

Note: An additional -4 is applied if the target has acute senses. A failed roll alerts a character to the attempt that is awake, or awakens a sleeping character.

- ❖ **Quickdraw.** This skill allows a weapon to be sheathed or readied in effectively no time with a successful skill roll, eliminating the need for a change weapon action (Change Weapons, page 30). This skill may be practiced on any item the character possesses, even non-weapons. It normally takes one entire action to draw a weapon or item. An archer with Quickdraw gets one round of prep for free with successful Quickdraw roll. You may make one Quickdraw attempt per round for each free hand you have, but not on the same object twice.
- ❖ **Running.** This skill allows a character to take two extra paces of movement per round for each level of the running skill. This skill may be purchased twice, the first level of running costs 2 study, the second level costs 3 study. To buy further levels of running consult the Advanced Character Generation chapter. No success roll is required. Running incurs the regular -2 per pace Move and Strike penalty. Extra movement from racial abilities is added last.
- ❖ **Stealth.** To enter stealth, a character must start in at least partial cover (such as light brush) and have no one currently targeting him (e.g. bow prep) or otherwise studying him. A character cannot move into cover and enter stealth in the same round. The ref may elect to penalize inadequate cover, keeping in mind that:
 - Stealth is not required if the player actually cannot be seen. This does not cover situations such as Blindness, Darkness, Shadowcloak, etc.
 - A chaotic combat is going on, so others have little opportunity to scrutinize their surroundings.
 - A character may elect to move in stealth. A new success roll must be made at the end of the movement if cover is broken (ref decides). The chance of success for moving in stealth is -2 for each pace. Characters who know the stealthy characters general location (because they saw him before he hid, or he fired a bow, etc.) and are in line of sight can make an 1/2 INT roll, with a -1 for each pace away the stealthy character is to find him. A blow struck from stealth without surprise strike will ignore armor.
- ❖ **Traps.** A successful use of this skill will allow the character to detect any traps on an item without setting them off. Some traps may be harder than others, which will be determined by the game master. A second successful roll will disarm the trap without triggering it. A third successful roll can reset a non-triggered trap. Failure will automatically trigger the trap on the character. Thieves' tools are required.

Item	Gold	Effects	Notes
Thieves Picks and Tools	20		Needed for Pick Locks (page 9) and Traps (page 10)

➤ **Mage skills** These skills, magical or magic related, cost non-spell casters double study.

Skill	Intelligence	Study	Prep	Prerequisites
Alchemy	15	3	Special	
Combat Magery	12	2		
Scribe	15	3	Special	Literacy

- ❖ **Alchemy** Alchemy is a highly complex discipline, which involves knowledge of both chemistry and magic. An alchemist can identify potions on a successful intelligence roll and can produce one from the following list, given access to the required ingredients. The Alchemist must role-play the alchemy attempt by remaining stationary and pretending to mix potions. Potions with duration other than "Immediate" do not have cumulative effects with other potions or spells. I.e. only one haste potion will work, regardless of how many you drink while the Haste is in effect. It takes a full action to ready a potion, and a second to drink it. Potions take effect immediately. The time on the list is the time it takes to make a potion, and the units are the numbers of Alchemy units required. The duration is either immediate or five rounds once imbibed. Potions may be purchased during character generation at the listed Market Value. Prices on game may vary from this price list.

- Poison may either be used as a blade venom or ingested. It requires one action to envenom a weapon with a readied vial of poison and the weapon remains envenomed till the first successful strike with the weapon or till the end of the combat, whichever comes first. You must envenom a weapon either just prior to or during a combat, if out of combat for more than 10 minutes the poison will evaporate and take no effect. A strike with a poisoned weapon deals 5pts of damage, ignoring armor with a minimum of 1pt of damage. If ingested the poison deals 5pts of damage, ignoring armor, with a minimum of 1pt of damage, for each of 5 consecutive rounds. The initial onset of a ingested poison that takes effect starts a halt. Any time poison would deal damage a Poison save must be rolled. Poison Save is equal to a character's SG x 2. If the save is successful no damage is taken. Note that for ingested poisons this must be rolled each round. Any healing spell, or being administered to by a Physicker, will halt the effect of poison.

Potion	Time to make	Units Required	Duration	Market Value (GP)
Blur	15 Minutes	6	5 Rounds	12
Bless	20 Minutes	7	5 Rounds	14
Leap	10 Minutes	2	Immediate	4
Haste	35 Minutes	11	5 Rounds	22
Reverse Missiles	20 Minutes	7	5 Rounds	14
Shadowcloak	40 Minutes	14	5 Rounds	28
Ironflesh	20 Minutes	7	5 Rounds	14
Magesight	15 Minutes	5	5 Rounds	10
Healing Hands	5 Minutes	1	Immediate	2
Prismatic Aura	30 Minutes	9	5 Rounds	18
Heal	10 Minutes	3	Immediate	6
Curse	10 Minutes	2	5 Rounds	4
Confusion	10 Minutes	2	5 Rounds	4
Slaying Hands	10 Minutes	2	Immediate	4
Web of Sloth	10 Minutes	2	5 Rounds	4
Poison	10 Minutes	5	Special	10

**A failed roll will create one of these potions at random. If an Alchemist wants to deliberately make a spoiled potion he uses the above table for time and units required, but it is still a random roll as to what was made. An alchemy kit is required to use this skill.

- ❖ **Combat Magery.** Combat training hones the mage's physical reflexes so that he does not need to stand motionless while preparing and casting spells. This eliminates the +4 bonus to hit a concentrating mage (Standard Combat Modifiers, page 28) and allows the mage to Move & Cast and Move & Prep in the same way a warrior can Move and Strike. There is a -2 per step penalty that is applied for rounds spent prepping and casting. Normally no roll is needed, and success is automatic for spell preparation, but there is a chance to fail if you are moving about. A roll against your normal casting ability is made, less 2 for each pace. Success means you have completed your preparations for that round. Failure indicates that you have done something wrong and gain no additional prep for that round, but lose no previous prep. Combat Magery also allows a mage to take a full normal move while maintaining a spell(s), but is still at half effective DEX for all other physical actions. E.g. If Gustaf moves 2 paces on round 1 while preparing a Elemental Bolt, he must make his spell roll at -4 to gain any prep. If Gustaf succeeds and then moves 1 pace on round 2 while the spell is cast, Gustaf is -2 to successfully cast his spell.

- ❖ **Scribe.** A Scribe's deep understanding of the arcane arts allows him/her to create a magical scroll or book from any spell that he/she already knows. Any literate character can cast a spell infused into a scroll or book. Casting a spell from the scroll will destroy the scroll whether the casting was successful or not. Only a fumbled casting of a spell from a book will destroy that spell in the book. Spells cast from scrolls/books have their normal STR cost (drained from the reader of the scroll). Scrolls require one more round of prep than their normal prep cost for the spell and books require two more rounds of prep than normal. Ie casting a Detect Trap spell (normally 1 prep) will take 2 rounds of prep from a scroll, or 3 rounds of prep if from a book. Spells cast from scrolls or books are maintained by the reader of the scroll just as if they knew the spell themselves. Inscribe a spell into a scroll takes 5 minutes and consumes 1 unit of Ink & Paper for each study required by the spell and its prerequisites. Adding a spell to a book takes 30 minutes and 10 Ink & Paper per point of study of the spell and its prerequisites. For purposes of Dispel Magic & Disenchant, scrolls are considered temporary items while books are permanent ones. Characters spending time in-game creating scrolls/books should role-play this by remaining stationary and pretending to write.

Spell	Creation time		Units Req'd		GP Value		Spell	Creation Time		Units Req'd		GP Value	
	Scroll	Book	Scroll	Book	Scroll	Book		Scroll	Book	Scroll	Book	Scroll	Book
Riir	5	30	1	10	2	20	Calm	10	60	2	20	4	40
Charge Item	5	30	1	10	2	20	Wall of Darkness	10	60	2	20	4	40
Detect Magic	5	30	1	10	2	20	Dispel Magic	15	90	3	30	6	60
Drop Item	5	30	1	10	2	20	Leap	10	60	2	20	4	40
Bless	15	90	3	30	6	60	Elemental Dart	10	60	2	20	4	40
Curse	15	90	3	30	6	60	Speed	15	90	3	30	6	60
Dazzle	10	60	2	20	4	40	Trip	5	30	1	10	2	20
Detect Trap	5	30	1	10	2	20	Apparitions	10	60	2	20	4	40
Detect Curse	15	90	3	30	6	60	Confusion	10	60	2	20	4	40
Might	15	90	3	30	6	60	Hold	10	60	2	20	4	40
Slaying Hands	10	60	2	20	4	40	Reverse Missiles	15	90	3	30	6	60
Wake	5	30	1	10	2	20	Silence	10	60	2	20	4	40
Wards	10	60	2	20	4	40	Sleep	15	90	3	30	6	60
Weakness	15	90	3	30	6	60	Web of Sloth	10	60	2	20	4	40

Spell	Creation time		Units Req'd		GP Value		Spell	Creation Time		Units Req'd		GP Value	
	Scroll	Book	Scroll	Book	Scroll	Book		Scroll	Book	Scroll	Book	Scroll	Book
Riist	10	60	2	20	4	40	Prismatic Aura	15	90	3	30	6	60
Elemental Shield	10	60	2	20	4	40	Disenchant	15	90	3	30	6	60
Shadowcloak	10	60	2	20	4	40	Divine Wind	40	240	8	80	16	160
Wall of Force	10	60	2	20	4	40	Lore	10	60	2	20	4	40
Oath	20	120	4	40	8	80	Flight	15	90	3	30	6	60
Speak with Dead	10	60	2	20	4	40	Telekinesis	15	90	3	30	6	60
Drain Strength	5	30	1	10	2	20	Circle of Power	10	60	2	20	4	40
Elemental Bolt	15	90	3	30	6	60	Elemental Spear	20	120	4	40	8	80
Iron Flesh	10	60	2	20	4	40	Raise Dead	20	120	4	40	8	80
Magesight	10	60	2	20	4	40	Restore	15	90	3	30	6	60
Repel Evil	20	120	4	40	8	80	Wither	15	90	3	30	6	60
Circle of Protect.	5	30	1	10	2	20	Heal	35	210	7	70	14	140
Command	40	240	8	80	16	160	Hammer Touch	15	90	3	30	6	60
Healing Hands	15	90	3	30	6	60	Elemental Storm	25	150	5	50	10	100
Portal	15	90	3	30	6	60							

- **Knowledges.** These are skills which are primarily intellectual in nature. As such, they require a roll against intelligence to succeed. All classes learn these skills at the normal rate.

Skill	Intelligence	Study	Prep	Prerequisites
Assess Value	12	1		
Literacy	10	1		
High Priest	15	3		Priest
Master Physicker	14	2	1	Physicker
Physicker	12	1	1	
Priest	12	2		
Scholar	15	3		Literacy

- ❖ **Assess Value.** Allows a character to determine the value or worth of an item.
- ❖ **High Priest.** A high priest is a supremely experienced and devoted servant of his god, and functions in the upper echelons of the god's priesthood. He is thoroughly versed in the arcana of his own faith and knowledgeable of his rivals'. The high priest automatically knows the spell Commune (Commune, page 20) at no extra study cost. This skill may contain game specific benefits or restrictions, be sure to ask the GM during character generation.
- ❖ **Literacy.** A literate character is able to read and write any language they know that has a written form.
- ❖ **Master Physicker.** A Master Physicker may heal 6 points of damage and halt the effects of poison, consuming one medical unit. A character with this skill is so highly trained he may heal one point of damage without using a physicker's kit or expending a medical unit.
- ❖ **Physicker.** Physicker skill is a basic knowledge of medical lore. With this skill a character can heal 3 points of damage and halt the effects of poison. It must be used immediately after the melee (within 4 minutes). Use of this skill requires a physicker kit and consumes one unit of medical supplies.
- ❖ **Priest.** This skill represents investment into the lower echelons of priesthood. The character may be assumed to be well versed in his faith, and conversant with any rival ones. One of the four spells Bless (Bless, page 15) or Curse (Curse, page 15), Might or Weakness, at the priest's option, is automatically learned at no additional study cost. This skill may contain game specific benefits or restrictions, be sure to ask the GM during character generation.
- ❖ **Scholar.** This skill is highly scenario dependent. Typically the scholar has a more detailed understanding of the background and events of the game than does the average character. This skill will also provide historical or legendary information about some items or persons on the game. **This is not an Identify Item skill.**

Miscellaneous Equipment Table

Item	Gold	Effects	Notes
Alchemy Kit	25		Includes 10 alchemical units (Alchemy, page 12)
Alchemy Units	1		Needed for Alchemy (page 12)
Amulets/Holy Symbols	15	± 2 Vs Spells	Amulets penalize harmful spells and aid helpful spells cast on bearer. They are non-cumulative. Dwarf racial ability is cumulative with the bonus from Amulets.
	20	± 3 Vs Spells	
	25	± 4 Vs Spells	
Guild Staff	30	10 point	Stores power usable for casting spells. Anyone may use a Guild Staff. Staves may be SG 2 – 5. Guild staves provide a +1 ADJ for casting spells.
	60	20 point	
	90	30 point	
Physicker's Kit	25		Includes 10 medical units (Physicker, page 13)
Medical Units	1		Needed for Physicker (page 13)
Relic	20		Material component for Enchant Item (page 14)
Scribe Kit	25		Includes 10 units of Ink & Paper (Scribe, page 15)
Scribe Units	1		Needed for Scribe (page 15)
Summoning Components	20		Components for Summon Familiar (page 14)

Batteries and Familiars must be easily visible or readied (in hand).

- **Chapter 6: Spells** In the spell descriptions below several abbreviations and jargon terms are used. Concerning study refer to Chapter 5, Skills (page 6). Prep and Strength are explained in Magic (page 29). Under the range column, LOS is an abbreviation for line-of-sight. In the tables there are also the costs (in character points, not study points) to make the spell Persistent or to be Immune to the spell if either is applicable. See Chapter 15, Advanced Character Generation for specifics. All spells cost double study for fighters to learn.

- **Intelligence 8 Spells.**

Spell	Study	Prep	STR	Range	Duration	Prerequisites	Persistent	Immunity
Blur	1	0	1/1	1 Pace	While maintained		0	--
Charge Item	1	1	1	1 Pace	Immediate		--	--
Detect Magic	1	0	1	1 Pace	1 Round		--	--
Drop Item	1	1	2	LOS	Immediate		--	7
Enchant Item	2	10	10	1 Pace	Until disenchanting	Relic	--	--
Summon Familiar	2	10	10	1 Pace	Until Killed	Summoning Components	--	--

- ❖ **Blur.** This spell causes the air about the target to distort light waves causing the target to be harder to hit. All attacks made at a blurred target are -4 to hit. The caster must remain in LOS of the target.
- ❖ **Charge Item.** This spell places one strength point into an item the character has prepared with an Enchant Item spell, or into a Guild standard battery. The strength points from such an item may be used later to cast other spells. One casting of the spell reveals to a mage exactly how much power remains in a battery.
- ❖ **Detect Magic.** The caster is able to determine if any/all item(s) within one pace is magical. This is an area effect. The mage is not able to discern the nature of the magic.
- ❖ **Drop Item.** This spell causes the target to drop all items held in the hand targeted by the caster. Each item will take 1 full action to recover, as per normal, regardless of any restraint put in place by players.
- ❖ **Enchant Item.** This spell prepares a relic to act as a private storage battery for strength points (Care and Feeding of Spells, page 29). The relic will hold strength points equal to the caster's strength (not hit points or fatigue) at the time of casting, and the effects of this spell are not cumulative. The spell caster may own only one personal power battery, including familiars. One spell caster may not use the power stored in another's personal battery. Stored strength may only be used to cast spells. Should a relic be disenchanting, it may be re-enchanted.
- ❖ **Summon Familiar.** This spell allows the mage to summon a familiar to act as a private storage battery for strength points (Care and Feeding of Spells, page 29). The relic will hold strength points equal to the caster's strength (not hit points or fatigue) at the time of casting, and the effects of this spell are not cumulative. The spell caster may own only one personal power battery, including enchanted relics. One spell caster may not use the power stored in another's personal battery. Stored strength may only be used to cast spells. A familiar has advantages and disadvantages over an Enchanted Item. A familiar recovers its power as per resting, and cannot be "charged" as per the Charge Item spell. A familiar cannot be disenchanting but can be killed by doing damage greater than its strength points. Should a familiar be destroyed, the mage will require a new set of Summoning Components to summon a new familiar.

➤ **Intelligence 9 Spells.**

Spell	Study	Prep	STR	Range	Duration	Prerequisites	Persistent	Immunity
Bless	1	1	2/1	LOS	While maintained	Priest	18	--
Curse	1	1	2/1	LOS	While maintained	Priest	--	9
Dazzle	2	0	3	Self	3 Rounds		--	7
Detect Trap	1	1	2	1 Pace	Immediate		--	--
Detect Curse	1	1	1	1 Pace	Immediate	Priest	--	--
Might	1	1	2/1	LOS	While maintained	Priest	18	--
Slaying Hands	2	0	3	1 Pace	Immediate		--	7
Wake	1	0	1	LOS	Immediate		6	--
Wards	2	3	3	1 Pace	Special		--	16
Weakness	1	1	2/1	LOS	While maintained	Priest	--	9

- ❖ **Bless.** This spell bestows upon its target a bonus of +4 to all actions while it is active. This spell is not cumulative.
- ❖ **Curse.** This spell inflicts upon its target a penalty of -4 to all actions while it is active. This spell is not cumulative.
- ❖ **Dazzle.** This spell causes the casters body to emit a brilliant flash of light, accompanied by a stunning clap of sound. All characters that the caster can touch without moving are affected. All those suffer a -8 penalty to all actions for three rounds.
- ❖ **Detect Trap.** Determines whether a specific object is trapped. This is not an area effect.
- ❖ **Detect Curse.** Determines whether a specific object is cursed. This spell does not reveal the nature of the curse. This spell requires Priest. This is not an area effect.
- ❖ **Might.** This spell bestows upon its target a bonus of +2 damage for all melee attacks while it is active. This spell is not cumulative.
- ❖ **Slaying Hands.** Inflicts 3 points of damage upon its target, ignoring armor, and causes him to lose his next action. The victim loses his next action whether he takes damage from this spell or not.
- ❖ **Wake.** Wakes any and all sleeping characters selected by the caster, within his LOS. Note that persistent Wake means that you awaken on your next action, while Immunity to Sleep means you are unaffected entirely.
- ❖ **Wards.** Forms a protective force field of 3 paces radius. Anyone who attempts to cross through the field without the express consent of the caster suffers three points of damage and loses his next action. The perimeter of the Wards must be clearly indicated by a physical component of some sort (i.e. a circle of stones, or rope, etc), which the player will provide. The wards cannot be moved and will remain as long as the caster is conscious and in LOS. The wards will last as long as the caster is conscious and in LOS.
- ❖ **Weakness.** This spell inflicts upon its target a penalty of -2 damage for all melee attacks while it is active. This spell is not cumulative.

➤ **Intelligence 10 Spells**

Spell	Study	Prep	STR	Range	Duration	Prerequisites	Persistent	Immunity
Calm	2	1	2/1	LOS	While maintained		--	6
Dispel Magic	3	1	3	LOS	Immediate		--	--
Elemental Dart	2	0	3	LOS	Immediate		--	7
Leap	2	0	2	Self	Immediate		10	--
Speed	3	1	2	LOS	1 Round		30*	--
Trip	1	0	3	LOS	1 Round		--	7
Wall of Darkness	2	1	3	1 Pace	Special		--	9

* Speed is a particularly effective spell to make persistent. As such the first extra action costs 30pts, +2 actions costs another 60, +3 actions another 90, etc.

- ❖ **Calm.** Artificially calms the target preventing him from engaging in any hostile actions while the spell is maintained on him. The spell is ended immediately if the target is attacked. A hostile action constitutes any action intending to harm the target or bereft him of his possessions, or puts the target into a position where he will come into harm.
- ❖ **Dispel Magic.** Disrupts the effects of all active spells operating on the target. This includes the effects of potions and magical items. Dispel Magic cannot remove abilities from magical items/traps and has no effect on Circles of Protection, Prismatic Aura, Oaths, Walls of Darkness, Walls of Force, or Wards.
- ❖ **Elemental Dart.** Generates a missile of magical energy, which inflicts 4 points of damage, ignoring armor, on the target. The player must define which of the four elements this is when making up their character (Earth, Fire, Ice, or Lightning).
- ❖ **Leap.** Allows the caster to make a mighty leap, 15 paces long, in a straight line. The leap will reach about two paces up, enough to clear a normal human in the middle.
- ❖ **Speed.** The target of the spell may conduct one extra action on his next turn. All actions are processed together as the target's next turn. If this is cast on himself, then he takes an additional action when next he gets to act.
- ❖ **Trip.** Causes a major disturbance to the target's sense of balance, causing the target to fall down immediately. Note that some creatures, like dragons, may be difficult or even impossible to trip. It requires a full action to get up. A character can take 4 paces of movement to kneel on one action, and 4 paces to stand on another if he wishes to break the standing process. A flying target will lose his sense of balance and spiral 15 paces directly toward the ground. This will not impart any damage upon the flyer.
- ❖ **Wall of Darkness.** Creates a 15x15 ft. straight wall in front of the caster, which will block LOS. This means that any LOS spell may NOT be cast through it. Making any other actions through it is at -8. The player must bring a rope to mark out the position of the wall. Magesight will see through a Wall of Darkness. The spell will stay active as long as the mage is in LOS and is conscious.

➤ **Intelligence 11 Spells**

Spell	Study	Pran	STR	Range	Duration	Prerequisites	Persistent	Immunit
Apparitions	2	1	1	LOS	2 Rounds		--	12
Confusion	2	1	2/1	LOS	While maintained		--	9
Hold	2	1	4/2	LOS	While maintained		--	15
Reverse Missiles	3	1	2/1	1 Pace	While maintained		36*	9
Silence	2	1	2/1	LOS	While maintained		17	9
Sleep	3	1	5	1 Pace	10 Minutes or until disturbed		--	15
Web of Sloth	2	1	2/1	LOS	While maintained		--	9

* Reverse Missiles is a particularly effective spell to make persistent, its cost reflects this.

- ❖ **Apparitions.** Instills a blind unreasoning fear of the caster, causing the victim to flee the caster as quickly as he is able for two rounds.
- ❖ **Confusion.** Forces a roll against ½ intelligence for the target to be able to remember what he was about to do. Failure means the target stands still, wondering what's going on, and only able to parry or dodge to defend himself.
- ❖ **Hold.** Roots the targets feet to ground, rendering him unable to move from his present position, even by the efforts of others. The target may still do actions not requiring moving paces but will receive -4 to attack and +4 to be attacked (Standard Combat Modifiers, page 28).
- ❖ **Reverse Missiles.** Causes all missiles, thrown objects and missile type spells (Elemental Dart, Bolt, or Spear) to rebound against the originator. Should a missile ever get trapped between two Reverse Missiles spells, both spells will quickly burn out affecting both casters as if by Slaying Hands spell (Slaying Hands, page 15).
- ❖ **Silence.** Dampens out all sound made by the target making him unable to speak or cast spells that require a verbal component. Gives a bonus of +4 to stealth skill.
- ❖ **Sleep.** Causes the target to fall into a deep unnatural slumber from which he will emerge after a 10 minutes, or 1 round after being physically shaken (which takes a full action), wounded (for damage or fatigue), or subjected to the Wake spell (Wake, page 15). The victim may also wake if being picked up or carried. The carrier must make a roll against effective DEX when the sleeper is picked up, and will have to make rolls at -2 per pace while moving with the sleeper. A failed roll indicates that the sleeper has woken up. **When a target is put to sleep they fall to the ground but they do not drop any items that were readied.**
- ❖ **Web of Sloth.** Causes extreme clumsiness, reducing the target to ½ his effective DEX. This will affect chances to hit as well as movement. **Web of Sloth does not inhibit a target's ability to use skills or spells if they no longer meet their prerequisites.**

➤ Intelligence 12 Spells

Spell	Study	Prep	STR	Range	Duration	Prerequisites	Resistant	Immunity
Blast	2	0	4	LOS	Immediate		--	40
Elemental Shield	2	1	2/1	1 Pace	While maintained		--	--
Oath	2	5	2/Person	1 Pace	Until Disenchanted	Priest	--	--
Shadowcloak	2	2	4/2	1 Pace	While maintained		35	--
Speak with Dead	2	5	3	1 Pace	1 Minute	Priest	46	--
Wall of Force	2	1	1+	1 Pace	Special		--	--

- ❖ **Blast.** Causes an explosion that will inflict 4 points of damage, ignoring armor, to everyone within arms reach of the target except the target. The target can be a player, or an inanimate object such as a rock, a tree, or a spot on the ground.
- ❖ **Elemental Shield.** Once invoked the spellcaster must name one of the four elements (Earth, Fire, Ice or Lightning). The target of the spell gains 4pts of Veteran vs that element only. Note that this protection does not help vs melee or missile types, just vs that one specified element, but that it does stack with Iron Flesh and the Veteran skill.
- ❖ **Oath.** While casting this spell, the priest must get the target(s) to explicitly swear to something. It does not matter if the target understands that the spell is being cast on him, or if the target intends to keep his word. If the oath is broken, the victim is affected by a Curse spell until adequate reparations are made. The oath may be released at any time by the caster, or any priest with Disenchant.
- ❖ **Shadowcloak.** Makes the target invisible. The player may not be the target of LOS spells, but spells already cast can be maintained. All attacks on a shadowcloaked target are at -8 to hit, but the attacker must have a valid in game way of determining the location of the shadowcloaked individual. Archers farther away than Point Blank (5 paces) cannot determine the location of the shadowcloaked person well enough to attempt a shot, and they cannot aim (prep). While a character with shadowcloak is assumed to be in cover, they must still make a stealth roll to avoid making noise and giving away their position. Shadowcloak does not drop when the character makes an attack, only when it is no longer maintained.
- ❖ **Speak with Dead.** A priest may talk with any dead being for one minute. The degree of cooperation is up to the dead being. The body or spirit must be present.
- ❖ **Wall of Force.** Creates a 15'x15' (5 paces) straight wall in front of the caster, which will absorb 10 points of damage per point of STR put into the spell before being destroyed. Missile spells and physical objects will not pass through a wall of force. The wall is frictionless and cannot be climbed. The player must bring a rope to mark out the position of the wall.

➤ **Intelligence 13 Spells**

Spell	Study	Prep	STR	Range	Duration	Prerequisites	Persistent	Immunity
Drain Strength	1	1	0	1 Pace	Immediate		--	4
Elemental Bolt	3	1	5	LOS	Immediate		--	15
Iron Flesh	2	1	2/1	1 Pace	While maintained		--	--
Magesight	2	0	1/1	Self	While maintained		10	--
Repel Evil	2	1	3	LOS	2 Rounds	Priest	--	10

- ❖ **Drain Strength.** Takes 5 Fatigue from the target, which is transferred to the caster. Veteran reduces this amount, but the caster can always drain at least 1 point. Strength cannot be drained from a character with 0 fatigue. The caster may not increase his fatigue above his normal maximum.
- ❖ **Elemental Bolt.** Generates a missile of magical energy, which inflicts 7 points of damage, ignoring armor, on the target. The player must define which of the four elements this is when making up their character (Earth, Fire, Ice, or Lightning).
- ❖ **Iron Flesh.** Hardens the target's flesh so that it acts as 4 points of Veteran (Veteran, page 9).
- ❖ **Magesight.** Enables the caster to plainly see shadowcloaked in LOS. The caster can also see through a Wall of Darkness.
- ❖ **Repel Evil.** When cast on a demon, devil or undead being, this spell causes them to flee from the caster for 2 rounds at their maximum movement rate.

➤ Intelligence 14 Spells

Spell	Study	Prep	STR	Range	Duration	Prerequisites	Persisten	Immunit
Circle of Protection	1	6	2/Pace	4 Pace	Special		--	20
Command	3	1	5	LOS	2 Rounds	High Priest	--	18
Commune	0	5	Special	Self	Immediate	High Priest	--	--
Healing Hands	1	2	1	1 Pace	Immediate	Priest	--	--
Portal	3	1	5/1	LOS	While maintained / Until		--	--
Prismatic Aura	3	2	3/1	1 Pace	While maintained		28	14

- ❖ **Circle of Protection.** Creates a circle centered on the caster, through which no being may pass without the caster's consent. The perimeter of the circle must be clearly marked by the caster with an easily visible prop (visible from a distance of 40 paces). The caster must bring a sufficient number of props to create the size and number of COP's that they desire. Failure to produce a prop for your new circle means the spell automatically fails. The circle may be made as large as the caster desires, at a cost of 2 STR per pace of radius. The circle cannot be moved and will remain as long as the caster is conscious and in LOS. **Note: While physical attacks may not penetrate the circle from either direction, the circle does NOT block magical spells of any kind.**

- ❖ **Command.** Compels the target to obey one instruction given by the caster, for two rounds. The target may not be instructed to directly hurt himself. The caster may provide out of game clarification to the victim if there is any ambiguity as to the command. The victim should not attempt to deliberately twist the caster's intention. Note that if there are other effects beguiling the target the last effect takes precedence. Casting Command on a Confused target to attack for instance will temporarily override the Confuse.

- ❖ **Commune.** Places the high priest in direct contact with his deity. The deity (Game Control) will answer three yes/no questions, or one question with a short sentence. The god will not lie, but may choose to give an ambiguous or riddling answer. The cost is as follows; the first time, per day, it is free, second time costs 2 STR, third time costs 4 STR, and increases by three each time after (0,2,4,8,16,32, etc.). The GM may place further restrictions , such as a required casting location.

- ❖ **Healing Hands.** Heals 3 points of damage, and halts the effects of poison. This spell does not remove fatigue.

- ❖ **Portal.** Creates a bright, shimmering obvious portal through which one character may pass. Both the entrance and exit points of a portal have noticeable visual and auditory components. A player may not stealth through a portal. The character is teleported to the point chosen by the caster at time of casting which must be within 36 paces of the portal. Both entrance and exit points must be within LOS of the caster. The portal disappears after one use, but may be maintained until used. If the caster chooses to cast the portal on just him (only), he may pass through instantly and not need to take a movement action. You can not push an unwilling target through the portal, but you could toss an unconscious character through. The character using a portal can carry unliving things such as swords, shields, a single corpse and other loot, but only one living (or undead) person can go through.

- ❖ **Prismatic Aura.** Creates a protective aura that prevents all magic from affecting the target, or him from casting any spells. The effect moves with the shielded person. The target can pass through Circles of Protection, Wards, and Walls of Force without being affected by them, but the spells are not dispelled or disenchanting. Magical items with non-spell effects still affect the target. I.e. Magic swords do full damage, but a magic sword with a permanent sleep would not put the target to sleep. Prismatic Aura may be brought down by a Disenchant spell, but not by Dispel Magic. Prismatic Aura temporarily removes the effects of all spells but not the Divine Wind spell. Prismatic Aura cuts any maintained spells on the target immediately. Once the Prismatic Aura is removed any spells that had a duration (not maintained ones) will reactivate immediately if their duration is sufficient.

➤ **Intelligence 15 Spells**

Spell	Study	Prep	STR	Range	Duration	Prerequisites	Persisten	Immunit
Disenchant	3	2	4	1 Pace	Immediate		--	--
Divine Wind	3	0	6	1 Pace	Special	High Priest	--	--
Flight	3	2	5/2	1 Pace	While maintained		42	--
Lore	2	3	4	1 Pace	Immediate		--	--
Mass Repel Evil	3	1	5	LOS	2 Rounds	High Priest	--	17
Telekinesis	3	0	2/1	LOS	While maintained		--	--

- ❖ **Disenchant.** Destroys any and all spells operating on the target and removes wards, circles of protection, prismatic aura, and walls of force. Temporary magic items like potions and scrolls carried by the target are rendered non-magical. Depending on the scenario, this spell may also temporarily or permanently affect enchanted items if cast directly on them. Note this spell is not an area effect.
- ❖ **Divine Wind.** Turns the willing target into a BERSERK killing machine incapable of distinguishing friend from foe. The target must be WILLING and must understand the consequences of the spell. You cannot use the Command spell to create a willing target. The target's Intelligence score is divided between his Strength and Dexterity, with any odd point going to Dexterity. The berserker ignores all fatigue, whether incurred before or after casting, is permanently affected by Speed (Speed, page 16) and Iron Flesh (Iron Flesh, page 19), and is immune to all mind controlling spells, such as Sleep, Command or Apparitions. He must attack every turn if possible, if two turns elapse without an attack being made (inanimate targets don't count), the berserker dies. The only actions possible are Move, Strike, or Move And Strike. Death is the ultimate result of this spell in any case, whether from accumulated damage or ended battle; and the target of the spell may not be raised from the dead. The spell cannot be dispelled or disenchanting or affected by prismatic aura. The target must attack every action if possible, but does not have to attack the closest person.
- ❖ **Flight.** This spell allows the target to fly at a rate equal to effective DEX. The subject suffers a -1 to hit/cast per pace flown. If a flyer grapples a person and carries them into the sky, and that person falls, they take 1 point of damage, ignoring armor, for each pace fallen. They fall 100 paces per round, taking a maximum of 100 points of damage for any distance fallen. Damage done by a hurled/dropped object from above will equal: A) the SG of the object, plus applicable bonuses for skill, and B) 1 pt per 5 paces of altitude the item is above the target, to a minimum of the thrower's SG. Range penalties, including Out of Range, still apply. **Flyers must start combats on the ground unless they predetermine their altitude with a Ref prior to a HALT.**
- ❖ **Lore.** This spell will reveal any abilities in a magic item, Game Control dependant. Artifacts may require more than one casting to reveal their full abilities. May be used on people as well to discover any enchantments.
- ❖ **Mass Repel Evil.** When cast all demons, devils or undead beings within a 1 pace radius must flee from the caster for 2 rounds at their maximum movement rate.
- ❖ **Telekinesis.** This gives the caster the ability to lift and manipulate unattended objects at a distance. You can pick up any one item that a character could normally carry. An object can be moved up to 10 paces in a round, and you can move the object into the empty hands of a character. This spell cannot be used to move or lift any person, including the caster.

➤ **Intelligence 16 Spells**

Spell	Study	Prep	STR	Range	Duration	Prerequisites	Persistent	Immunity
Circle of Power	2	6	3	1 Pace	Special		--	--
Elemental Spear	4	2	7	LOS	Immediate		--	26
Elemental Storm	5	2	8	LOS	Immediate		--	32
Hammer Touch	3	0	4	Self	Immediate	Guild Staff	--	10
Heal	2	2	2	1 Pace	Immediate	High Priest	--	--
Raise Dead	4	6	12	1 Pace	Immediate	High Priest	--	--
Restore	3	3	3	1 Pace	Immediate	High Priest	38	--
Wither	3	1	6	1 Pace	Immediate	High Priest	--	21

- ❖ **Circle of Power.** Allows the caster to redistribute fatigue among those participating in the circle, or use the circle as a power source when casting. All participants must be willing and stand silently with linked hands while the spell is in effect. The caster may redistribute any amount of fatigue in any way in a single round, and may continue the spell until any of the following conditions are met: any participant breaks contact, takes damage, or falls unconscious, it is Dispelled, or the caster ends it voluntarily.
- ❖ **Elemental Spear.** Generates a missile of magical energy, which inflicts 10 points of damage, ignoring armor, on the target. **The player must define which of the four elements this is when making up their character (Earth, Fire, Ice, or Lightning).**
- ❖ **Elemental Storm.** This spell summons a swirling mass of energy from one of the four prime elements. It does 7 points of damage ignoring armor to the target or target area (see below). At Character generation, the spell caster must choose one of the elemental effects listed below. Players can purchase this spell multiple times to gain a different elemental effect, but each is classified as its own spell.
 - ◆ **Air:** A bolt of lightning arcs at the target for 7 points of damage ignoring armor, and a second further bolt arcs from the target (treat the target as the caster for this bolt) and hitting the closest person within 5 paces for 7 points of damage ignoring armor. This is not a missile spell.
 - ◆ **Earth:** A pit is torn open under the target's feet and slams shut upon him doing 7 points of damage ignoring armor. Also, everyone within a 1 pace radius of the target (target included) must roll Vs effective DEX, halved, or be caught in the pit and are held (As per the Hold spell). Those affected must spend an entire action to extricate themselves from the pit, chance to succeed is equal to half their effective DEX. This is not a missile spell.
 - ◆ **Fire:** A ball of fire bursts into an area of 1 pace radius doing 7 points of damage ignoring armor to everyone in the area. This is not a missile spell.
 - ◆ **Water:** A hail of ice rains down upon the target doing 7 points of damage ignoring armor. Also, everyone within a 1 pace radius of the target (target included) must roll half DEX or slip and fall on the ice and snow (as per normal falling rules). Those affected must spend an entire action get up or crawl off the ice, success determined by a roll of ½ their effective DEX. This is not a missile spell.
- ❖ **Hammer Touch.** This spell enchants the mage's Guild Staff, imparting a kinetic blow with a touch of the Guild Staff to his target. This deals 12 points of normal damage to the target, and does not require a To Hit roll. This spell may still be parried as per other HTH attacks.
- ❖ **Heal.** This spell will heal 7 points of damage, and halts the effects of poison. This spell does not remove fatigue.
- ❖ **Raise Dead.** Brings a dead target back to life, and simultaneously heals all damage accumulated. However, the raised character will be fully fatigued (unconscious). The raised individual often suffers a permanent loss of 1 point of strength. The body's head and torso must be complete for the spell to be effective.
- ❖ **Restore.** **Permanently restores one point of strength (not damage) lost, to a spell, the STR loss associated with being Raised from the Dead, or any other reason.**
- ❖ **Wither.** Permanently reduces target's strength by 1 point.

- ❖ **Chapter 7: Advanced Character Generation.** On some games players will be able to spend up to a set amount of Character Points, to improve their character. You earn Character Points by participating in FFTS events. The following table lists the costs for buying that ability. The costs are all cumulative, IE to buy a +3 to hit, you must also pay for a +1 to hit and a +2 to hit. This system will be used for EVERY FFTS game regardless of the point limit (if there is one) for spending Character Points. Note that you may not spend Study Points for these improvements, only Character Points.

Advanced Character Generation Table.

Ability	Cost in Character Points				
	+1	+2	+3	+4	+5
Enchant piece of armor for increased Armor pts	1	2 (3)	3 (6)	4 (10)	5 (15)
Enchant piece of armor for increased Armor pts with no increased DEX penalty	2	4 (6)	6 (12)	8 (20)	10 (30)
Enchant piece of armor for reduced DEX penalty	-1	-2	-3	-4	-5
Increase Movement for one movement type	1	2 (3)	3 (6)	4 (10)	5 (15)
Increase Veteran (No Prerequisite needed)	3	6 (9)	9 (18)	12 (30)	15 (45)
Enchant an item to increase your Adjusted chance of success with a n individual non-weapon skill or spell.	1	2 (3)	3 (6)	4 (10)	5 (15)
Enchant a weapon for a increased To Hit	1	2 (3)	3 (6)	4 (10)	5 (15)
Enchant a weapon for a increase to Damage	2	4 (6)	6 (12)	8 (20)	10 (30)
Increase Damage for a non-area effect spell	2	4 (6)	6 (12)	8 (20)	10 (30)
Increase Damage for an area effect spell	6	12 (18)	18 (36)	24 (60)	30 (90)
Reduce STR cost for a spell	1	2 (3)	3 (6)	4 (10)	5 (15)
Reduce Prep for a spell	2	4 (6)	6 (12)	8 (20)	10 (30)
Increase the Radius for an area effect spell	3	6 (9)	9 (18)	12 (30)	15 (45)
Increase DEX after Racial Max	2	4 (6)	6 (12)	8 (20)	10 (30)
Increase Max SG after Racial Max (buy the STR points separately)	3	6 (9)	9 (18)	12 (30)	15 (45)
Increase # of actions per round (Formerly Persistent Speed)	30	60 (90)	90 (180)	120 (300)	150 (450)
Regeneration (Formerly Persistent Healing Hands/Heal): Heals damage equal to the value per round.	5	10 (15)	15 (30)	20 (50)	25 (75)
Combining a spell or ability (See below for specifics)	15 + CP = Study of all spells or abilities involved.				
Put a Spell or Ability in a Item	CP = Study of all spells or abilities involved.				
Making a spell Persistent (See below for specifics)	Pay CP = Study, and buy Prep, STR, and Maintain STR all to -1				
Immunity to a Spell! (See below for specifics)	½ the cost to make the same spell Persistent. (round up)				
Charges (See below for specifics)	1/10 the cost to be Persistent per charge (round up)				
Make a weapon 'Returning' (Returns to user at the end of action)	2 CP's				

Parenthesized values are the full calculated cost for that level of the ability ie +3 to hit is listed as 3 (6), the (6) is the full cost to get a +3 to hit. Note that multiple items providing the same bonus do NOT stack, the highest bonus applies.

❖ **Combining Spells and Abilities.** To combine two (or more) spells or abilities together you must know all the spells/abilities involved (or have paid character points = the study of those spells/abilities) and have paid 15 character points for each spell or ability being added. You cannot combine a spell/ability to the same spell/ability. If spells/abilities are being added to a weapon then all spells/abilities must be 0 prep either initially or bought down to 0 with character points. Spells/Abilities added to a weapon will not trigger unless the wielder has successfully hit the target. The rounds of Prep, and STR costs for all spells/abilities are added together when calculating the total prep and STR used for implementing the combined spell/ability. IE Servia the Sly pays for a combined Fire Bolt/Apparitions spell. Fire Bolt is Prep 1, STR 5, and Apparitions is Prep 1, STR 4. When Servia the Sly uses her combined spell it has a Prep of 2 and a STR cost of 9. Note that if you know the spells (as opposed to having paid character points to buy the spell to add on) then you can use them separately or combined at your option. When adding spells/abilities with different ranges you ALWAYS use the lower range category. IE Servia the sly pays for a combined Fire Bolt/Sleep. When she uses these spells combined together her range is 1pace (the range of the Sleep spell) not Line of Sight (the range of Fire Bolt). If you wish to buy down the Prep and STR costs of your combined spells, you must buy down these costs for the spells involved individually. IE Servious the Sly wants a faster (0 prep) combined Fire Bolt/Apparitions spell, she must buy the Fire Bolt prep down to 0 (costing 2pts) AND buy the Apparitions prep down to 0 (costing 6pts) for a total cost of 8pts. If a spell/ability is combined with a weapon then you may trigger the combo when Riposting or with a Zone of Control attack.

❖ **Persistent Abilities.** To have a spell be Persistent on you, you must pay character points equal to the study of that spell, buy the prep of that spell to -1 (per the table above), buy the STR cost of that spell to -1 (per the table above), and buy the Maintained STR cost (if there is one) to -1 (per the table above). If the spell has a prerequisite for another skill/spell then you must also pay character points equal to the study of those prerequisite skills/spells. Not all spells can be made Persistent, consult the table below to find out which ones are available to be made Persistent and to see what the final cost is. Persistent abilities are at -0 DEX to maintain and default to being ON. You may turn a persistent ability either ON or OFF once per round as a free action when it is your turn in the combat sequence. Dispel Magic does not affect Persistent abilities but Disenchant does turn the ability off (which may be turned back on when the character with the persistent ability next gets to go in the combat sequence). Prismatic Aura negates any and all Persistent Abilities operating on the target of the Prismatic Aura until the Prismatic Aura is no longer functioning. Persistent movement spells still require an action to use. Persistent Healing (Regeneration) will not bring you back from the dead, nor will it remove any Grievous Wounds till you are Out-of-Combat.

❖ **Immunities.** To make your character immune to a specific spell you must pay 1/2 of what it would cost to make that spell into a persistent ability. Immunities are always on and cannot be removed by any means. Immunities to defensive spells do not allow you to override their protection. The exception to that rule is Immunity to Reverse Missiles which allows you to override the defense but does not prevent the missile from being rebuked away from the defender. IE Immunity to Reverse Missiles will mean you do not get hit by any rebound, not that you can hit a target with a ranged attack who has Reverse Missiles on. You may not buy charges of Immunities. Consult the tables below to find out which spells are available to have an Immunities to and to find out the final cost.

❖ **Charges.** Each charge of a non-immediate spell lasts for 5 rounds. Consult the tables below to find out which spells are available to have charges for and to find out the final cost. Dispel Magic does not affect Charges (currently active) but Disenchant does turn the ability off (which may be turned back on when the character with the persistent ability next gets to go in the combat sequence).

Persistent & Immunities Table.

Spell Name	Persistent Cost	Immunity Cost	Cost for charges of Persistent Ability (5 round duration/charge)									
			1ch	2ch	3ch	4ch	5ch	6ch	7ch	8ch	9ch	10ch
Blur	9	--	1	2	3	4	5	6	7	8	9	9
Drop Item	--	7										
Bless	18	--	2	4	6	8	9	11	13	15	17	18
Curse	--	9										
Dazzle	--	7	2	3	5	6	7	9	10	12	13	14
Might	18	--	2	4	6	8	9	11	13	15	17	18
Slaying Hands	--	7										
Wake	6	--	1	2	2	3	3	4	5	5	6	6
Wards	--	16										
Weakness	--	9										
Calm	--	9										
Wall of Darkness	--	9										
Leap	10	--	1	2	3	4	5	6	7	8	9	10
Elemental Dart	--	7										
Trip	--	7										
Apparitions	--	12										
Confusion	--	9										
Hold	--	15										
Reverse Missiles	36	9	4	8	11	15	18	22	26	29	33	36
Silence	--	9										
Sleep	--	15										
Web of Sloth	--	9										
Blast	--	10										
Shadowcloak	35	--	4	7	11	14	18	21	25	28	32	35
Speak with Dead	46	--	5	10	14	19	23	28	33	37	42	46
Drain Strength	--	4										
Elemental Bolt	--	15										
Magesight	10	--	1	2	3	4	5	6	7	8	9	10
Repel Evil	--	10										
Circle of Protection	--	32										
Command	--	18										
Portal	27	--	3	6	9	11	14	17	19	22	25	27
Prismatic Aura	28	14	3	6	9	12	14	17	20	23	26	28
Flight	42	--	5	9	13	17	21	26	31	35	39	42
Mass Repel Evil	--	17										
Elemental Spear	--	26										
Restore	38	--	4	8	12	16	19	23	27	31	35	38
Wither	--	21										
Hammer Touch	--	10										
Elemental Storm	--	32										

Note that all costs are in Character Points (CP). Note that you must designate an element for immunity to an Elemental spell. Any spell not appearing on the above listing is not available to be made Persistent, have charges of, or to have an Immunity of.

➤ **Chapter 8: Possessions.**

- **Mundane Possessions.** For purposes of safety, everyone in a game must carry a loud whistle. These will normally be available from Safety and Security if you cannot bring your own. You will also be responsible for your own trail food and drink.
- **In-Game Props.** If you find a prop in game you can either take the prop with you (loot!) or leave it in the same condition and situation you found it in. IE do not bury a prop out in the woods or cover it with leaves to prevent others from finding it. If a situation arises where your character wants a certain prop destroyed you must take the prop to Game Control and inform them of your intent. This policy ensures that we, as a society, do not lose valuable props.

THE FOLLOWING ITEMS ARE STRICTLY FORBIDDEN!

- Alcohol on game sites in any form.
- Illegal Drugs.
- Real weapons of any kind, including anything with a metal blade (sharpened or not), Real hunting bows, or metal-tipped arrows. A utility knife that is not part of your costume is okay.

Rules to play by:

- ◆ You should not wear a watch during normal game time on a non-tech-oriented game. This is a mood thing.
- ◆ On a two or three day game you may need to bring camping and cooking gear. **The GM will have details.** Participants are responsible for bringing their own equipment.
- ◆ Don't litter! We work by the rule: "Take only pictures - Leave only footprints." The better we take care of game sites, the more likely we'll be allowed to return.

Weapon	INT	Stun	Gold/SG	SG	Notes
Archer	8/10/14	2/3/3	5	1+	(Missile Weapons page 27)
Axe	8/10/14	2/3/3	4	2+	+1 Damage, -2 To Hit
Club	6/--/--	2/--	0	1+	No Advanced or Master skill available
Daqger	8/10/14	1/2/2	4	1-2	Critical Hits on a 1-3
Flail	8/10/14	2/3/3	4	2+	Ignores the penalties to hit targets with a shield.
HTH Combat	8/10/14	1/2/3	4	1-3	+2/+4/+6 to Grappling
Mace	8/10/14	2/3/3	4	2+	-1 Damage, +2 To Hit
Polearm/Spear	8/10/14	2/3/3	4	3+	Can attack at 1 pace, -2 To Hit at normal range
Staff	8/10/14	2/2/3	3	2-5	-1 Damage, +2 Armor with a parry
Sword	8/10/14	2/3/3	5	3+	+1 To Hit

Armor Type	Gold	Armor Value	Dexterity Penalty
Heavy Cloth	10	1	0 (-0)
Leather	20	2	0 (0)
Ringmail	30	3	-1 (0)
Chainmail	40	4	-2 (0)
Scalemail	50	5	-3 (-1)
Platemail	60	6	-4 (-2)
Field Plate	70	7	-5 (-3)
Full Plate	80	8	-6 (-4)

Shield Type	Gold	SG	Armor Value	To be hit	Dexterity Penalty
Buckler	5	1	1	1	-1 (-0)
Small Shield	10	2	2	2	-2 (-0)
Medium Shield	15	3	3	3	-3 (-1)
Large Shield	20	4	4	4	-4 (-2)

Item	Gold	Effects	Notes
Alchemy Kit	25		Includes 10 alchemical units (Alchemy page 12)
Alchemy Units	1		Needed for Alchemy (page 12)
Amulets/Holy Symbols	15	± 2 Vs Spells	Amulets penalize harmful spells and aid helpful spells cast on bearer. They are non-cumulative. Dwarf racial ability is cumulative with the bonus from Amulets.
	20	± 3 Vs Spells	
	25	± 4 Vs Spells	
Arrows, Five	1		Comes with quiver
Guild Staff	30	10 point	Stores power usable for casting spells.
	60	20 point	Anyone may use a Guild Staff. Staves may be SG 2 – 5.
	90	30 point	Guild staves provide a +1 ADJ for casting spells.
Physicker's Kit	25		Includes 10 medical units (Physicker, page 13)
Medical Units	1		Needed for Physicker (page 13)
Scribe Kit	25		Includes 10 units of Ink & Paper
Scribe Units	1		Needed for Scribe
Relic	20		Material component for Enchant Item (page 14)
Summoning Components	20		Components for Summon Familiar (page 14)
Thieves Picks and Tools	20		Needed for Pick Locks (page 9) and Traps (page 10)

- **Chapter 9: Playing the Game.** The majority of the game is a spontaneous theatrical event. Each player acts out his character's actions, saying what the character says, meeting whom the character meets, going where the character goes. There are however times when things, combat in particular, become too complex to control in real time. Events are broken down into freeze frame actions where each character declares actions in rotation, and the referee determines the effects.
- **Real Time.** There are very few rules when real time is in effect, the players hear, see and do exactly what their characters do. If something happens that cannot be properly simulated, the referee describes what the characters "actually" see.
 - ◆ If the game is stopped for a planned break or if ordered by the Safety and Security officer, all players should remain where they are and wait for the game to resume. Mundane acts such as eating are allowed, but while the game is stopped your character can do nothing.
- **Melee Time.** Any participant can begin melee time by calling out "**HALT**" or "**SURPRISE**". Upon hearing either of these words, all players must freeze in their tracks. The referee will determine who is involved in the melee, and set up cards for the participants. All actions will now be taken one at a time in ten-second rounds, until all participants agree the melee should end. In games with formal parties of adventurers, the whole party must go in and out of melee as a unit.
 - ◆ If another group comes upon a melee, they may enter the fight following the current round. If they do not want to do so and the participants in the melee do not wish to halt them, they may circle around the melee and continue on their way.
 - ◆ If a group leaves a melee or a participant flees and exits the melee, they cannot re-enter it at a later time. A melee may take an hour or more of real time, though only minutes of game time have passed. If the returning group was allowed to reenter they could gain a major advantage over those who have remained in combat.
 - ◆ Players exiting melee may be granted "free" time to make up for the real time wasted by the melee. This must be used resting and casting healing spells. This is done by taken the real duration of the combat minus the melee time (10 seconds/round) and allowing the players to use this up (the melee time is insignificant and can be ignored). Resting outside of combat restores one point of fatigue per minute.
- **Combat Commands.** In FPTS there are several command words that are used to start a combat. **HALT** and **SURPRISE** will both start a combat. If you wish to start combat then you should say one of these loudly. **SURPRISE** is generally only used when your opponent is unsuspecting, and could allow you a free round to act or simply to act first depending on the circumstances. **HALT** is used much more frequently whenever a player or monster decides to initiate a combat with someone. Once you hear either of these command words, you are to freeze in place and wait for the Ref to gather all the cards for the characters and to start processing the combat.
 - ◆ In FPTS all combat actions are resolved by the rolling of a D20 (20-sided die) by the Ref. The Ref runs the combat calling out each characters name in turn. You take your turn when your name is called out, telling the Ref what it is you wish to do. There are several options available to you in combat, these are:
 - ◆ **Movement.** On your card will be listed a number of paces of Movement your character can perform in one round. A pace is one step forward with both feet must be firmly on the ground and should be no more than a meter in distance. You may not run or jump while pacing out your move, and you should count out loud your paces as you go. Should some obstacle be in your way, you may ask the Ref to adjudicate how many paces it will take to get past or over the obstacle.
 - ◆ **Strike.** This action is attacking with a melee weapon. To do so you must be able to touch your opponent with your bare hand, while not moving your feet. At no time should you hit your opponent with your weapon. The Ref will roll to see if you hit and describe the effect to all involved.
 - ◆ **Move and Strike.** You may move any portion up to your full Move, and still attempt a strike if you are within touch range of an opponent. For each pace you take your chance to hit is reduced by 2. Once again do not hit anyone with a prop.
 - ◆ **Spell or Missile use.** You may cast a spell or fire a missile weapon at your opponent. Most spells and missiles require you to prepare or **PREP** them first. You may fire a missile weapon without PREP but to do so reduces your chances of hitting. Some spells have a number of rounds they **MUST** be prepped before they can be successfully cast. Prepping a spell or a missile weapon takes a full action.

- **Halt.** When any character calls "**HALT**", everyone who hears it must freeze and melee time will begin. Since "**HALT**" is a special word in FFTS, avoid it unless you mean it. Unless special preparations were taken, nobody has prep at the start of the combat. To initiate combats in FFTS you must have a minimum distance of 40 paces between the two nearest individuals on opposing sides. If that is not the case the opposing side has two choices. A) Decline the halt or B) Elect to move up till the two nearest individuals are within 40 paces. Each participant on the opposing side moves the same # of paces up until this parameter is met. For example: Grak the ugly spots a team of 4 players and figures his big troll badness can take them so he calls halt. Grak is 53 paces from the nearest member of the players team. The team of players can either decline the halt (presumably to run from the troll) or have everyone in their team move 13 paces up towards Grak, bringing their member closest to Grak within 40 paces.
 - ◆ **The person calling the halt goes first, all persons with a higher DEX are considered to be holding their actions, until the "Halt Caller" takes their action(s) that round.**
- **Surprise.** To begin a melee when a character thinks the attack is unexpected they call "**SURPRISE**". All characters involved freeze while the referee determines if there really was surprise. If the attackers have complete surprise (usually when the defenders didn't know the attackers were there, and it is an obvious ambush), the attackers may process one complete surprise round, with one round of prep for every 10 seconds available to prepare spells and weapons. The victims of the surprise may take no action until the first regular round, when combat proceeds as normal.
 - ◆ If one group surprises another but have made no explicit preparations, they may be granted a surprise round, but their spells and weapons will not be considered prepared. If two groups are talking and someone calls surprise, the individual may be granted a surprise action at the ref's discretion. Usually though, the other group is not particularly surprised by the attack, and the melee will proceed in normal fashion, as if a "**HALT**" were called.
 - ◆ **In any and all SURPRISE situations, the individual calling SURPRISE gets to go first as in HALT. A melee attack made in a surprise round ignores armor.**
- **Chapter 10: Melee.** When melee begins, a ref becomes responsible for controlling the sequence of play. Game time is divided up into 10 Second rounds. On each round each character may perform one action. To ease control, actions are not considered simultaneous. The actions of each character affect the options of those that come later.
 - ◆ At the start of each round, the controlling ref calls out the round number, and then begins to call out the characters in sequence. Each player responds by calling out his character's action, and if appropriate the ref determines if it succeeds.
 - ◆ **WARNING:** to keep melee flowing smoothly all players must be ready when they are called upon. If no response is received within a reasonable time, the ref will declare that character to be resting, and move on.
- **Melee Etiquette.** Here are some basic rules of thumb to adhere to while you are in a melee.
 - ◆ **Maintain silence in combat when not your turn.** During a combat you are expected to remain silent till your turn arrives, spending that time observing what is going on with the other participants in the combat and considering your next move. If you are overly noisy in a combat do not be surprised if the Ref sanctions you by assuming you spent your turn chatting instead of performing a normal action. If a combat grows too loud then the Ref may just stop processing the combat till the noise is quelled. It is in your best interest to maintain silence when not your turn. You may notice your enemy trying some stratagem such as flanking that you may have missed while chatting with your buddy about the last episode of your favourite tv show..
 - ◆ **Do not argue with a Ref.** Arguing with a Ref in the middle of combat just delays the combat. If you think the Ref has forgotten something or has made a mistake then mention it briefly to the Ref and accept his/her decision with grace. If after the combat you cannot get the Ref to fix things to your satisfaction then you should contact the GM or the Board Representative.
- **Turn Sequence.** Cards are sorted in descending order by DEX, the highest to lowest. If two or more characters have the same DEX, determine who goes first by using highest INT next, then highest STR, and if still tied resolve with a random die roll. On a character's action, they may elect to "**HOLD**" their action if they wish to wait and act later. If you wish to use a held action, you must react to an action, e.g. a friend hands you an item, a monster walks up to you and attacks, a friendly mage casts "portal" or the round ends. You **CANNOT** react to Out Of Game events like a character's name being called; you must wait until a character **DOES** something. If you are reacting to someone with multiple actions, they get to process ALL of their actions before you can utilize your HELD action.

- **Movement.** In one round, a character may move a number of paces equal to half his effective DEX modified by any movement powers. A standard FFTS pace is approximately ONE METER. When moving, count out loud each step taken. One foot must remain on the ground at all times, so no leaping but take steps as close to a meter as possible. Two characters moving together, at the same rate should end up together.
 - ◆ To move through treacherous or difficult terrain, such as a steep slope or a slippery brook, tell the ref you wish to "NEGOTIATE DIFFICULT TERRAIN". They will decide how many steps it will cost to cross the obstacle, and tell you where your character ends up. Then you may walk to the designated spot. Don't take chances with dangerous terrain.
 - ◆ If you have a medical condition, which prevents you from taking standard paces, you may have someone else pace for you. No one should take your paces for any other reason.
 - ◆ Movement may be combined with a melee attack (Attacks, page 26) or a short speech (Communicate, page 28). A character's effective DEX is reduced by 2 for each pace taken. Part of the movement may be reserved and taken after the attack in which case the attack is penalized for the total number of paces to be taken. You should notify the Ref prior to moving that you are doing a "MOVE & STRIKE", and indicate how many paces you have taken on the completion of your movement.
- **Zone of Control.** If an attacker travels through a Zone of Control, the following rule applies. Whenever a player moves within arms reach of another character after having taken at least one pace of movement, he is in the blocking character's zone of control (ZOC). If the acting player decides to continue through the blocker's ZOC, the blocker gets one free strike at the active character at half normal DEX. Add all bonuses and penalties to hit before halving. If the acting player does not continue, the blocker does not get the free attack, and the acting player may elect to use the rest of his DEX to strike the blocker. The blocker can use any readied melee weapon or even strike with an empty fist or attempt to grapple. The free strike is processed immediately, before the acting player continues his movement. Having a polearm does not increase the range of a character's ZOC.
- **Falling Down.** It requires a full action to get up. A character can take 4 paces of movement to kneel on one action, and 4 paces to stand on another if he wishes to break the standing process. If a flyer falls from the sky, they take 1 point of damage, ignoring armor, for each pace fallen.
- **Attacks.** The use of combat in an attempt to damage or fatigue another character is divided into two types: Hand-to-hand (HTH) attacks and missile attacks.
- ❖ **HTH Attacks.** To make a hand-to-hand attack the player must be able to reach out and touch the target with a hand, without moving their feet. The ref will then roll a 20-sided die against character's adjusted DEX to determine success or failure, a roll equal or less than the target number indicates a hit. The victim takes damage equal to the base damage of the attack less their armor value.
 - **Critical.** A roll of one always hits. If the attack could have succeeded on a number greater than one, a one is a "CRITICAL", and causes a minimum of one point of normal damage and delivers a Grievous Wound. Each Grievous Wound causes the character to suffer a -2 DEX penalty (which will affect Movement). If a character takes a number of Grievous Wounds equal to their SG + Veteran (not Iron Flesh) then they have succumbed to their wounds and died. Grievous wounds are removed only once the character is fully healed.
 - **Fumble.** A roll of 20 is a "FUMBLE" and always misses and forces a roll against half skill to avoid dropping the weapon or tripping (ref's choice).
 - ◆ If the character's armor exceeds the damage done by the attack, he still suffers one point of fatigue (or normal damage if critical hit).
 - ◆ A character who does not wish to kill his opponent may declare an "ATTACK TO SUBDUE", and choose to do only fatigue rather than real damage with his attack. Attacking in this fashion is at -4 to hit and -2 damage.
 - ◆ A character may "JAMSPOT" a sleeping or helpless character, such attacks deal double damage ignoring armor.
- **Polearms.** Halberds/Spears may attack from one pace plus arms reach from the target instead of having to touch it. At a distance of arms reach, they are -2 to hit. In all other ways they attack the same. To stop a moving character they still must use their hands to touch it.

- **Unskilled Combat.** Characters may make attacks without the appropriate weapon skills. Any such attack is made at -4 to hit, and -2 to damage except an attack with natural weapons (fists, claws, fangs), which is at -2 to hit.
- **Grabbing and Grappling.** A character must have both hands free to try to grab anything. They may drop whatever they are holding without penalizing the attempt to grab. Grabbing a person or an item is at a roll of effective DEX -4. If a grappling attack fails against an armed opponent, or an opponent with an unarmed combat skill, the defending player has ½ chance to hit his attacker as per Z.O.C. Rules. This does not apply if the grappling attempt was made from surprise or from stealth. **Attacks against a grappled individual are at +4 to hit.** A grappled person has four options:

- Try to break the hold by a test of strength. The base chance is 10 modified by ±2 per point of difference in STR Group of the combatants, and any HTH skill bonuses.
- Try to wiggle free. The base chance is 10 modified by ±1 per point of DEX difference in Group of the combatants, and any HTH skill bonuses. If successful the escapee rolls back a pace and is on the ground at the end of their turn.
- Companions may attempt to break a victim free by applying method 1 above. The base chance is 10 modified by ±2 per point of difference in STR Group of all the combatants on one side, and the highest HTH skill bonuses.
- Not try to break free at all instead attack with an unarmed combat skill, a melee weapon of SG 2 or less, or a spell.

The grappler can do damage to his victim the round after the victim has been grabbed. This “squeeze” damage is equal to the grappler’s STR group plus any bonus for HTH skill. The grappler may also lift and carry their target. Lifting and carrying a person requires both hands, and carrying people slows you down. Carrying a non-resisting person slows you down a pace, minus a pace for each SG your luggage has more than you. A resisting person slows you down twice as much: minus 2 paces plus 2 paces for each SG you are weaker than your hostage. E.g. Dag the SG3 Halfling is trying to pull his fallen friend URG the Troll (SG6) from the front lines. Dag can normally move 10 paces, but with URG, he can only go 6. If URG was resisting Dag would only be able to drag URG 2 paces. You may only lift an unwilling target after a round has been spent successfully grappling. It takes a full round to lift a person before they may be carried.

- **Parry.** A character may give up his option to attack in order to block melee attacks. A character who elects to parry gets the strength group of his weapon added to his armor value when computing the damage done by any hand-to-hand attack made against him that round. A character with two-weapon skill (Two Weapon, page 8) may elect to parry with either one or both of his weapons.
 - ◆ Parry is a special action in that it can be declared abortively after someone else has declared his or her intention to attack, if the defender has not yet processed an action in the current round, and before the roll to hit has been made. A character may “**MOVE & PARRY**” but this decreases the effectiveness of the Parry by 1 for each pace taken.
 - ◆ A melee weapon must be ready in hand in order to parry. Parrying cannot be combined with any other action, with the exceptions of two-weapon skill and fencing.
 - ◆ You may Parry for one other instead of yourself. You must be within striking range of the attacker to Parry their blow.
 - ◆ Parrying with an over-sized weapon then your parry value is reduced by 2 for each SG of the weapon that is in excess of your normal capacity to use.
- **Dodge.** This is an option for those who just don't want to be hit. Like parry, it can be declared abortively, and gives the attacker a penalty of half the dodger's effective DEX to hit the dodging character. A character with acrobatics skill will add +2 bonus to dodging no skill roll required. A character may “**MOVE & DODGE**” but this decreases the effectiveness of the Dodge. Each pace taken reduces the penalty to be hit by 1. You may Dodge for one other if you are within arms reach.
- **Missile Weapons.** Missile weapons are physical weapons used to attacks targets at range. They are divided into two types: Archery, and Thrown Weapons.

- **Archery.** An archer may fire at any target he can see. A shot taken without aiming hits at -4, one aimed for one round hits at +0, while one aimed for two rounds hits at +4. The archer must declare his target while aiming and can not change targets without losing the benefit of the aim, though if he prefers he may tell a ref privately whom he is targeting. Used arrows may not be recovered.
 - ◆ The ref will determine ranges by sighting through a range finder. If there are other intervening bodies in front of the target visible in the range finder, the archer must take a -2 penalty to hit for each extra body. If the archer misses and there are other targets in the range finder, then one of the undesired targets may have been hit. The chance to hit is 2 in 20 for any extra person in front of the target, and 1 in 20 for any extra person behind the target. The chance is added up and decided upon with one roll.
 - ◆ If a character has several targets in the range finder and does not care which one he hits, he may fire randomly into the crowd. In the case he gets a +1 to hit for each extra target. If he hits, the victim is chosen randomly from the possible targets. Familiars do NOT count into the possible targets for 'Firing into the Crowd', but the mage IS in the crowd when the familiar is being specifically targeted.
 - ◆ Archers may "MOVE & FIRE" with a -2 per pace penalty. Part of the movement may be reserved and taken after the attack in which case the attack is penalized for the total number of paces to be taken. An archer may also move and prep. While moving the benefits of prep are not guaranteed, and a roll against the archers skill at minus 2 per pace must be made for that rounds prep. Failing to prep does not ruin prep already made, but no further prep is gained.
- **Thrown Weapons.** A character may throw a weapon whose weight is less than or equal to their strength group. The weapon does same damage as if used hand-to-hand. The throwing skill (Thrown Weapon, page 7) is required, unskilled characters must take a round to ready the weapon, are -4 to hit and -2 to damage. Range penalties are moved up two steps from archery, and their maximum range is medium. Properly balanced throwing weapons must be purchased at the cost of one extra strength group; unbalanced weapons are thrown at -4 to hit. Multiple targets are treated as in archery. Clubs or rocks cost 4 GP to balance. There are no penalties or bonuses to prepping (or not) with a thrown weapon.
- **Change Weapons/Ready Item.** It takes a full round to ready or sheath a weapon for combat, pull out a scroll, potion, or other item from a pack, pouch, or belt (unless you have Quickdraw, page 7). If the character is skilled at throwing (Thrown Weapon, page 7), they can ready and throw in a single action.
- **Communicate.** A character may say a short speech while performing another action, like "Hah! Taste steel, varlet!", "Run Away! Run Away!" The ref will allow up to 10 seconds for speech. You may not communicate if you are using any other abilities in the same action if those abilities include incantations or quaffing a potion. Other characters must remain quiet during the communication, but if someone doesn't hear it, well it is during a battle and battles are notorious for being noisy.
- **Rest.** Resting is the default action for a character that doesn't declare an action. It counts as rest for the purposes of regaining fatigue; so one point is restored for each six consecutive rounds of rest. Resting outside of combat restores one point of fatigue per minute.
- **Exiting Melee.** Characters will occasionally wish to leave melee before it has ended. To do so, they must be out of sight of everyone else in the melee for two full rounds, though they may be permitted to leave after one round if no one wants to keep them in. In games with formal parties, the entire party must stay in unless every member of the party is out of sight of the rest of the combat.
 - ◆ If the focus of a combat no longer appears to be important, the ref may ask if anyone wishes to continue combat. The melee will continue as long as anyone still conscious wants to continue fighting. If a character is killed or knocked unconscious, he should remain where they fell until the melee is over. Optionally, the player may return to game control if they leave all of their "lootables" where they have fallen. They should get the Ref's permission for this. After the survivors are through with the remains, the deader should return to base camp where the GM may assign him a new role.
- **Entering Ongoing Combats.** Characters can only join combats if they are part of the group Halting or being Halted, or have arrived at the combat, and handed their cards in to the Ref, prior to the end of the first round of combat. To run a FFTS melee may take a few minutes but the actual combat would have only taken seconds. If you arrive after the first round of combat and want to engage someone inside the combat you will have to wait for the first combat to be concluded before you can start a second one after the first combat has been adjusted for time lapsed.

➤ **Standard Combat Modifiers.**

Condition	Modifier
Movement	-2/none
Attacker crouched/kneeling	-2
Attacker prone (No penalty for Guns or Crossbows)	-4
Melee Defender crouched/kneeling	+2
Melee Defender prone	+4
Attacker grappling/held/standing on something	-4
Defender grappling/held/standing on something	+4
Defender is prepping a spell	+4
Defender is dodging	-½ effective DEX
Attacker is unskilled	-4 To Hit / -2
Archery range Point Blank : up to 5 paces	+4
Short : 6 to 10 paces	+2
Medium : 11 to 20 paces	0
Long : 21 to 30 paces	-2
Extreme : 31 to 40 paces	-4
Archer firing with 0 rounds of Prep	-4
Archer firing with 1 rounds of Prep	0
Archer firing with 2 rounds of Prep	+4
Throwing range Point Blank : up to 5 paces	0
Short : 6 to 10 paces	-2
Medium : 11 to 20 paces	-4
Throwing unbalanced weapon	-4
Cover/Concealment	-1 to -4

- **Chapter 11: Magic.** Note that an individual may only have ONE version of a specific spell operating on them. IE you may only have one Bless spell on you at a time. Benefits from spells do not stack, the highest bonus prevails.
- **Mechanics of Spell casting.** A spell caster may cast any spell that they have learned or has at hand in the form of a scroll or a book so long as she spends the requisite number of rounds in preparation and **MUST** have sufficient strength to cast it. Preparing a spell requires intense concentration. A spell caster without Combat Magery cannot move or communicate while preparing. When the prep rounds are finished, the caster must succeed at a roll against effective DEX. Success indicates that the spell comes into effect immediately, and the caster takes the fatigue cost of the spell. Failure only drains one point of fatigue. The caster knows whether the spell worked or not, even if it is not apparent from external signs. In case of a **CRITICAL** (a 1 on a D20) the spell comes into effect with out costing any fatigue. A roll of 20 is a **FUMBLE**, and the spell will cost full fatigue and will not function.
- **Care and Feeding of Spells.** Some spells require continuous expenditure of energy to maintain. A spell caster may maintain as many spells as his strength allows. Maintaining a spell is not an action. Spells that are maintained in one turn continue until the caster's action in the next turn, at which time they may be maintained again. **The caster has his effective DEX halved for all non-spell actions while maintaining, including half normal movement.** If a caster possesses the Combat Magery skill they can Move & Cast or Move & Prep in addition to being able to do a full move while maintaining spells.
 - ◆ If a spell caster takes any damage while maintaining or preparing a spell, the mage may continue the spell if they make an INT roll penalized by the amount of damage that penetrated their armor.
 - ◆ **A spell can be maintained over the maximum distance of 40 paces if it is declared to be LOS.** LOS is a reference of distance, or range from the magician to his/her target. The mage must be in LOS, or have a clear path through all physical barriers between caster and target.

- ◆ Some spells have a range of 1 Pace. This requires that the caster be close enough so as to be able to touch the target but does not require that the character physically touch the target.
 - ◆ The Adjusted chance to correctly cast a spell is NOT modified by Range, Cover, the Blur spell, or Dodge.
 - ◆ Some defensive spells will continue with only minor concentration by the caster (Wards, page 15, Wall of Force, page 18, Wall of Darkness, page 16, Circle of Protection, page 20). All such spells last as long as the caster is in line of sight and conscious. If these conditions are broken the spell ends immediately.
 - ◆ Spell casters can use spell batteries. Mainly these are standard items anybody can use (Miscellaneous Possessions, page 24). Each spell may only be cast and/or maintained from ONE battery. Any additional power needed beyond what that one battery can supply must come from the caster personally. However, a caster may change what battery maintains their spells from turn to turn. Spell casters may not use more than one battery per round. Any excess STR must come from the caster once a battery is drained.
- **Armor and Spell casting.** Spell casting is affected by the normal DEX minuses for wearing armor.
 - **Scrolls and Books.** Spells can also be found recorded on scrolls and in books. In general, any literate character can cast a spell infused into a scroll. Casting a spell from a scroll destroys the scroll. Spells in books are more permanent, and won't be destroyed unless the character fumbles. A spell can be cast in either of these ways, even if it couldn't ordinarily be learned because the caster has insufficient intelligence. The difference between the character's intelligence and the required intelligence is subtracted from his effective DEX; non-spell casters receive a penalty of -4 in addition to the spell caster's penalty. A scroll must be readied (1 full round) before it can be used. A book must be readied (1 full round) and searched for the proper entry (1 full round) before it can be used.
 - **Gestures and Incantations.** A Mage may liven a battle up by making wild Gestures and Incantations when casting a spell. Any spell caster who makes gestures while casting gets +1 to his casting roll. In addition a mage may also get +1 to his roll for an incantation. Both gesturing and incanting will garner a +2 to the casting roll.
 - **Casting Out of Combat.** When casting a spell outside of combat, a caster may take extra care by spending double the usual time casting (including prep and casting time), so that the spell automatically succeeds, without the need for a die roll. You must HALT or SURPRISE an unwilling victim before casting.
 - ◆ Spells cast outside of combat may not influence combat, except for permanent spells such as circle of protection, wall of force etc. If these permanent spells are drawn into a combat, so is the controlling mage. If the mage does not wish to be drawn into the combat, he may drop his spell and not be involved, or he may elect to keep the spell up and not have any control over it, and not join combat himself e.g. Max is not in combat but his COP is. Max cannot allow people in or out during the combat, but the circle is still as solid as a rock.
 - ◆ Spells cannot be maintained outside of a combat. The only exceptions to this are circle of protection, wall of darkness, wall of force, and wards.
 - **Chapter 12: Damage and Fatigue.** As the game progresses, characters may become injured or fatigued, because of fights or spell casting or some other cause. Two scores are maintained for each character: current damage and fatigue. Both are initially set to zero.
 - ◆ If a character's damage ever exceeds their strength, they have died. If the sum of damage and fatigue exceeds strength they have fallen unconscious, if the sum exceeds double their strength they have died.
 - ◆ Characters may reduce their fatigue by resting. One point of fatigue is restored every minute (6 rounds) of rest, during which time the character may not move or do anything more strenuous than friendly conversation.
 - ◆ Damage can be healed by a trained healer (Physicker, page 13) or by magical means.

- **Chapter 13: Game Etiquette.**
- **How to tell what's Happening.** Refs should try to describe vividly the things that cannot be simulated in game, such as the extent of wounds or the effects of spells. They should not generally reveal numbers, or other game-mechanics, which tend to destroy the spirit of the game. Rather they should describe a characters state as "doing fine", "you feel half dead after that one", or "that tickled!"
- **Melee Etiquette.** Melees can very easily become painfully protracted. It is in everyone's best interest to keep melees moving quickly. It makes the game more fun for everyone. To this end, please FIGHT LIKE CIVILIZED PEOPLE (Ha Ha!).
- ❖ **Don't argue with the Ref.** Arguments take time, raise tempers, and accomplish nothing. If you think the ref has forgotten something or made a mistake, say so in a few words. If the ref agrees, fine. Otherwise, forget it. If you think it's important, bring it up again with the ref after the combat is over, and you have more time. If you are still not satisfied, bring it up again with the game master or board rep. The ref is only another FFTS member don't expect perfection. Just take it easy and don't let it ruin your day.
- ❖ **No Talking.** A melee round can sometimes take a very long time. Nonetheless, only ten seconds have passed for your character, and he was busy fighting. It is unfair to discuss strategy while a melee is ongoing. Try to keep quiet and pay attention it will help speed the game up. If a Ref calls your name and makes reasonable attempts to make sure you heard, and you do not respond, he will declare that you are resting and move on. The Ref will mark the players card so as to tell them apart from someone he may have actually missed.
- ❖ **Plan Ahead.** If you are not busy talking, you'll find you have plenty of time to plan your next action. Don't wait until your name is called to start thinking about your next action. You should be ready to respond immediately.
- ❖ **Ham It Up.** When it's your action you are carrying the entire game by yourself, and you have a certain obligation to keep things interesting for the others. Be dramatic, quote Monty Python, scream and take big steps (no more than a meter). When casting spells, wave your arms and chant silly rhymes. Everyone appreciates fine poetry and will at least listen to the garbage you come up with (No really!). Ham it up and we will all have more fun.
- **Game Synopsis.** After each game the GM will write up a post-game synopsis for addition to the newsletter and our website. This synopsis will also include 'Experience Points Awards'. Experience points are extra Character Points that may be added to the base character depending on what the point limit for the game is. For instance if you are playing on a +10pt game then you can spend up to 10 of your Experience points to receive 10 extra Character Points to build your character with. Generally you can earn 80% of the point limit of the game plus extra points for Excellent Role-Playing, Costuming or Goal Completion. For games with a +0pt limit the standard award is 5xp's, for an unlimited point game it is 8xp's per day of the game. Game Masters earn 8 xp's per day of the game they run. Players, Referee's, and Monsters all earn the same points, though only Players receive the extra awards for Role-Playing, Costuming or Goal Completion.

- **Chapter 14: Tech Rules.** *All prices are given in dollars. \$10 equals 1GP, so multiply starting money by 10.*
- **Weapon Skills.** There exist three levels of proficiency with all firearms, melee weapons, and with unarmed combat. Each weapon is a distinct skill; details specific to each weapon are found in the Weapons Table. Minimum intelligence and study costs are also listed there. Each level requires the proceeding one as a prerequisite.
- ❖ **Basic.** This standard competence allows use of the weapon without penalty. The penalty for being unskilled is -4 to hit and -2 to damage. A character with Basic skill can attempt to clear a jammed or shorted firearm with an ADJ DEX roll, this requires a full action to attempt.
- ❖ **Advanced.** The advanced student attacks with a +2 bonus to hit and +1 damage. Characters with Advanced skill get a +2 bonus to clear a jammed or shorted firearm with an ADJ DEX roll, this requires a full action to attempt.
- ❖ **Master.** A master attacks with his chosen weapon at +3 to hit, and does two extra points of damage. All characters that have mastered a weapon are able to determine the modifiers to hit and damage of a weapon of that type, if an intelligence roll is passed. Please note that a master can learn ONLY the modifiers for to hit and damage, all other abilities are beyond his scope to determine. Characters with Master skill get a +3 bonus to clear a jammed or shorted firearm with an ADJ DEX roll, this requires a full action to attempt.

Firearm Table

Firearm	INT	Study	\$/SG	Energy cost/SG	SG	Prerequisites	Notes
Black Powder weapons	8/10/14	1/2/2	25	---	4+		See Below
Pistol	8/10/14	1/2/2	40	120	1-	Tech Use	
Rifle	8/10/14	2/3/3	60	180	2+	Tech Use	+1 To Hit
Shotgun/Carbine	8/10/14	2/3/3	50	150	2+	Tech Use	+2 To Hit, -1 Damage
Heavy Weapon	8/10/14	2/3/3	80	240	4+	Tech Use	-1 To Hit, +2 Damage
Cannon (Area Effect Weapon)	8/10/14	2/3/3	70	210	4+	Tech Use	No Autofire

- **Black Powder Weapons.** This skill allows you to use both Flintlocks and Muskets. Black Powder weapons have no clips and may only fire once before needing to be reloaded. Ammo costs as per normal tech rules. A Flintlock is limited to SG 4, takes 2 actions to reload and has +1 to damage. A Musket is limited to SG 2+, takes 3 rounds to reload and has +1 to hit and +2 to damage. Successful use of the Quickdraw skill will reduce the reload time by one action and can only be attempted once in the sequence.
- **Firearms** Note that firearms are separated into two categories, Slugthrowers and Energy weapons. Slugthrowers are your conventional firearms using a chemical reaction to propel a slug at high velocity towards its target. Energy weapons are weapons that discharge a burst of energy at their target (I.e. Phaser, Disrupter, and Titan Plasma Cannon in the 400-megawatt range!).
 - ◆ Having the skill for a particular weapon category (Pistol, Rifle, etc) allows you to use both slugthrowers and energy weapons of that particular category.
 - ◆ Slugthrowers deal normal damage equal to the SG of the weapon x2. Energy weapons do damage ignoring normal armor (but not Veteran or those armor types that provide Veteran-type protection) equal to the SG of the weapon x1., and are treated like magic with regards to C.O.P.'s (page20). Damage for both weapon types is then modified for any bonuses from ammo, craftsmanship or skill. All standard modifiers that affect archery, such as prep minuses, range minuses, bonuses for firing into a crowd (not with autofire), and minuses for firing at a single target in a crowd apply.
 - ◆ All firearms can be fitted to do subdual damage. Slugthrowers can purchase "Mercy Rounds" at the same cost as regular bullets but must deal with switching clips. Energy weapons must initially determine whether they are Lethal or Stun. Additional setting costs the equivalent of +1 SG.
 - ◆ You can use any firearm up to your SG in one hand, or one SG higher two handed. Firing a weapon too heavy for your STR gives the standard -4 DEX per SG that it is too heavy.

- ◆ Firearms can also be made to be Autofire capable (except Area Effect Weapons and Black Powder Weapons) and Area Effect Weapons can be made to be Indirect capable. In the interest of simplicity we have not given guns caliber sizes for ammo, instead any gun of one type can only use ammo from any other gun of the same size category and weapon type (I.e. Slugthrower Pistols can use any ammo from other Slugthrower Pistols, but not from Slugthrower Rifles, Carbines, nor from Energy Weapon Pistols, etc). Automatic guns come with an empty clip with a capacity of 30. Single-shot guns come with an empty clip with a capacity of 10. Single shot guns can use 'oversize' clips of 30, they just look out of place.
- ◆ Area Effect Weapons can be bought as either a Radius or Line effect. Radius AE weapons have a blast radius of 1 pace. Line AE weapons cover a 2 pace wide line from the character's weapon out to Point Blank range. A line is adjudicated by the Ref walking straight from the character's gun with both arms outstretched, anyone within touch distance as he passes to the length of the line is hit by the weapon. You may increase the area of a radius by +1 pace for the equivalent cost of the basic gun. The maximum blast radius you can purchase is a 5 pace radius. You may increase the area of a line by one range category for the equivalent cost of the basic gun. The maximum coverage for a line AE weapon is Extreme range, and the width of the line may never be increased. All Area Effect Weapons count as their SG +1 for determining what you can use in one hand.
- **Autofire. This multiplies the cost of the firearm by THREE. Any upgrades to the weapon also have their cost multiplied by THREE.** Autofire can be used for multiple shots on a single target, or to fire into a crowd. When firing a weapon on autofire, it is treated as if it were one SG higher than it really is, because it is harder to control (which may result in a -4 to hit). If shot at a single target, all standard modifiers apply, and the shooter can fire as many as ten bullets. For every two bullets fired, the shooter has a (ADJ DEX-Modifiers) x1/2 chance to hit. All bullets do the damage they would normally do. If fired into a crowd, figure range for the closest target and use that modifier for all (unless the ref feels like finding and using the range modifiers to each target individually). The shooter can still fire up to ten shots, and can hit up to five people in a crowd. All targets must be in a continuous line (you can't skip Fred in between George and Gus) and the arc in the general area of impact must be no further than five paces apart. Invisible and stealthy targets count, even if the shooter doesn't want them to, if they're in the line of fire. The chance to hit is half Adjusted DEX, modified by range, rolled vs. each possible target for every two bullets sent at the target. Again, all bullets do the damage they would normally do. The shooter may tell the Ref how many shots he wants to fire at each target. For example he could fire 2 into George, 1 into Fred, and 2 into Gus, or 4 into George and 1 into Fred.
- **Indirect. This multiplies the cost of the firearm by THREE. Any upgrades to the weapon also have their cost multiplied by THREE.** Indirect allows a shooter with an Area effect weapon to fire over obstacles avoiding any penalties for intervening cover. A shooter with an indirect weapon can also fire his weapon into an area that is not in LOS. (I.e. Fire over a building even when he can't see the other side) However firing blind like this incurs a -8 Penalty to hit the area desired. Should a miss occur the Ref would roll to see where the payload scatters. For every one the roll to hit missed by the payload is moved one pace. Direction is determined by a roll of a D20 and consulting the following:

Scatter Pattern

1-4	Payload falls Long (directly away from shooter)
5-6	Payload falls Long and Left (diagonally away from the shooters left side)
7-8	Payload falls Long and Right (diagonally away from the shooters right side)
9-10	Payload falls Left (to the left of intended target area)
11-12	Payload falls Right (to the right of intended target area)
13-14	Payload falls Short and Left (diagonally closer from the shooters left side)
15-16	Payload falls Short and Right (diagonally closer from the shooters right side)
17-20	Payload falls Short (directly closer to the target)

Tech Melee Weapons Table.

Weapon	INT	Study	Conventional Weapons \$ cost per SG	Energy Weapons \$cost per SG	SG	Notes
Axe	8/10/14	2/3/3	20	60	2+	+1 Damage, -2 To Hit
Dagger	8/10/14	1/2/2	20	60	1-2	
Flail	8/10/14	2/3/3	20	60	2+	Trips on a roll of 1 in addition to the normal critical.
Polearm/Spear	8/10/14	2/3/3	20	60	3+	Can attack at 1 pace, -2 To Hit at normal range
Mace	8/10/14	2/3/3	20	60	2+	-1 Damage, +2 To Hit
Staff	8/10/14	2/2/3	15	45	2-5	-1 Damage, +2 Armor with a parry
Sword	8/10/14	2/3/3	25	75	3+	+1 To Hit

➤ Tech Melee Weapons.

- ◆ Having the skill for a particular weapon category (Axe, Flail, etc) allows you to use both conventional and energy weapons of that particular category.
- ◆ Conventional weapons deal normal damage equal to the SG of the weapon plus the SG of the user. Energy weapons deal damage ignoring armor (but not veteran or veteran producing armor) equal to the SG of the weapon x 1.). Damage for both weapon types is then modified for any bonuses from craftsmanship or skill.
- ◆ Energy weapons can pierce Circle of Protections (or like devices) but do not impart any ability for the user to pass through the barrier themselves. IE If someone is outside your threatened range (1 pace or 2 paces with a polearm) and inside the circle then you cannot attack them. **Note that all Energy weapons have a prerequisite for Tech use, while conventional weapons do not.**

- **Tech Skills** The following is a list of skills available on high-tech games. Note that on some games not all of these may be used, and on some games there may be additional skills.

Tech Skills Table.

Skill	Intelligence	Study	Prerequisites
Repair	12	2	Tech Use
Sciences	12	1+	
Security Systems	14	2	Tech Use
Tech Use	11	1	
Two Grenade	14	3	Advanced Throwing, DEX 14+
Two Gun	14	3	Advanced Skill, DEX 14+

- ❖ **Repair.** Allows a character to effect repairs on broken devices. A character with this skill can also successfully clear a jammed or shorted weapon without a die roll.
- ❖ **Sciences.** This skill generally gives specific Scholar information regarding that science. When a character purchases this skill he must select any one science (exobiology, biochemistry, nuclear physics, etc). You must purchase the skill again for each additional science you require.
- ❖ **Security Systems.** The high-tech equivalent of the Traps skill (page 10), this skill allows the user with a successful roll to disable alarms and other security features. A character can also use this skill to “hack” his way into a computer system.
- ❖ **Tech use.** Provides a general understanding of how to activate and deactivate tech devices, which end to point at the enemy, how to change settings, etc.

- ❖ **Two Grenade.** The character is able to use throw two grenades simultaneously, one in each hand. The character is given an attack for each weapon. The off-hand toss is given the unskilled penalty of -4 To Hit plus skill bonuses if applicable. Damage is based upon the grenade type. All normal penalties are applied to both throws.
- ❖ **Two Gun.** The character is able to use two firearms simultaneously, one in each hand. He must have at least advanced skill in the firearms to be used. Each weapon's SG may not exceed the SG of the wielder. The character is given an attack for each weapon. The off-hand shot is given the unskilled penalty of -4 To Hit, -2 Damage, plus skill bonuses if applicable. All normal penalties are applied to both shots. If either weapon is using Autofire then that weapon has the Autofire penalties applying after the penalties for off-hand.
- **Tech Equipment.**
- **Armor.** High-tech armor has improvements over their low-tech cousins, the material they are made from is more dense yet lighter than normal allowing high-tech armor to be less encumbering than it's low-tech cousin. High Tech armor also includes Force Shield's which protect against Energy Weapons . Both armor types can be worn together.

Armor Table.

Armor Type	\$	Armor	DEX Penalty	Force Shield Type	\$	Veteran	DEX Penalty
Kevlar Vest	100	1	-0 (-0)	Personal Force Belt	300	+1	-0
Kevlar Jacket	200	2	-0 (-0)	Military Force Belt	600	+2	-0
Kevlar Suit	300	3	-1 (-0)	Personal Force Shield	1800	+3	-0
Full Body Armor	400	4	-2 (-0)	Military Force Shield	3000	+4	-0
Reinforced Kevlar	500	5	-3 (-1)				
Kevlar/Ceramic	600	6	-4 (-2)				
Combat Armor	700	7	-5 (-3)				
Battle Dress	800	8	-6 (-4)				

- **Ammunition.** All firearms whether black powder weapons, slughtrowers or energy weapons require ammunition to function. Better quality bullets may be purchased for slughtrowers to deal more damage. Likewise energy weapon users may acquire a higher quality energy source to deal more damage. The table below outlines the costs. **Note that all ammo purchased is in 20 round lots. Area Effect ammo costs x 3 the base price. Only ammo provides a + to damage for Firearms and they max out at +5.**

Ammo (+ to Damage)	\$ For Slughtrowers	\$ For Energy Weapons
+0	100	100
+1	200	200
+2	600	600
+3	1200	1200
+4	2000	2000
+5	3000	3000

➤ **Miscellaneous Gear.** The following is a listing of other miscellaneous equipment that may be purchased.

Miscellaneous Gear	Equipment Cost					Effect
Energy Battery	10pt	20pt	30pt			Recharge via recharger or recharging station. Recharging stations are defined by the GM, and cost of \$4/charge.
	\$300	\$600	\$900			
Extra Clip (empty)	\$10 or \$20					10 or 30 Round capacity
Grenade	\$100					12pts Normal damage in 3 pace Radius
Grenade, Photon	\$200					8pts IA damage in 3 pace Radius
Sights	+1	+2	+3	+4	+5	Increases the to Hit with a weapon the Sight is attached to.
	\$100	\$300	\$600	\$1000	\$1500	
Gun Enhancements	+1	+2	+3	+4	+5	Increases the damage for a weapon. Note that when combined with + damage ammo, only the higher bonus applies.
	\$200	\$600	\$1200	\$2000	\$3000	
Silencer/Flash Suppressor	\$50/SG of the weapon					Undetectable at 11 - 40+ paces (21 -40+ paces on autofire)
Tripod	+1 SG		+2 SG		+3 SG	Allows character to fire a bigger weapon than their SG normally allows without penalty. AE weapons pay normal \$.
	\$300		\$900		\$1800	

❖ **Energy Battery.** Energy batteries are the equivalent to Guild Staff's in that they provide the STR needed to power the function of the Tech Device. Each time you use your Device the STR cost of that function will be drained from your energy battery. If you have insufficient STR to activate that function, then the function will not activate. Plugging into a recharger or recharging station can recharge Energy Batteries, these stations will be at preset area's defined by the GM. The cost to recharge is \$4 per charge (STR).

❖ **Extra Clips.** For those trigger-happy characters, you may purchase extra clips for faster reloading.

❖ **Grenade.** Grenades are thrown using the Thrown Weapons skill (page 7), allowing characters to ready, pull pin and throw in one action. Grenades may be bought either as conventional physical grenades or as energy grenades. A conventional grenade explodes in a 3 pace radius inflicting 12pts of normal damage to everyone in the blast radius. An energy grenade explodes in a 3 pace radius inflicting 8pts of damage, ignoring armor, to everyone in the blast radius. Both types of grenades may be bought as Non-lethal, inflicting subdual damage only at the same cost. Note that all grenades will bounce off a C.O.P (page 20) but the blast from an energy grenade will penetrate it. Should a miss occur the Ref would roll to see where the payload scatters. For every one the roll to hit missed by the payload is moved one pace. Direction is determined by a roll of a D20 and consulting the following:

Scatter Pattern

- 1-4 Payload falls Long (directly away from shooter)
- 5-6 Payload falls Long and Left (diagonally away from the shooters left side)
- 7-8 Payload falls Long and Right (diagonally away from the shooters right side)
- 9-10 Payload falls Left (to the left of intended target area)
- 11-12 Payload falls Right (to the right of intended target area)
- 13-14 Payload falls Short and Left (diagonally closer from the shooters left side)
- 15-16 Payload falls Short and Right (diagonally closer from the shooters right side)
- 17-20 Payload falls Short (directly closer to the target)

❖ **Gun Enhancements.** These special modifications to a firearm provide the character with a bonus to damage. Naturally the more money you spend the better the equipment you get (the better the plus to damage). When combined with ammunition that provides a + to damage only the higher bonus applies.

❖ **Sights.** High quality sights provide the character with a bonus to hit. Naturally the more money you spend the better the equipment you get (the better the plus to hit). Only sights provide a + to hit for Firearms and they max out at +5.

❖ **Silencer/Flash Suppressor.** Weapons fired with a silencer & flash suppresser combo are undetectable at 11 – 40+ paces or 21 – 40+ paces if fired on automatic. Anyone closer gets a 1/2 INT roll to notice the shooter or a full INT roll if they have Acute Senses (page 9). Any attack that rolls a “20” with a silencer burns it out, making it useless.

- ❖ **Tripod.** A tripod allows a character to use a higher SG weapon that would exceed his ability to use without penalty. It takes one action to set up a tripod. Tripods must be setup on a stable platform. Characters cannot carry or use weapons that exceed their SG by more than three.
- **Tech Devices.** Devices that simulate the effect of a spell or ability may be bought by the paying \$100 per Study of the spell or ability plus the Study of any prerequisites for that spell or ability. The Prep and STR costs of a tech device are as per the spell or ability they are duplicating. However if desired the character may lower the Prep and STR cost of the spell or ability (consult the Advanced Character Generation chapter for costs). Keep in mind that you cannot lower the STR cost of a device to Zero, it must cost at least one STR per use. All Tech Devices use energy batteries. Using a Tech device usually requires some degree of constant concentration so characters are at ½ EFF DEX while using a Tech Device. More advanced versions are available that do not require concentration to use. These cost the Prep of the spell or ability plus one x \$200.

Item	Cost	Range	Prep	Energy	Notes
Basic Distortion Field belt	\$100	Self	0	1/1	Gives -4 to be hit (halved by Acute Senses). Operator is at ½ EFF DEX W/M.
Advanced Distortion Field Belt	\$300	Self	0	1/1	Gives -4 to be hit (halved by Acute Senses). Operator is at Full DEX W/M.
Field Recharger	\$100	Item	0	0	Solar charger for batteries. Recharges 2 points/minute.
Dazzle field belt	\$200	Self	0	3	Blinds anyone within 1 pace for 3 rounds (-8 to hit)
Dazzle grenade	\$300	Thrown	0	0	Blinds anyone within one pace, as above. Thrown.
Stungun	\$200	1 Pace	0	3	Damage 3 IA + LNA; use DEX to hit
Electric field	\$200	1 Pace	3	3	Anyone who crosses the field takes 3 IA and ends their action.
Jump Jets	\$200	Self	0	2	User makes a 15 pace long leap
Sonic Screecher	\$400	LOS.	0	4	Target must flee for two rounds
Mental scrambler	\$400	LOS	0	4	Target is confused, and must make a ½ INT roll to take any action other than parry or Dodge, for 3 rounds
Goop gun	\$400	LOS	0	4	Targets legs are entangled; the target may not move, and is at +4 to be hit, for three rounds
Basic Deflector Field	\$300	Self	1	2/1	While maintained, deflects all missile attacks from hitting the wearer. Operator is at ½ EFF DEX W/M.
Advanced Deflector Field	\$700	Self	1	2/1	While maintained, deflects all missile attacks from hitting the wearer. Operator is at Full DEX W/M.
Basic Cloaking Device	\$800	Self	0	4/2	While maintained, the wearer is invisible to the naked eye. Operator is at ½ EFF DEX W/M.
Advanced Cloaking Device	\$1400	Self	0	4/2	While maintained, the wearer is invisible to the naked eye. Operator is at Full DEX W/M.
Force field	\$200	1 Pace	1	1+	Creates a 5 pace high, 5 pace wide, 1" thick wall. The wall will absorb 10 points of damage/point of energy in the wall before it dissipates.
Basic Multi-wave H.U.D	\$200	1 Pace	0	1/1	Allows the character to see through darkness, and to see cloaked targets. Operator is at ½ EFF DEX while using the Heads Up Display.
Advanced Multi-wave H.U.D.	\$400	1 Pace	0	1/1	Allows the character to see through darkness, and to see cloaked targets. Operator is at Full EFF DEX while using the Heads Up Display.
Basic Jet pack	\$700	Self	0	5/2	The character can fly. Penalty for movement is -1/pace; rate of movement is now equal to effective DEX. Operator is at ½ EFF DEX.
Advanced Jet pack	\$1300	Self	0	5/2	The character can fly. Penalty for movement is -1/pace; rate of movement is now equal to effective DEX. Operator is at Full DEX.
Power Hub	\$800	1 Pace	6	0	Allows the user to chain together multiple batteries for a device to draw on.

Credits

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Technical Contributions: Bryce Dennison, Paul Verreault.

Dedication: We dedicate this book to the memory of those members of the Fantasy Field Trip Society who are no longer with us. Their unique character and fun loving nature are sorely missed.

Eddie Blake, Steve Fox, Alan Lees, Doug Stone.