

1d8

®

# Waverly Armageddon

Fantasy Adventure Role-Playing Game

The first 1d8 game from 218 Productions



By: R.P. Ridgeway  
A Role-Playing Game  
1d8 System ®



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*This work is dedicated to  
Cynthia, Tori, and Robbie.*

*"Life is worth living  
With you in my heart."*

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## *Welcome to My Nightmare*

*In the First Age, all was at peace. The world was young, and the spirit of hope was in the people. We increased in knowledge, strength, and dedication to the Church. This was the Age of Light, a time when invention brought us up from the dust of our creation. No one believed we would ever see the fall.*

*Our country was ruled by The Church of the Three; silent spirits that guided us with powerful love, and heavy justice. They only asked us to worship them, for a return of long life. This gave our world growth and plenty, and brought us closer to perfection as a race. Under the Church were our Beloved King, and his City Regents who carried his authority. This system was at times harsh, yet allowed us a freedom to live.*

*Then the Fallen came; Angels that rebelled against the Three, and wanted the world for their own. This began as small wars between Waverly's Regents. Simple conflicts over land and money, brought on by the Fallen. After a few years, the*

*Regents began to form alliances against each other; leading to the fall of the kingdom, and the Fallen's rise to power. The Second Age.*

*Now the Land is split into three regions. The first is the United Kingdom, in the Eastern shores. They are still loyal to the Church and King. Second are the Fallen Lands, in the South. Here the Church of the Fallen One rules with an iron fist. Third are The Lost Lands, in the North and West. These people still wage war against themselves, not knowing the rest of our world is under an uneasy peace.*

*Outside of this are Avalon, and the City with the same name. Formerly the resting place of kings, now a forbidden land; cut off from everyone. It is said the dead walk, and the dreamers live their nightmares. This is not truly known to me, as anyone who travels there never returns.*

*No matter the region you live, you know the peace will fall one day. As it is told in both Churches, "The Three will once again war with The Fallen. This will bring an end to Waverly, but the Rise of Avalon. In that great day, a*

light will pierce the dark; making us suffer for our Creator. In the End, one land will remain."

No one can agree on when this Armageddon will happen, only that once it does... Hell would be a welcome place from where our Hope has died.

\* \* \*

### United Kingdom

This area is made of the Seven Cities of Darius X, and the Islands of Power. Here the local Regents are appointed by the King, and run the city with his guidance. Travel in this land is unrestricted, from Waverly Ridge to the Ocean in the east, and down to the River Styx. Beyond the river is the Forest of Lost Souls, a forbidden place filled with danger. Inside is the mythical City of Eleanor, believed to be ruled by a Sphinx. The city can move about the forest at will, never being in the same area twice in a row. Even getting to it can kill you, as the land is plagued with Fly Traps, Hags, and The Lost. Just east of the Forest is the hidden city, Port Horn. Many have traveled there, but few return.

The Desert is home to the twin cities of Light and Hope, where the Friars have built vast libraries of history. Just east is the coastal city Port Bell, the common merchant city. To the north is the fortress city of Crossing. No one can enter the land of the King without passage here, and not many ever are granted this request. The northern most city is the City of Kings, home to Darius X, and the royal family castle. It is a triple walled city, set around a high hill. No army can approach by land or sea without being seen. If the city should ever fall, the King can travel to the Islands of Power, the fortified island castles to the north. Here there are no coast lines, only a single dock known only to the King and his family. Each island looks the same, and the King can choose which of the three he will use. No army has ever taken an Island of Power.

The last island is not truly part of the Kingdom; it is the home of The Church. The Island of Sanctuary is home to the Head Vicar, and the Army of the Church. In the Cathedral City Absolution, the mysteries behind the church

are kept. This also the only place one can go if they are charged with a crime, but are innocent. Once on the island the Church will protect you, but the guilty will be delivered to the King.

\* \* \*

### Fallen Lands

Woe unto you if you travel here. No law, no Lord, and no Church can protect you. This is a vision of Hell on Earth. The six cities have bent to the will of the Church of the Fallen One, and the lands are run by his word. Inside the Mountains of Fire lies the Cathedral City of Ouzel. Here the Fallen Church sets its seat of power. Their Vicars deal punishment for any sin, even to the innocent. The Desert passage is guarded by the twin cities of Pain and Suffering. Filled with fighting men and women, they are charged with killing anyone who enters the territory, regardless of why. The South-Eastern border city of Manor Dale teams with monstrous life. Sinners plague the streets, and Grotesques travel about looking for people to raid.

The southern city of Port

Glory is the only trading post, allowing anyone to enter; but charging a heavy tax to leave. The amount changes as the wind blows, as each collector wants more for themselves. The northern city of Taymar has been thought abandoned since the first war. Those who have seen it, say the Dead and the Lost are everywhere.

Not part of the Fallen Lands, but to the western sea lies Avalon. It is the former resting place of Kings, and the City of Avalon the birthplace of Cherubs. Now the island is filled with Sinners and the Dead, keeping even the powerful away.

\* \* \*

### Lost Lands

Here the first war never stopped, and the Regents seem to lose and gain power daily. The constant fighting, and shifting of power has exhausted the resources of the land. Now travelers are not welcome. Everyone assumes everyone is against them; it is as if trust doesn't exist in the land. The Five Cities hold little meaning, but still exist.

River's Fork is the former southern Fortress city. The

walls are decayed, and the people huddle for warmth in the places of power. No true leader lives here, only the strongest of the ones still alive. To the North, at the River's Head Waters is Trade Winds. This city has the largest army, and the strongest Regent. They control the three rivers (Salt, Dark, and King's) and the Kings Forest. They are forever at war against the border lands near Waverly Range. The Salten Sea is ruled in the north by Gaal, a small city of Cons. They have escaped death in other lands, and have taken refuge here. The southern coast belongs to Galen, the City of Jesters. They have escaped persecution and gathered here in masses. Each of these cities is in constant struggle for power, with themselves and each other.

The only port city is Therm, with its abandoned docks and buildings. Nothing can survive here, not even plants can grow. It is said that Mirrors gather here, and have lived for years calling this home. Just south is the Sullen Forest, filled with the monstrous creatures of the same name. They will always let you enter, but will attack

when you try to escape.

\* \* \*

### The Open Country

Even in well protected areas, the open lands are filled with small territories, and groups that call them home. Some are Trolls, Shapes, and other monsters that wander in for a place to rest. Others can be bands of Cons looking for a quick profit.

When the King lost full power in the land, the open areas became unprotected. The only routes that are safe can be found with the city's Regent. Even these can be wrong, or be so outdated they have changed. Travel is its own adventure.

\* \* \*

### Grandmont's Islands

Once a great Jester he (Grandmont Haartstad) bought an island in the western sea. He wanted a place to study his craft without the Church interfering. Unknown to him, was the Volcano (Mount Villegas) was ready to explode. He built a city in the shadow of The Tower Noir, his personal

palace. Soon after, it filled with Jesters and their families seeking safety. Villegas had its own plans, and started to erupt. The people were used to seeing its steady flows, and never thought their life would change that day. The explosion sent most of the majestic island to the ocean floor.

Grandmont locked himself in his tower, blaming himself for the thousands of deaths. It is said he is the only one there, forever looking out hoping to see a survivor. Any Jester is still welcome, but anyone else is at the mercy of the Beasts he created to protect himself.

*Grean Wyche,*  
Year 67, Second Age.

# Chapter 1: Character Creation

## Introduction

Welcome to the world of Waverly Armageddon! This is a fantasy role-playing game with a 1d8 system, combined with spendable experience to maximize the best of play. The single die helps keep a fast pace, and the no level characters keep the progression simple. You have the power to make your character what you want.

As an avid role-player, I've seen the best and worst in games my entire life. Some constrict you from progressing at a normal pace; others stop you from having the perfect combination of skills (to you) because of

class restrictions. Even worse are the seven hundred dice, fifty books, and three days needed just to make one character!

On the flip side some became too simple. They tried to use hand gestures, playing cards, one or two dice, automatic hits always... ugh. The list goes on, but I think you get the point.

Each game that fits in the above categories has its own ways of being great. When creating this game, I looked back at what I loved and loathed about each one. The complex games had some good realism; the simple had ease of play. The problem I found was no balance between

them. Sure, I always had fun; but my friends and I were never satisfied.

Let's look at the basics of how this system works.

**1d8**, or the need for one eight sided die, makes attacks or checks simple. If you have five points, and roll a five or less it is a success; but over five you fail. No attack or check score can exceed seven, as eight ALWAYS fails. A one ALWAYS succeeds, letting you roll again for double effect.

The game is run by a **REGENT** (or game master) who will set the scene, run Non Player Characters (NPC's), organize encounters, and be the final word on the rules. Their job is to run the game

smoothly, and increase the fun or challenge for the players. If you decide to be a Regent (see REGENT section later) make sure you keep up with the rules, and the characters in the game. If they are too powerful, make the challenges greater; too weak and take it down a notch. Nothing is more frustrating to a player than a challenge that can't be overcome.

**Characters** are built, not rolled, with a point system. I know some people don't like points, as they lead to "super characters"; but the costs should make it hard for that to happen. Each player gets a base of 200 points, and then you add

your race bonus to get your final number. What you don't spend at creation goes into your experience pool for use later.

To progress as a character without levels, you spend the **experience points** you earn during play. If (for example) you earn fifty points in one situation; and you have fourteen in your pool, you now have sixty four points to spend. Strength of six can be raised to seven with those points (see COSTS section for a further explanation).

The next few sections will take you through the creation process. At first it may take longer to make a flushed out character. With

time, you should be able to create a character in just a few minutes with ease.

From all of us at 218 Productions, ENJOY!

\* \* \*

Creation: Section One.

We'll take you through character creation from the top of the CHARACTER SHEET down. You may find it easier for you to change the order later, but for now we'll start here.

Name: Come up with something creative! This is a fantasy world where anything is possible, so why not names? Do you have one name or a last name as well? Does your name come from where you live, or what you do? Is it noble, or common?

Anything goes, so have fun.

Age: All races live between 1 and 70+ years, or common human life spans. To start, choose an age between 15 and 22. If you want fate to decide just roll 1d8 (1 = 15 up to 8 = 22). You can make a younger or older character, but be careful. Under 15, you lose twenty character points per year for building. Over 22, you lose five character points every five years. This is only at the start, because your character is assumed to begin adventuring when they are created.

Race: There are four races in this world to play. Each one has its strengths and weaknesses, so choose wisely.

**Humans** are just that. You and I, and everyone else in the real world are the most abundant race. They receive an automatic point in HEART (see ATTRIBUTES later), and 10 character build points.

**Shades** are half human ghosts. Their bodies are made of a compact smoke, but look outwardly normal to all who see them. If they are known to be shades, strangers tend to attack them on sight. They receive a KINETIC power (see KINETICS later) of passing mist. With this power they can move through small passages, or across distances undetected. This form is affected by weather, and other outside conditions, so use it wisely. They also

receive 15 extra character build points.

**Cherubs** are half angels. They have very human looks, but bird-like eyes. Each is born with wings that can be used for flight or fight, but some parents choose to have the wings removed for better acceptance. People don't trust half angels, as some are from a demonic parent. With wings you receive FLIGHT (at twice foot speed) and one extra attack in combat, without wings you receive 25 character build points.

**Beasts** are half animals, which have made their way out of the wild. They could be made from magic, or experimentation; but are mostly wild none the less.

The type of animal allowed is up to the player and the Regent to agree on, and they buy the natural powers of the animal (10 points per).

EXAMPLES: A half bear would have natural claws or great strength. A half bat would have wings (as per Cherubs) or wing claws. The amount of natural powers is not a set rule, as the Regent could allow you buy all or none. They normally are untrusting of others, and not accepted in society. Each Beast receives 15 extra character build points.

Class: This is your occupation in this world. There are seven to choose from, or you can choose to be **common**. Common characters

lose all racial bonuses in creation.

**Vicars** are the warriors of the church. They can use Hexes (see Rules of Magic later), but no bladed weapons (unless the Regent allows). Race restrictions: can only be Human or Cherub.

**Avatars** are the knights of this world. They are skilled fighters, and leaders; but poor in social situations. There are no race or weapon restrictions, but they cannot use hexes.

**Friars** are the healers of the world. They cannot use any weapon, but can learn fighting skills. Most of their energy is used for hexes. They, as a class, are well treated in most

situations, but they do not tend to be leaders. Race restrictions: No shades.

**Cons** are the thieves you want on your side. They can perform most any criminal activity with a REFLEX or HEART check. EXAMPLE: picking a lock is reflex, but to fast talk depends on heart. Cons use only small weapons that are easy to conceal, and have no race restrictions. They are distrusted by all but close friends, and are usually attacked when found out.

**Jesters** are like magicians. Most use their power for monetary gain, but have several Hexes they hold for adventuring. They are not trusted by the church, and

are sometimes killed for their craft. As this is the case, they tend to be showman to hide the real power; or never reveal what they truly are to anyone. In standard social situations they are distrusted as thieves, but are usually run out of town instead of being attacked.

Race restrictions: No Cherubs.

**Slayers** are paid fighters, who tend to specialize in killing one thing. They must choose an enemy (monster or race) that they will always attack, and who will always attack them. **EXAMPLE:** A shade slayer is seen by a shade character, and they attack. Even companions on adventures could be killed if

they are found out. There are no race restrictions.

**Kinetics** uses the power of the MIND to attack. Each power they choose is rolled against the Mind to work. They tend to travel with carnivals, or a side show to hide themselves; as the church hates them as much as Jesters. They hate the use of bladed weapons. Race restrictions: No Beasts.

Height, weight, hair, eyes, and build: These are chosen to accent your character. Are you short, tall, fat, thin... each of there can affect an encounter with another character. Your build shows your gender and shape (example: male / medium is a normal human male).

Take a moment to flush out your look before going forward.

\* \* \*

Creation: Section Two.

We now move into the

**Attributes** your character has. There are five you must build with your character points:

**Heart** is how you see the world, and the world sees you. Do you care for people? Can you talk your way out of things? Are you a leader? All this shows in your heart score.

**Soul** shows how resistant you are to evil.

**Mind** tells how smart you are, and helps you problem solve. If there is a puzzle to solve, you roll a mind

check to see if you can. It also allows a Kinetic to use their powers.

**Strength** is the fitness of your body. How much you can lift, bend, harm in combat all come from your strength. To perform a feat of strength, just make a strength check. Some would argue strength of one couldn't lift what a seven could; and that is true. The body; however, can work almost miraculous things when it needs too. A feat of strength check lets even a weak character save someone or themselves under extreme circumstances. This also gives you your Body Damage points (see section four)

**Reflex** shows how well you control your own body. Low Reflex makes you clumsy, and high can show great skill of movement. If a group is surprised, a reflex check can say if you saw it coming, and you can warn the others. It also allows a Con to perform his trade.

You build these with your starting character points, and later with your experience points. Each point has a cost, and gets more expensive as it progresses. This is to slow the progression of characters that become too powerful too quickly.

Here's how it works. Each point forward is double the cost of the previous

point. An attribute of One = 2 points, Two = 4 points, Three = 8 points, Four = 16 points, Five = 32 points, Six = 64 points, and Seven = 128 points. Example: At creation you can buy a HEART of three for 8 points. If; however, you have a HEART of two and want a heart of four with experience points, you must buy each level. So you would spend 8 for three then 16 for four (24 total points). After you have one Attribute at maximum (say a Seven Heart), the cost to raise the others doubles. EXAMPLE: You have a Heart of 7, and want to raise your Soul from 5 to 6. Instead of 64 points, you'll need to spend 128. This will help slow the

creation of super characters, and make game play continue to be enjoyable for all players.

**History** gives you the option of giving your character a back story. This is not required for play, but if used; you must follow it as written. EXAMPLE: You say your character was orphaned when the church killed your family, now you will hate all who follow the church. This is a great tool to flush out your character.

\* \* \*

Creation: Section Three.

Here we have two simple, but necessary parts to the character sheet. Your **Outlook** is how you are as a

person. Are you good or evil? Maybe you are a little of both. How your character looks at the world will determine how the world looks back.

Avid role-players will know the three common types of outlooks (called alignments and natures in some games). The basics would be good, neutral, and evil. This; however, is a little vague for game play. Let's break them down into something more defined.

**Good Outlooks:**

**Noble** - the ultimate in positive and humility. You would kill or die for anyone who needs your help, and never boast about it. Noble characters follow the laws of

every town, and will stop others from breaking them.

**Vigilant** - You look more for the good in the situation, than if the situation is good. Playing this outlook says you follow the spirit of the law, not the letter. Even in situations where a noble person would sacrifice themselves, a vigilant character would let one die to save the rest. Hopefully not themselves.

**Enforcer** - You see the world as a bunch of sinners needing punishment. Yes, you follow all laws... when they work for you. It is as if you elected yourself judge, jury, and executioner. Enforcers will kill others that commit crimes; or, if you're lucky,

just beat you down until you are not the same again. Once they start, they can't stop until they see "justice".

**Neutral Outlooks:**

**Principled** - You do what is good for you. Sure you don't go out of your way to break laws, but if they get in the way what's the harm? You set your own view of good and evil, and trust that others can do the same... unless it conflicts with yours.

**Scrupled** - Laws are just guidelines. You want the world in true balance, and will act accordingly, as long as it serves you. You are everyone's best friend, until their enemies are better serving. Think of it like this. Someone asks you "Are

you with us?" You answer,  
"When it suits me." If the  
battle is lost, you may kill  
your friends so the enemy  
leaves you alone.

**Anarchist** - Authority is the  
true evil, so follow  
yourself. It's the "feels  
good do it" to the extreme.  
Anarchists would sit still if  
told to stand, or start a  
revolution, just because that  
would be fun. It is hard to  
trust them, as they trust no  
one who is not themselves.

**Evil Outlooks:**

**Paranoid** - "There all out to  
get me, so I better sleep  
with my eyes open!" Trust no  
one; they might be one of  
them. You will follow in  
groups to find out if they  
are them, but would leave

just as fast if they acted  
like them (whoever THEY are!)  
Everything is a conspiracy,  
even the fact you had three  
crumbs on your plate just a  
second ago.

**Psychopath** - Murder is ok,  
as long as you only get  
caught when you want to. No  
one's life is worth yours, so  
you'd better get rid of them.  
Psychopaths have no real  
humanity, so law and life  
have no meaning. If you knew  
it was a trap, just go last  
so they die. If it serves  
you do it, there is no cost.

**Monstrous** - You are  
completely wild, lacking  
social skills. Think of it  
as being raised by wolves.  
Instinct is more important  
than the rule of law. You

tend not to speak, and are prone to outbreaks of violence. One you start something you will die to complete it. You don't immediately trust anything, but once you do it sets a life bond. What is trusted is worth dying for.

The next part is your **Experience** space. Here you put all the points you've earned, and saved. As you earn or spend experience on your character this number will change. The space is split in half so you can see your overall experience earned. This will help you keep up with how far you have progressed in your character development.

\* \* \*

**Creation: Section Four.**

Here you find your total points of damage, and your basic check rolls for use in encounters.

**Body Damage** is the total amount of injury you can take before you die. If attacked, each successful hit will cause damage to your body. When you reach zero, you are dead (or see chapter one character creation). Once the character is down to one damage point, they can no longer fight, and are considered knocked out. If they are healed at any point they will be able to return to a fight in one round (see The Rules of Combat later).

To calculate body damage

at creation, look at your strength and reflex score. If you have two strength, and a three reflex; you get a total of 12 + 1d8 body damage. The max total would be 20. As you grow as a character, this will increase. EXAMPLE: You have the max as listed above, and add one point of strength to your character. This adds 8 points to your total for 28. If you add a point of reflex as well, you add another 16 points for a total of 44. After creation, there is no bonus roll.

**Soul Damage** is taken from certain Hexes, kinetic attacks, and some monsters. This type of damage causes no pain, but can still kill you.

Once your soul reaches zero, the character is dead. The worst part of soul attacks, your character can still function; but is taken over by the Regent. No hex can cure this damage, but it is restored (1d8 points) every morning after rest.

To calculate your soul damage, use the body damage guide; but add the point value of HEART and SOUL plus 1d8. After creation progression works the same as body damage.

You also have four checks used in encounters, and other situations the Regent asks. The rolls reflect how real life situations have a certain element of luck involved.

Just like your Attributes, there are seven levels to each check; and the die roll works the same way (1 always successful, 8 always fails).

The cost is higher for rolls, to reflect how hard it is to learn new weapons, skills, fighting styles, and the like (A person doesn't become a black belt in karate over night). The starting cost is 1 point, but to increase them is three times the previous cost. One = 1 point, Two = 3 points, Three = 9 points, Four = 27 points, Five = 81 points, Six = 243 points, and Seven = 729 points. Just like Attributes, you only spend the cost for the level you want at creation (27 points

for a four); but to raise scores after creation you must buy each level (raise from four to six is 81 + 243) the following are the four checks for game play:

**Strike** is used for any attack. If you swing a sword, or just hit someone, you have to make a successful strike. **Repel** is used to block attacks made against your character. If successful, you are not damaged in the attack. **Skill** is used to perform any action from the skill sets you've taken. Even combat related skills can be used for non combat uses. EXAMPLE: Using a sword to pry open a door. If you make a successful skill check, the action you

wanted happens. **Resist** checks have several uses. Hexes and kinetics have no effect if you resist; also, any situation you must fight your own nature uses this check. EXAMPLE: You have a hatred for the church, and run into a Vicar. They are offering help, but your impulse is to attack. A successful resist check will keep you from attacking.

\* \* \*

Character Creation: The Rest.

The Rest of the sheet is the information you use to flush out your character. To start you have three **Skill** types to choose from. **Common** skills cover everything from tracking to fire building.

They also include such skills as theft (for non Con characters), hiding, and other useful non attack combat skills. Each common skill cost 10 points, and uses the skill check to complete. **Fighting** skills are specific styles of combat. Here you would place martial arts, boxing, wrestling, and ex. Their cost is 15 points, but uses a strike check to use. **Weapon** skills show what items you have learned for combat. If you have no sword skills, you can't use a sword effectively; and would receive a penalty to strike (at the Regent's discretion). Their cost is 20 points, and also uses a strike check to

use. You can find a list of Skills later, or you can come up with your own with the Regent's approval.

**Money** and **Barter Items** are used for trade in Waverly Armageddon. The currency is called a Talent, and comes in coin form. They have several denominations, up to a hundred talent coin, that break down like the US Dollar. Because coins in large numbers can be cumbersome, many people carry barter items as well. These you list, with their value in talents, to trade for what you need. They can be really anything, even a service you would offer, as long as you find someone who wants them.

**Personal Items** differ

from barter items, only because you wouldn't want to part with them. Here is a good place to list weapons, religious items, hex books (grimwares), and family heirlooms.

**Holdings** include lands, homes, and personal items you keep in storage. If you keep money with a Vicar, you list that here. The trouble with holdings, they can be taken when you are away. If you rely on them, you could come home to nothing.

To get your **starting money**, roll 1d8 and see the list below to see what you have:

**1:** You have 5000 talents worth of money and items. Also, you have a small home

on two acres of land.

**2 - 4:** You have 2000 talents worth of money and items.

**5 - 7:** You have 1000 talents worth of money and items.

**8:** You have no real money, only 50 talents worth of barter items, and the clothes on your back.

**Hexes** and **Kinetics** are the list of ones you know. You must buy them with character / experience points, and the following is the cost:

**Attack** hexes - 15 points.

**Defense** hexes - 10 points.

**Heal / Neutral** hexes - 5 points.

Kinetics are more powerful and the cost reflects this:

**Step 1 - 10, Step 2 - 20, Step 3 - 30, Step 4 - 40, and Step 5 - 50**

You can find a list of Hexes and Kinetics later, or you can make your own (with Regent's approval). The Rules of Magic section gives a full description on how they work.

The back of the character sheet gives you a place to put any information that won't fit on the front, and an optional travel journal.

## Chapter 2: Races of Waverly

The basics of the Races of Waverly were given in Chapter One, but here you find some expanded information on them. When creating a group to adventure, be careful what races you include. If, for example, you have three Cherubs in your group; and one is from demonic parents, you may find the group fighting more than adventuring.

We have opted not to include standard fantasy races (elves, dwarves, and ex.) as they are very common to other games. This gives you more of a challenge when choosing your race for play.

Remember, if you have already created your character before reading this section, double check to see if there are changes you can make.

### A quick note on Race combinations:

All of the races are at least half human to begin with, so we see no need to make other half races. Think about it, a half human mixed with a half human would be mostly human; or not at all. Even a Cherub mixed with a Beast could produce a very human child, as the other part may not be compatible. Shades aren't even born!

The only Race combination we see as completely possible is a Shade something. If it was a Beast, they would lose all natural abilities and gain

the Shade powers (same for Cherub). This would be something we suggest after some experience with game play, or look at the guide for new races to get what you are looking for.

\* \* \*

Human:

As a race, Humans are very organized. They tend to be in structured cities, have kingdom style governments, and basic trade systems. Most are distrusting of other races, and tend to treat them as inferior. Though they have no natural weapons or powers, they have compensated with invention. Many have weapons of war that cause great damage; others studied

the natural powers to give them an edge. They may seem to be the weakest of the races, but in truth they can become the strongest.

To start in human character creation, you receive one point in HEART and 10 extra character build points. Humans have no restrictions in classes.

Shade:

Sometimes the dead don't stay dead. Even worse, they don't remember they ever were. A Shade is a human who was killed, but they were a failed resurrection. This has destroyed their body, leaving a dark smoky spirit in its place. This smoke compacts itself into a hard shell, allowing the Shade to

become alive.

From that time, they will not remember ever being human; thinking their life started on that night. It is like amnesia of their personal history, but their basic knowledge stays. Other Shades will know when a new one arrives, and will seek them out.

Being like an undead, they are not very trusted by other races; causing them to try to pass themselves off as human. They only reveal themselves as shades to their most trusted friends, and when found out by strangers they are feared causing attacks.

Shades are a lonely people, and tend to be

neutral or evil. They receive 15 bonus character build points, and a free Kinetic Power called **Passing Mist**. With a successful roll, they can turn into the loose smoke they are made from and move as the fog. This will allow them to pass under doors, move through cracks, and even pass people at ground level to avoid detection. Wind will force them off course, and severe wind will kill them. Rain will force them into the ground until it dries, making the character useless (if not in mist form there is no effect). Shades cannot become Vicars or Friars.

If a character becomes a Shade after creation, and was

of the restricted classes, they are free to choose a new class. They can then change their skills or powers to suit (with Regent approval of all changes).

#### Cherubs:

When Angels (faithful or fallen) fall in love with a human, the offspring is a Cherub. Born in a soft leather egg, they hatch in one month with the look of a winged human. Their eyes are very birdlike, even granting them incredible vision. They can see small objects from great distances, and see in extreme low light.

Depending on the Angelic parent, their wings will have red (Fallen) or white (Faithful) feathers. Each

will have a single claw on the middle bend in the wing, and can be used for a combat attack. They can also fly at twice foot speed. No matter the parent, a Cherub can choose to be any outlook; as they are an independent spirit.

Unless a character is knowledgeable in Cherub lore, they can't tell if they are of Fallen or Faithful Parents. This causes conflicts in social situations. Human parents will sometimes remove the wings of the children, giving them a better chance at fitting in with others (25 bonus character build points with no wings). If they do allow them to keep their

wings, finding ways to hide them is needed. They will use long cloaks or jackets, tie them back under clothing, or simply only travel at night to hide.

Cherubs cannot be Jesters, as they are not accepted by the church.

#### Beasts:

They are a very reclusive people, trusting only their own race for the most part. Various animals have become Beasts, each for different reasons. Some were created my powerful Jesters, and used as side show freaks. Others had been experiments conducted by evil men, as they tried to make a perfect race. The rest have formed by an accident of nature,

being born to common animals in their present condition. However they got here, they are the most hated race in this world.

If they have use of natural weapons, they damage at their strength score unless otherwise stated.

Their are five common types of Beasts (others can be made with Regent approval) listed as follows:

**Wolf** - Mostly bipedal, needing all four limbs to run, the wolf is by far the most common Beast. Many stories have been told of werewolves, all coming back to a wolf Beast somewhere in the country. Their looks are very canine, including the large head and teeth; and

their body is covered with thick fur. If on all four limbs, they can pass for large standard wolfs in low light. They can have natural weapons in the form of Claws or Teeth, and a natural power of heightened smell. All natural abilities must be bought (at 10 points each) at character creation. If the Regent allows, they can buy them later (showing they have learned to control more of their animal self).

**Opossum** - Not thought of as a fierce predator, but not weak by any means. Like wolfs the can walk on two legs, but run on all four limbs. They have short squatty bodies, tending to be overweight, and have grey fur

with silver tips across their bodies. Their long mouths are filled with sharp teeth, and larger eyes give them excellent vision in low light. They are never mistaken for regular opossums, as they are standard human size. With their prehensile tail, they can act as if they have three arms. Natural weapons that can be bought include natural claws, and vicious bite. Their natural powers can include advanced smell, full use of tail as third arm, and ability to fake death to avoid disaster.

**Bear** - Massive Beasts, extremely strong and hard to kill. The only way to tell if this is a Beast or bear is

to look for their thick standard fingers (good luck getting that close). Otherwise you could never say this was not just a bear. They are extremely protective of their family, even to the point of self sacrifice if need be. Unlike some other Beasts, they will constantly walk on all four limbs rising up only to attack. They tend to be swift runners, and will not give up easily. Natural weapons include Claws (strength + 3), teeth, and dead fall; literally dropping down on you to crush you (strength + 7).

Their natural powers include extreme strength (able to buy strength at half cost), and advanced smell.

**Bat** - Mistaken for Fallen Cherubs, bats will keep out of sight. They tend to only come out at night, and trust no one. They will travel with groups, but always keep to themselves unless needed. They have the full leathery wings with small hands at the middle bend. This makes weapon use almost impossible, but not unknown to them. They can fly as Cherubs, but get no extra attacks for their wings. Unlike common tales, they are not blind; but very limited in their range of vision. If you are not close enough, they can't see any features; just shapes. Natural weapons include sharp fangs, and wing claws. Their natural power

is sound sight, a high pitched roar that gives them a view of the surrounding area. It is mostly used in combat, as attackers must make a mind check to see if they run in fear.

**Rat** - The worst of them all, being mostly evil, is the rat. Becoming normal human size is bad enough, but their ability to be constantly on two legs makes them dangerous. All four limbs have hands, so they can use them as such. No matter if on all fours, or just two, they can still run the same. Their natural weapon is the bite. Natural powers include digging at walking speed, fitting in any opening their head can, and advanced smell.

All Beasts receive 15 bonus character build points, and cannot be Vicars or Kinetics. You also cannot take your Mind score over a six.

\* \* \*

Optional guide for new races:

After some time playing, you may have an idea for a new race for the game. Regents are encouraged to help players build new races, and make sure they have a balance of strength and weakness. Also, make sure the new race you would like to play doesn't fit in with any other already listed. A new spider race would be a Beast, dwarf like race may be a small human, and vampirism could be another form of

Shade.

Start with what kind of look you want. Humanoid or animalistic? Maybe something completely alien? Whatever look you want get a good description. Next, take that and see what natural weapons or powers would fit. Does it have claws, water breathing, flight, or even invisibility? Anything goes as long as it's not too powerful. Round it out with a few restrictions on class, and social interaction to make it complete.

To get bonus character build points, think of what they have to buy to be playable. Natural weapons might be extra or Kinetic powers. Give them between

five and twenty points (Regent approved) to help make the character work.

Make sure the combination you made makes sense. Flight without wings? Lives in water (how would it adventure)? Do they hate another race? If so, would that make it possible to work in the group you have? Will they be fun for others to have in their campaign? Nothing is worse than a super character that just does everything for everyone, or one so restricted it just can't help.

## Chapter 3: Occupations and Classes

One point that needs careful consideration is the class you choose. Would a group made of slayers be able to work together? How about only Friars? Maybe you all have such different classes they don't fit. A Fallen Cherub Slayer in a group with a Cherub Vicar would be deadly. Try to keep that in mind when you decide on the class you want.

A quick note on class combinations:

Some people may like two different classes, and want to work out a way to play both. Though some games encourage this, we simply say

it is up to the Regent.

Sure, a Con / Slayer combo would play great. The problem lies in what benefits and restriction do you take? Cons don't use large weapons, Slayers do. Cons rely on sneaking, where Slayers are bold fighters. Do you still get automatic theft skills, or a bonus to attack your enemy?

For sake of argument (or to keep them from happening) we suggest this. Whatever class is listed first is the concentration. Con / Slayer would mean no large weapons, no enemy bonus, but keep automatic theft skills. In other words, you are more a Con than anything, and should act that way.

Also, if the classes don't match (Vicar / Jester) don't allow them. That combination would have them hunt themselves down for destruction. Or worse, everyone wants you dead because you are an abomination.

\* \* \*

Common:

This is a non class character. Mostly here for use as a NPC, a Common can still be used for game play. They tend to be workers, farmers, and simple people with no need to adventure. Getting lost hunting would be a way they could get in with the group. Any way you look at them, they are the simple

people, just trying to survive.

They can only take weapon skills from tools of their trade. A blacksmith could fight with hammers, a farmer with forks and reapers. If you use Common class as a playable class, they can study another class as they adventure.

Think of it like the farm boy who was asked to buy bread. He happened to save a Vicar from a Beast attack, and was asked to join them. After training, the Common would become a Vicar. (See Star Wars, The Princess Bride, In the Name of the King, ex.)

Common skills would be the most important to them,

and would say what their occupation is. Those skill sets are constructed to make NPC creation easier.

EXAMPLE: You need a Local Sheriff. Take some Law, some Riding, some Pilot, and Survival Skills. Give them weapons that would make sense to their job to round them out. Unless a Common is important to the story, or a player character, they need to be basic.

#### Standard classes:

Below is a list of classes, and options for subclasses. You can take any class standard (example: Vicar not Priest) or take a subclass to give your character more detail. All subclasses follow the basic

class rules, unless there is a written change; including vows, restrictions, and benefits.

#### Vicar:

These are the Knights of the church, dedicated to faith and protection. Most are charged with protecting groups or cities, others are like bankers holding and protecting the money. They have a crusader mentality, even to the point of hating all that is not within the church.

Unlike most fighters, they refuse to use weapons with a blade. This would even include a hammer with a claw end. Because of this, they will fight with any blunt weapon. A ball and

chain would be fine, but not a ball with spikes. This is part of the vows (see below) they must take to become Vicars.

### **Vows of a Vicar**

1) I will not use a weapon with an edge to fight.

2) I will not lie, no matter the outcome.

3) There is no compromise with what is right.

4) I will not attack an unarmed foe, unless attacked first.

5) I will never kill an unarmed foe, no matter the situation.

6) If I swear to do a deed, I will always finish my charge.

7) I will not take money, or property that is tainted

with evil.

8) I will follow the law of the land I am in, unless it is against the Church.

If a Vicar breaks a vow, it is up to the Regent to deal penance. These can range from monetary payments, to self torture. Whatever the penance, it must be done or the Vicar will become Disgraced Knight Avatar; and loose all Vicar Powers. (See Avatar below).

Four types of Vicar exist, and you are free to choose or randomly roll for the type (see numbers beside types below).

**Priest (1 or 8)** - This is the dedicated fighting class. You are a traveling Vicar, on charge from the church to

help in some way. Though you can adventure with groups, your charge is the most important part of you. An Example would be: You must protect a member of the group from death, and will die to make sure they don't.

Priests cannot keep more than 1000 talents in money or items, and must give away anything that puts them over the mark. This can be done in church donations or simply giving extra to the group. Hexes are a staple of your life, and you can use them (see rules of magic).

**Bishop (2 or 7)** - If you need a banker, use a Bishop. Part of your charge is to keep track of the money. You, however, can only have

1000 talents in money or items for yourself. Bishops tend to stay in the back of conflicts, and only fight if they have to. When they do fight, they rely on hexes (as Priests) so they can keep the money protected. Think of them like being on an old stage coach riding shotgun. They will stay close to the groups traveling holdings, and die to defend them.

**Deacon (3 or 6)** - You are charged with protecting a place or item (city, building, chest, or special item of the church), and will only leave if it will aid in its protection. EXAMPLE: A group of men continue to attack a city you defend. Instead of waiting for the

next attack, you go after them at their home. If you have to leave a place you protect, you must charge another Vicar to take over. If you are protecting an item, you go where it goes. You can only have one weapon, one armor, and 50 talents in money, as you must be able to leave for a new charge at any moment. You tend not to use hexes unless it is last resort.

**Evangelical (4 or 5)** - You have a zeal for the church, and travel around promoting that. If you come across anything that is against the church, you will fight to the death to uphold your belief. Most Evangelicals will go from town to town saving

souls, but their zeal can backfire; as a refusal of their message can make them attack. Hexes are hated by Evangelicals, as they believe the church should leave them alone; instead they say they use "blessings" to justify their use. All Evangelicals hate Jesters. They tend to be poor, but must randomly roll for starting money (They cannot receive the highest amount, and must reroll if they do).

The Vicar class is open to Humans and Cherubs; however, a Cherub must still have its wings.

Avatar:

An Avatar tends to be part of an Army (Knight), but some are lone warriors who

travel seeking fame or fortune. A person really never chooses to be an Avatar, instead they are chosen as children to train. After years of sometimes torturous work, they are given a position in the working Army. They are only charged with one year of service, and those that survive are now player characters. Hexes are forbidden to Avatars, as their study of fighting wouldn't allow it.

There are four types of Avatar, to give you a few options on game play. You are free to make one of your own (with Regent approval) to fit within the design of your adventure. Also, you can

randomly roll to see which type you are (see rolls beside types below).

**Knight of Waverly (1 or 5) -**

Sworn to uphold the commands of the King, a Knight of Waverly is dedicated to his charge. At creation, a Knight has just left their year of service; and would automatically receive 1000 talents worth of money and items (No need to roll on the money chart). You can, as a noble, have anyone clear the road for your approach; unless they are a knight in service. Socially, you are treated with respect in person, tend to be served first and given the best. One drawback is the reserve activation clause. If a

Regent asks you to help his city, you must. If the King calls you for service, you must go. You cannot refuse any call to arms.

**Disgraced Knight (2 or 6) -**

For some reason (you must state in your history) you were removed from the ranks of the army. All property was taken from you at the time you were expelled (You keep one weapon, one armor, and 50 talents only). The courtesy afforded knights have been taken as well, and you are treated harshly in social situations. Most disgraced knights have some hatred for the crown, and the Regents of cities; avoiding large populations as well. Active and retired knights

may attack you, and if you are found to be disgraced; cities will reject you.

**Mercenary (3 or 7) -** Weather disgraced or left of your own will, you are now a hired fighter. Most will have several contacts that bring them work, others hang signs in towns to promote themselves. Whichever way you go, you only fight if the price is right. You can choose to begin with 2000 talents in money and items (no roll needed) or roll at random to see what you have gained. *It is recommended that Regents only allow one or the other, not to roll for money and choose the highest!* Knights tend to look down on you, but people tend to

accept you, especially if they are in need of help. It would be best to come up with a price list for your service in advance, or have the Regent make one for you.

**Prize fighter (4 or 8)** - You make your living fighting local champions, or in tournaments around the land. Some fight in circuits, others are travelers who put on their own shows. Though you could kill your opponents, your contests are not to the death. Unlike mercenaries, you don't just charge for your services. Rather, you tend to sell tickets, or ask people to pay for a chance to beat you. Others fight just the people they bring with them, loosing

at times; but winning most.

Those fights tend to be preplanned and scripted.

"Come see the fight between man and bear!" (The bear being a Beast that knows when to lose). Roll for random money to see how successful you have been in your career.

The Avatar class is open to all races. No Avatar can use Hexes.

Friar:

Dedicated to service, and poverty, a Friar joins a group to help others. Some find their way to lands fill with the sick, war torn areas that need healers, or out of the way places that need guidance. They accept no money for their service, and will give away any they

collect on the way. Because they refuse to use weapons, they study fighting skills for self protection. Hexes are a part of their life, but they use them mostly for healing than attack. No Friar can start above poverty level in the game. Friars will not kill unless there is no choice.

There are no real subclasses of Friar, but these four fighting styles are open for focus. You can choose, or randomly roll; but if you take basic Friar, it is suggested you find a fighting skill for combat. These are free to take, but other Fighting skills can be bought at Common skill Cost.

**Wrestling (1 or 2)** - With a successful strike attack, you can grab, pin down, punch, or dodge. Once you have a grab, you get an immediate second strike roll to throw or pin down. All damage is your strength score plus five. A roll of one with a punch will automatically knock out your opponent or roll again for double damage, with a grab gives you a free throw or pin down.

**Animal Style (3 or 4)** - Like a Martial Art, these techniques use every part of the body as a weapon. You can grab, throw, punch, kick, even block attacks or dodge them. Blocks can be used against weapons. The checks are the same as wrestling,

but the damage is strength plus six. Each roll of one causes an automatic reroll to double, but successive ones continue to roll.

EXAMPLE: You roll a one to punch, causing nine damage. Your next roll is a one doubling to eighteen.

Another one roll doubles that to thirty six... ex. There are no automatic knock outs, or free throws with this style.

#### **Spiritual Boxing (5 or 6) -**

You can dodge, punch and block attacks with ease. Like wrestling, you can get automatic knock outs, or single roll double damage. With this style, you not only study how to fight, but how to get hit. Damage is

strength plus six. If you are hit by an attack you can roll a resistance check (bladed weapons half damage, blunt or physical attacks no damage) to absorb the pain. A roll of one is the only way to get no damage from a bladed attack.

#### **Mixed Fighting (7 or 8) -**

You have studied several types of fighting, and have taken away parts that make you powerful. You can absorb blunt or physical attacks (not bladed) with a resistance check. Like wrestling you get automatic throws and pins with a one, but you can double your damage twice. Mixed fighters damage is strength plus five.

The only race restriction is No Shades. If a Cherub takes Friar Class, they cannot have wings (the claw on the wings is a weapon).

Con:

You live outside the law, and don't mind at all. You take what you want, or need, and don't trust may. After all, you know the evil in the hearts of men... that's who you are. You don't need to take separate skills for each type of criminal activity you want to do, but the check depends on what you want to do. If you pick a lock, roll against your Reflex, to talk your way out of a situation (or into one) roll against your Heart.

There are two types of Con, unlike some other classes, as they all study the same things. Weather you steal or simply talk people into giving, you are nothing more than a common thief. The roll for random type is listed below.

**Wanted (odd)** - People know of you, and some have seen your wanted posters in town. Wanted Cons avoid people they don't know, and even some they do if the reward for their capture is high enough. There is always a fifty percent chance anyone they meet will know them (roll 1d8 odd - known, even - unknown). If they are known, the Regent will decide if they are attacked. If unknown, the

Regent can continue to make checks (at their digression) to see if that person figures out who they are. You receive a free check in Reflex if attacked for Desperate Escape. The Regent then has the authority to say how you get away. EXAMPLE: A Wanted Con is met by three Avatar Knights, and they attack him. The Con makes a successful Desperate Escape roll, and kills one of their horses. This causes a distraction, and he runs into the woods. A failed roll means immediate capture or death. How this plays out is up to the Regent, but either way is a gamble. Use this option wisely.

**Unknown (even)** - Your actions may be legend, you are not. An Unknown Con can go to cities, but has to be careful of criminal activity. Each time they do criminal acts, there is a chance they will become known. A 1d8 roll by the Regent with an eight means someone saw them. The Regent must then roll again to see if the Con saw who saw them (odd - no, even - yes). This will give them a free Reflex roll for Fast Talk to get away. EXAMPLE: A Con picks a lock, and the town blacksmith saw him do it. The successful Fast Talk check makes the blacksmith believe they simply forgot their keys. A failed check would make the blacksmith run

through the streets screaming for help, and the Con immediately becoming wanted.

Both types of Con can use Desperate Escape and Fast Talk, but must have an action to perform this if the situation doesn't fit the above scenario. No race restrictions, but you cannot use Hexes. Weapon restriction: Nothing you cannot conceal (see weapon descriptions).

Jester:

Weather you hide your power, or show it to the world; a Jester is a force you don't want to be against. Jesters use hexes freely, feeling the Creator gave us this power for a reason; and that reason is me. The name

is from their root beginnings, the lowly men sent to entertain the King. Over the years they began to study the ways of nature, hoping to gain enough power to break free. Once they learned how to wield the Hex, they became free.

Jesters tend to still hide their power from the masses, some as simple entertainers. Known Jesters, ones that make no mistake they use Hexes, are perused by the Church; who thinks they receive their power from the Fallen. Either path you choose, you must use your power correctly. As one Vicar once said, "Jesters are best when used to light the night with fire."

With the aid of subclasses, you can find a direction to take your Jester for adventuring. Choose or make it random, the four types are listed below.

**Showman (1 or 5)** - You travel the land as a magician, doing mostly tricks for the crowd. Some of what you perform involves Hexes, but you make sure to have an explanation (if tortured). Showmen tend to have a few trusted people with them at all times, ones that know the tricks. In social situations, you are well accepted as an Entertainer, and; if you are REALLY good, invited to towns around the continent. You can choose to begin with 2000 talents of

money and items without a random roll.

**Snake Charmer (2 or 6)** - You use your Hexes to control things. Mostly traveling with animals, you put on shows that show your power over them. Not always do Snake Charmers use actual snakes, the name reflects what this group did for the King in older times. Because some people think what you do is cruel, you are not as excepted as the Showman. Starting money must be rolled, but the highest value cannot be taken.

**Open Jester (3 or 7)** - For whatever reason, you reviled your power to the people. Some did by accident, others by choice, but your character

is fully known. Vicars and Friars will avoid you (if not try to kill you), and many cities will reject you. This did give you more time to study the craft, and you can buy Attack Hexes at the same price as Defense. Money would be tight, as finding work in an untrusting environment is difficult. You begin with 1000 talents in money and items.

**Hidden Jester (4 or 8) -** No matter what someone says, you are NOT a Jester. You have found creative ways to hide Hex use, and will defend yourself to the death if you are accused. Choose a common skill for your occupation.  
EXAMPLE: You are a blacksmith, and the reason

your sword kills so well is the design; not the so called magic in the blade. Hidden Jesters live in fear of exposure, and this causes you to spend three extra character build / experience points on Hexes. If you are exposed, you become an Open Jester and gain the benefits of one. Regents can use the Unknown Con roll, if they choose to see if this happens. Any starting money is available to you.

The only race restriction is No Cherubs.

Slayer:

You are dedicated to killing something, and that consumes your life. You have either been charged by the Church to kill, or life

experience set you out to do so. Whatever the reason, you have studied your opponent to know all its weaknesses. All Slayers travel, so they have little if no holdings. When rolling for starting money, they can never receive the top value.

You must decide what your enemy is at creation. This will be someone or thing you will always attack. If you find that you need to work with your enemy, make a resistance check to see if you can. If you fail the check you must attack. A successful check gives you a day of control, no more. All bets are off the next day.

Instead of subclasses, just place the name of your

enemy beside your class.

This can be a class (Jester Slayer) or a race (Cherub Slayer) even a monster (Troll Slayer). Make sure when you are forming a group, that you don't choose a Slayer that would hate his group. A Vicar Slayer in a group of Priests would only serve for internal fighting.

Slayers get an automatic kill with a roll of one against their enemy. In turn, an eight will make any further rolls of one become simple successes. EXAMPLE: During the attack, a Knight Slayer rolls an eight to strike (Automatic Fail). In the next round, he rolls a one. This one is NOT an automatic kill. No matter

how many ones are rolled after the eight, the Slayer cannot get a Kill; unless the damage is enough to reduce the Body Damage score to zero.

The only race restriction is a simple rule: You cannot be a Slayer of your chosen Race. Other than that, you can be of any race.

#### Kinetic:

The most misunderstood people are the ones whose body produces power. Kinetics use the power of the mind, like Jesters use Hexes. Some try to see the future; others try to affect the physical world. All Kinetics are only trusted in times of need.

Like Slayers there are

no subclasses of Kinetic.

You have to buy your Kinetic Powers with Character Build / Experience points. To make the type of Kinetic you want (a telekinetic for example) just take all the powers that fit your perspective.

EXAMPLE: You take powers to move objects, and manipulate them to become a telekinetic. Pyrokinetics would study all forms of fire manipulation.

One benefit a Kinetic can use is the ability to take a second class to hide them. This doesn't give them the benefits of that class, but does give them a reason for their power. If you choose, for example, to hide as a Vicar; you cannot use

bladed weapons, or the disguise will be broken. Choose wisely if you decide to be hidden.

Beasts cannot be Kinetics, as their mind cannot handle that kind of power.

\* \* \*

#### Optional Rules for New Classes:

If the Regent approves, you can create your own classes for your characters. First, make sure it will not fit as a subclass. A gypsy could either be a Kinetic or Jester. A Gladiator would be an Avatar or Slayer. If you can't find a class to fit it, get together with the Regent to create it.

Make sure the class is not too powerful. Can they

use Hexes, and Kinetics? Would that make game play fair? Each ability they gain should have a restriction. If they can use any weapon, take away natural powers or certain races. Give them Hexes, but take away their social freedom.

If they have too much power, make them weak in other areas. EXAMPLE: You want a Knight that can use Hexes, no weapon restrictions, and be any race. Take away starting money, make them hated in cities, or make their character build costs more expensive. Maybe they have Vicar Style vows that make it impossible to rampage through every combat situation.

The Regent has final say on the new class. Remember, just because your Regent says it's ok doesn't mean the next one will. We strongly suggest you only make subclasses, but this is a choice left up to you.

## Chapter 4: Rules of Combat

### Introduction to Combat:

No matter how planned the event, conflict can arise. This can be as simple as unintended obstacles; or, worse, full on fighting.

These situations need to be dealt with effectively, and quickly as to not slow game play. Once the combat is over, the clean up must be equally as easy.

There are steps to combat, all to make things not only run smoothly; but to keep some sense of realism. Combat should be swift yet effective. Some games have you start to add this, subtract that, and then modify by another thing...

Soon you have a strike score that you can use. Then you change weapons, and the process starts over again. We have boiled all this down to action, reaction, and start again.

\* \* \*

### Combat Basics:

As with the rest of the system, you still need only your 1d8 for combat. The breakdown in terms follows:

**Initiative** - How soon you react in combat. There are eight rounds of fighting per turn, and the number you roll shows which round you will move. After all rounds are completed, you will reroll and combat continues.

**Strike** - Your target roll you must make to hit your opponent. Every character has their own strike roll, and they are set. No matter the weapon you use, the roll is the same (Hexed changes not included). This shows your personal level of skill to hit your target.

**Repel** - If your opponent makes a successful strike, you can counter with a repel roll. This is not an extra attack for your character, and can't be used to cause damage. We add this roll to give a character a chance to parry in sword play, or simply block other forms of attack. It is also the only way to avoid damage to the average character (Class

abilities notwithstanding).

**Damage** - The value of body or soul damage you lose in an attack.

\* \* \*

Rules:

To keep things simple, we don't add degrees of speed based on the weapon you use. Sure, a knife is faster than a Sword; but does a skilled swordsman swing faster than an unskilled knife wielder? If you have an initiative of 7, and a weapon speed of 3, you can't attack until the next round. This system allows each character to attack in each round.

All characters will get a single attack, unless their weapon or race allows more.

The first attack is at your initiative number, the rest are done at the end of combat. You also must call who you are attacking. In the heat of battle, you see an enemy, and you attack. You don't wait to see if they died first. Second attacks will allow you to change targets at the end of the round.

If your character is attacked, you make your repel roll (unless this is a Hex or Kinetic attack). This can be used against any melee (hand or hand held) weapon. Missile (thrown or fired) weapons can be repelled with restrictions. You must roll three less (or a one) than your repel score to do that.

If you fail, you are dealt damage.

Here is a breakdown of melee combat to clarify:

1) Tim Blade (Cherub) rolls a 5 in the first turn, and chooses a Sullen to attack.

2) Before his action he is attacked by the Sullen.

3) He has a repel of 4 and rolls a 3. Success, no damage.

4) His attack with a strike of 5, rolls a 6. Miss.

5) He is attacked again by another Sullen. He rolls a 5, and takes 7 damage.

6) His second attack time at the end of the round, he rolls a 3. Hit. No save on target repel, 6 body damage.

7) New turn roll.

8) This time, Tim Blade

rolls a 7.

9) The Sullen he is attacking dies.

10) On his first attack, he still strikes that Sullen.

11) He is not attacked this round, and changes targets to a new Sullen.

12) His last attack plays out.

13) New turn roll.

If there are several characters with a second attack, best initiative roll goes first. In the event of a tie roll 1d8 to see who goes first. If any character has more attacks than two, they will go first with one attack; then use the last after everyone else has gone.

Missile combat differs slightly. Instead of just

rolling a strike, you roll a Reflex check right after.

This shows how much control you have over the distance weapon you are using. If both are successful you get full damage. Fail the Strike, miss. Fail the Reflex, half damage. If you roll two ones, One Shot Kill. If the target repels a One Shot Kill, they still receive no damage.

Only Slayers can get One Hit Kills with melee weapons, as they; like a classic assassin, study only how to kill their chosen prey. If a Regent allows other classes to use this tactic, we suggest you add a reflex roll; like in missile attacks. This not only keeps

Slayers with their special powers, but can speed combat when needed. If there is a reflex fail, deal only half damage to the target.

Added damage can come from multiple rolls of one. Like some fighting skills that have set rules, and missile attack's one shot kill, a simple melee attack can cause excessive damage.

If a character rolls a one to strike, they have the choice to roll again to double damage. A second success doubles the Damage Value (DV) of the weapon. When another roll of one is made, the option continues to get triple damage. This is the maximum allowed.

Slayers can use this

against enemies that they are not dedicated to kill only. Even when they have lost the chance for a one shot kill, they are restricted from using this.

If any successive attack is an eight, the character misses. So, if you opt for triple damage, and roll an eight, the entire attack is a miss.

\* \* \*

#### Optional Combat Rules:

For large group, war style combat, we have a quick resolution. Take the highest Strike score for both sides. Roll 1d8 for each, and the lowest number wins the round. Every Character makes a Repel Check if they lose the turn.

A one is automatic no damage, a standard save gives highest value enemy melee damage, but an 8 kills the character.

If you are dealing with one on one melee combat, have the characters roll to strike at the same time. If they both succeed, there is no hit. If one fails, they are hit. If one rolls a one, they get a free attack that turn. If one rolls an eight, they cannot defend in their next turn. In this type of combat, you give only a single attack to each Character, and deal immediate damage. Also, all automatic kills are void.

#### Healing Wounds:

Though Hexes and Kinetics can heal damage made

to a Character, there are times when Magic may not be available. If your Friar has been killed, Vicar is captured, or Jester has lost Hexes for the day, you need to use standard healing to save your party. In this section we will discuss what options are available, when they can be used, and what effect they have on the different races.

There are three areas in taking damage that change the way your character acts. The first is going under half your Body Damage Total. This causes loss of all extra and specialized attacks. The next is down to a single point. In this case you can no longer attack, as your

body cannot take the punishment anymore. The last step is zero. Your character is dead.

Bladed attacks cause open wounds, which continue to deal damage over time. For every strike you cannot repel, you take one point of damage per round to show bleeding. EXAMPLE: Dawnbreaker (human Vicar) has been attacked with a long sword for 18 total damage points. The next round he receives another point of damage in blood loss. The Battle lasts four more rounds, and he is not struck again; but his total damage is 23 points.

Blunt attacks don't cause open wounds for the

most part, but eventually cause blood loss. It can be external or internal, but not as easily as a blade. In this instance you would start blood loss after three blunt attacks.

These rules apply to all but the Shade race. In their case, the smoke leakage is faster than normal blood loss, and the damage values are double. Because of this, their healing time is much faster as well.

In every case, blunt or bladed, consecutive hits cause more blood loss. After the third blunt attack, each new success gives another point of blood loss. Let's look at Dawnbreaker again, this time he has received

three bladed attacks, and five blunt strikes. His total blood loss per turn is six (one for each bladed; and three for the third, fourth, and fifth blunt attack). In any turn, if the blood loss takes him to zero, he could die.

The Fighting Skill Combat Healing is the only way (short of a Hex or Kinetic) that can stop bleeding during a fight. This will stop all current blood loss, but new attacks will start the cycle from the beginning. Since each race heals differently, you find what you need to bandage below.

**Human** - Cloth bandages and other absorbent materials.

Wounds must be wrapped tight, to aid in clotting. Heal 5 points per day after treatment.

**Shade** - When hit, shades leak black smoke, so fibrous materials won't help. Leather straps and heavy cloth will slow the leakage and allow healing. Total heal overnight after treatment.

**Cherub** - Though they bleed as humans, and use the same type of bandage; it must be blessed by the Church, and free of imperfection. Only high quality items will work. Heal 10 points per day after treatment.

**Beast** - Natural mosses, packed clean dirt, and other unprocessed materials. They

are linked to the wild, and have allergies to processed goods. Heal 5 points per day after treatment.

For newer players, or weaker groups, the Regent can option to not use bleeding damage. EXAMPLE: All characters in a group have 44 or less Body Damage points. After two attacks with just a long sword, the characters could receive 36 points of damage without blood loss. Using this option with stronger characters is not recommended, as they can have upwards of 264 Body damage points.

#### Death of a Character:

No matter how experienced, or powerful a player; death can come at

anytime. As a standard rule, once a character reaches zero Body or Soul damage they are dead. Normal healing stops and the Character cannot just be magically healed. As an option, a Regent can give a character negative 10 points to reach death. This would allow low level characters to live longer. If that option is applied, the character is in a coma until healed to 1 body damage point.

Soul Death is the worst form of death in this world. A soulless character is turned over to the Regent, and will become one of three types of monster. The Dead or rotting flesh bags that walk the night, a Sinner or a user of one of the seven

deadly sins, or a Sullen the  
Bain of this world and  
heartless killer. All three  
are described in the  
Monstrous Enemy Section. At  
the Regent's option, a  
character can be sworn to a  
quest to restore their soul.  
For the duration of the  
quest, their soul stays at  
zero, and the character is  
still free. If the quest  
fails, the character is  
turned over as before. If  
successful, all soul is  
restored.

## Chapter 5: Rules of Magic

### Magic in Waverly Armageddon:

The natural power of the universe can be harnessed by a Character with great dedication. Magic lives in its own way, breathes life and deals death to all who use it. If you are a user of Hexes, you speak into existence what you want to happen. The words you use become power, and that power is shaped by your will. Kinetic powers come from deep inside the mind. No words are spoken, but a random thought can become a powerful force.

To follow is a set of rules used in casting Hexes, and using Kinetics.

Characters must follow this set of rules, not only to limit their use; but to make sure their use can't dominate all game play.

\* \* \*

### Hexes:

The term hex has been used in many ways over the years. For our purpose they refer to all spell like powers. All Hexes are single word actions, which bring about one intended effect. If, for instance, you wanted to make a fire. The word Fire could cause everything to burn. You must use the correct word for the type of fire, and that is where your study comes in to play.

Keeping with the example of starting a fire, there are two types of hexes used for making a fire. The first is Feu, for a small camp style fire. The next is Incendie, for a large building size event. An unstudied Hex user might use Incendie to start a camp fire, and burn everyone to death; or Feu to block off an attacker, yet only annoy them.

This is why all Hexes must be bought separately, so that the correct one is known by the caster at all times. If you choose, a character can learn both fire hexes. Once learned they would never be confused by that character again. There is a list of Hexes in a later chapter.

Here we will show the rules of how they work, and what happens when they fail.

\* \* \*

#### Casting Hexes:

As with combat the casting system has been simplified. Each Hex uses a single word to create, so there is no component use or casting time. Once you say the word, there is no going back. A Hex is raw natural power that wants to be let out, and will make its way to something. A failed roll with a Hex causes it to turn on you, good or evil.

Say a Vicar wants to heal a wounded Avatar. He says, "Guerir," the word to heal. His roll is a fail,

and the power goes to him, still healing but not the target. Again the Vicar uses a Hex, this time in combat. He says, "Blessed," the word to wound an enemy. His failure will cause damage to himself.

To get a success or fail, you roll to a Heart check. This will show how your body handles the powers use, and if you can get all the power out to your target. The fail means you gathered the power inside, but couldn't channel it out. There is no resistance check for a Hex failure.

Once successful, the target can roll to resist. This is the Check score listed with Strike, Repel,

and Skill. A target resisting a Hex will not cause damage to the caster, but a roll of 1 makes the target immune to the caster for the rest of the attack.

\* \* \*

#### Basic Hex Rules:

A character must have a class that allows Hexes to use them. Those classes are Vicar, Friar, and Jester. No matter the subclass, the rules work the same. You must have a Heart of 3 to cast Hexes; any less would make it almost impossible to make them succeed. A Regent can allow a lesser score, but it will make their use difficult.

A Hex user will have a Grimware, or spell book, that has learned Hexes inside. This must never be lost, or their learned Hexes will be lost as well. Your mind is tied to this book, and you can use any Hex inside at anytime.

Every Hex causes pain on the caster, and gives you the limit you can use in one day. A Heart of three will allow three with no penalty. After that, every Hex you cast will cause one point of Soul Damage; and the loss of weapon use for one turn. A resistance check can be used to block the damage, but the pain will still keep weapon use from happening.

You can create conjoined

Hexes, to create effects single words can't cover. All conjoined Hexes must be bought at Attack Value (15), and be written in your grimware to use. Say you want to cast an arrow of fire. You would combine Incendie (large fire) with Jeter (to fling). The result would be a small flame launched from your hand, which bursts into a large one when it hits its target. Your grimware would read Incendie-Jeter.

If you have a conjoined Hex, you must have both Hexes already in your grimware; or you must buy the one you don't have. There is no extra Heart needed for this type of casting.

Hexes can have a double effect if taken as conjoined. In this case you would buy the Hex twice, and then set up the conjoined as before. All costs are the same as creating conjoined texts. EXAMPLE: To make an even larger fire explosion, you would cast Incendie-Incendie.

Casting a Hex again, before the first cast has finished its run, will also double the effect.

Casting Breakdown:

Lightwing (Jester) is in combat, and rolls a 3 initiative. His Heart is Five, and he casts Craindre (fear) on his attacker. His roll is 3, success. The attacker fails his resistance. A few turns, and

Hexes, later he has used all five he has free in a day. The battle is still raging, so he casts his conjoined Hex Eclater-Poussiere (exploding dust) at the group. He fails his resistance check, and takes one point of soul damage; but makes his Heart to cause the ground to explode around the enemy.

Later that same day, the group needs a door to open; but the Con can't get the lock to open. Lightwing decides to cast Ouvrir (to open). He fails his Heart check, and his hands rip open causing Body damage (At Regents digression), plus he cannot resist the Soul Damage.

Review:

1) Every Hex known must be in your Grimware.

2) You can cast as many Hexes as your Heart score without penalty.

3) Each addition Hex can cause Soul Damage, and loss of weapon use. Roll Resistance to receive no damage.

4) If you fail a Heart Check, you receive all effects of the spell.

5) A target can resist any Hex you cast. If they roll a 1 your Hexes have no effect on them for the rest of the day.

6) To make Conjoined Hexes, you must learn each Hex separately.

7) If you lose your Grimware, you cannot cast

Hexes; and must find yours.

If you buy a new one, you must relearn all the Hexes you have learned.

Hexes at Character Creation and Your Heart Score:

As to make it easier to have more Hexes at creation, you receive one free Hex for every point of Heart. After Creation, when you raise your Heart score, the same rule applies. So, a Heart of three at Creation gives three free Hexes of any cost.

Later, you rise to four, and receive another free Hex of any cost.

Heart of Seven:

Once you reach a Heart of Seven, max, you can still gain extra Hexes per day.

You will add the level of your Soul to your Heart for

the maximum before penalty, but you no longer receive free Hexes. After your Soul is at maximum, you can add your Mind valve for Hexes per day. After that, you cannot raise this valve anymore; giving you the casting maximum of 21 Hexes per day. Loss of Soul points, for too many Hexes a day, will only affect your maximum after your Heart is at seven.

#### Stealing or Finding a Grimware:

If you take a Grimware from another, and want to use it as your own, you must roll a Soul Check for each Hex. If you succeed you get all the Hexes in the book, but if even one fails you get nothing. You can do this once per day with no penalty.

If; however, you roll an 8 at anytime you lose all Hexes in your Grimware as well, and have to relearn all Hexes at full cost. This is the choice you must make when the time comes. This also splits your Hexes between the books. If one is lost you only lose those Hexes. Make sure to mark which book has which Hex.

#### Kinetics:

Like Hexes, Kinetics are a power that comes through you and to a target. There are some differences to be taken into account, so we will go over them now. To start, you use your Mind score for how many you can use per day, and the target to make them work. The

target also gets a resistance check for no effect. After you use your max in a day, other penalties will apply.

\* \* \*

Rules of Kinetics:

These are thoughts in the mind that become action. Though you need not say any words to make them happen, you must focus on what you are doing. Any distraction will cause them to fail. Your Mind score reflects your concentration, and a failure means your thoughts have trailed off.

You must be a Kinetic to use this power, and you must have a Mind of 3 to begin. All Beasts are restricted from using Kinetics, as their

minds are weak (even if they have a Maximum Beast Mind of 6). Each Kinetic ability must be bought, and listed in your Kinetics section. There are no required books to keep them in, and they cannot be stolen.

Your Mind also tells you how many powers you can use per day. A mind of 5, gives you five without penalty. If you go over five, you must roll a resistance check. A failed check means your Character cannot use Kinetics for the rest of the day. A 1 will make your next Kinetic work without a roll; an 8 can cause you to fall asleep for the rest of the day. (Roll against Soul to resist). If a target resists the Kinetic,

it has no effect on them. If they roll a 1 to resist, your Kinetics have no effect on them for the rest of the day.

When you fail a mind check to use a Kinetic power, like Hexes, they affect you (roll to resist).

#### Kinetic Breakdown:

Simeon (Kinetic) is in combat, and wants to throw a target with his mind. He concentrates on this idea, and rolls a Mind check. His Mind is 5, and he rolls a 7; fail. He is thrown backwards instead of his target. Later, he has used all 5 Kinetics for the day, but there is still an attacker left. He decides to crush the attacker's armor against their body. This time he

rolls a 2, success. They fail the resistance and the armor crushes. Simeon also makes a resistance check, and fails. The rest of the day, his Kinetics don't work.

#### Review:

1) You can use one Kinetic Power per point of Mind per day.

2) You must make a Mind check for it to succeed; a failure turns the power on you.

3) Targets can resist, and if they roll a 1 are no longer affected by you for the day.

4) Going over your Kinetics for the day causes a Soul Check. Failing can cause loss of power, or even falling asleep for a day.

5) All Kinetic powers known must be listed, but no special books are needed.

Max Soul, you add your Heart score for the maximum of 21 Kinetics per day.

Kinetics at Character Creation, and Your Mind Score:

You receive one free Kinetic power per point of Mind at Character creation (step 1 only). When you raise your Mind later, unlike Hexes, you no longer receive free Kinetics. So, if you start with the minimum Mind of three, you get three free. Raising to four gets more per day, but none free.

A Mind of Seven:

Once you reach the Maximum Mind of seven, you can still get more Kinetics per day. Like Hexes you now add your Soul score for a total value. After you reach

## Chapter 6: The Warrior's way

### Weapons and Fighting:

Here you will find a list of weapons and fighting skills available in Waverly Armageddon. This is not meant to be every single type, and style of weapon in existence. For example, there are several styles of long sword, each one may have a different look but they are still long swords. If a weapon is unique it will be listed.

Some players may want special styles of weapon for their character. The Regent should first try to find a weapon listed and see if it would fit its damage score. Say you want to make a spear

with an attached blade at the top; the damage rate is not listed here. A Halberd (similar look, with an axe style blade at top) might cause the same damage. You can use the Halberd as the model for your weapon.

To use a weapon you must have that weapon skill. A Long Sword Weapon Skill allows their use, and any other sword the Regent allows. EXAMPLE: a Long Sword Weapon Skill may allow the use of a Bastard Sword, but not a Claymore or a Short Sword; as they both differ too much in style and use.

If the weapon is one handed, and you want to duel wield you must take the Two Handed Fighting Skill. The

same applies to the use of sword and shield combos, as shields can be used for attacks depending on their style. Two handed weapons cannot be used with another weapon or shield, unless the weapon has a one hand option.

EXAPLE: A Javelin is a thrown weapon that can be used with one or two hands. If you have Two Handed Fighting, you can use a shield and Javelin together.

The cost listed with the weapon is assumed to be retail, and will slightly vary between Blacksmiths or weapon shops. At creation the cost is the cost, but in game play the Regent can modify the costs to fit the adventure. Street values, or

purchase outside a shop, can double the price. Sale of a weapon to a shop is half the value of the cost; but private sale can be up to the cost new. If the weapon has various styles, the cost listed is an average.

#### Learning New Weapon and Fighting Skills:

No matter if you want to learn a Weapon or Fighting skill after creation, you must find a teacher. Most can be found in cities, or someone in your group that has the skill. In either case, the learning should not be instant. The Regent will decide how long a character must study to get their new skill for use. EXAMPLE: Daybreaker wants to learn Two Handed Fighting, and Tim

Blade has that skill. The Regent says it will take a month of game time to use the new skill. This can be done as a simple, "a month later you..." statement; or if you are in the middle of a campaign, you can use the game days (not real days) until your character can use the new skill. Both choices are up to the Regent, and the character must spend the points as soon as the learning starts.

\* \* \*

Weapon list:

The following is the list of commonly found weapons of the game. As stated before, unlisted weapons are not restricted. Each is

separated into categories of style to aid in finding the weapons you need. The Damage Value is your Strength plus the listed number. \* Thrown and Fired weapons have a total Damage Value listed. DV = add Strength for full damage / TD = full damage of the weapon. Cost is average in Talents.

Axe:

Battle Axe - A large two handed axe around 3 feet long. DV - 7, Cost - 200.

Throwing Axe - Small weighted axe made for single hand use, or throwing.

Around 1 1/2 feet. DV - 4, TD - 7, Cost 40.

Common Axe - Medium size wood axe used in everyday life. Can be between 2 and 3

feet long. DV - 5, Cost 25.

**Pole Arms:**

Glaive - Long shaft, with a short curved blade at the top for slashing or stabbing.

Around 7 feet long. DV - 10, Cost - 250.

Halberd - Long shaft, with an Axe style blade at the top; and a tip spike. Around 7 1/2 feet long. DV - 13, Cost - 400.

Fork - Long shaft, with a double point at the top. Around 7 feet long. DV - 12, Cost - 350.

Scythe - Long curved shaft, with a long curved blade at the top. Around 8 feet long. DV - 15, Cost - 700.

**Spears:**

Short Spear - 5 foot shaft, with a single point at the

tip. DV - 6, TD - 8, Cost - 100.

Long Spear - 10 foot shaft, with a single point at the tip. DV - 8, TD - 10, Cost - 150.

Javelin - 7 foot tapered shaft, coming to a long single tip. DV - 6, TD - 9, Cost - 75.

Trident - Long shaft with three long spiked tips, around 5 feet long. DV - 7, TD - 11, Cost - 200.

**Small Blades:**

Knife - Small blade with a hand size grip, between 1/2 and one foot long. DV - 3, Cost - 50.

Throwing Knife - Balanced small knife styled for throwing. Around 3 to 6

inches long. DV - 2, TD - 5,  
Cost - 55.

Short Sword - Single Handed  
Sword with a double or single  
edge blade. Around 2 feet  
long. DV - 6, Cost - 125.

Falchion - Like a short  
sword, with a single edge and  
wider blade. Around 2 1/2  
feet long. DV - 8, Cost -  
175.

#### Medium Blades:

Broadsword - Wide stubby  
blade, for single hand use.  
3 Feet long. DV - 10, Cost -  
200.

Bastard Sword - Slightly  
longer than a Broadsword,  
with a similar blade. 3 1/2  
feet long. DV - 11, Cost -  
250.

Long Sword - Thin extended  
blade, one handed, and double

edged. 4 feet long. DV -  
12, Cost - 300.

Saber - Very thin blade,  
light and strong, one handed,  
single edge curved blade. 3  
feet long. DV - 10, Cost -  
200.

#### Large Blades:

Claymore - Large, two  
handed, wide, double edge  
blade. 4 1/2 feet long. DV  
- 13, Cost - 350.

Flameberge - Like a Claymore  
with serrated edges, and a  
set of spikes just above the  
hilt. 5 feet long. DV - 15,  
Cost - 400.

#### Blunt Chains:

Chain - Long metal links in  
varied lengths. Between  
three and five feet long  
average. DV - 4, Cost 10.

Ball and Chain - Small

handle, with a medium length chain attached to a heavy metal ball. 3 feet long. DV - 6, Cost - 150.

Double Handle Chain - Two short handles connected by a chain, designed to be used single or dual. 2 1/2 feet long. DV - 5, Cost - 100.

#### **Spiked Chains:**

Flail - Medium size staff, with a short chain that connects a small spiked club. 5 1/2 feet long. DV - 11, Cost - 250.

Goupillon Flail - Short Handle with three chains, each tipped with a spiked ball. 2 feet long. DV - 15 (five per ball), Cost - 400.

Mace and Chain: Like the Ball and Chain, only a spiked ball on the chain. 3 feet

long. DV - 8, Cost - 200.

#### **Blunt Clubs:**

Standard Club - Single piece of wood, with a thick top, tappers down to a handle. 2 1/2 feet long. DV - 6, Cost - 10.

Cudgel - Long handle, with a heavy wooden ball attached at the top. 3 feet long. DV - 8, Cost - 80.

Metal Club - Forged metal club, thinner at top than wooden style, tappers down to form a handle. 2 1/2 feet long. DV - 7, Cost - 45.

#### **Spiked Clubs:**

Mace - Medium shaft, with a heavy spiked top, formed handle at the bottom. 2 1/2 feet long. DV - 9, Cost - 130.

Morning Star - Like a

Cudgel, with a spiked ball, and an extra spike at the tip. 3 feet long. DV - 10, Cost - 175.

Hercules Club - Medium shaft, with a long heavy top, with several rows of spikes. 5 1/2 feet long. DV - 12, Cost - 200.

#### Hammers:

Claw Hammer - Small common use hammer, with a claw on the back of the head. 1 foot long. DV (Blunt side) - 4, DV (Claw) - 5, Cost - 10.

War Hammer - Two handed long hammer, with a spike on the back of the head. 3 feet long. DV (Blunt side) - 8, DV (Spike) - 6, Cost - 100.

Double Blunt Attack Hammer - Like a War Hammer, only no spike; and a second blunt

side on the head. 3 feet long. DV - 8, Cost - 125.

#### Staves:

Short Staff - A medium size shaft, can be used with one or two hands. 4 to 5 feet long. DV - 5, Cost - 75.

Long Staff - Longer version of the short, designed for two hands. 7 to 8 feet long. DV - 7, Cost - 85.

Bo Staff - Very long, two handed staff. 10 feet long. DV - 9, Cost - 100.

Quarter Staff - The most common style found, modeled as a compromise between the Long and Bo styles. 8 feet long. DV - 8, Cost - 80.

Iron Staff - Forged iron shaft, with a heavier side covered in metal rings. 7 feet long. DV - 11, Cost -

150.

Modified Common:

Reaper - Long curved handle, with a second handle half way up, and a long curved blade at the top. First used to harvest long grass. 9 feet long. DV - 15, Cost - 100.

Sickle - Short handle, with a small curved blade at the top. First used for grain harvest. 3 feet long. DV - 7, Cost - 75.

Pitch Fork - Like the Fork or Trident, with four curved long spikes at the top. First used for hay. DV - 10, Cost - 40.

Distance Weapons:

Long Bow - Around 6 feet, using long arrows for attack. Cost - 350.

Short Bow - Around 3 feet,

using short arrows for attack. Cost - 250.

Collapsible Bow - Size of a Short Bow, that folds down to one foot size. Uses short arrows for attack. Cost - 300.

Small Crossbow - Hand grip, with a small sideways bow across the top. About 2 feet across. Uses small Bolts for attack. Cost - 275.

Standard Crossbow. Large double hand hold, with a sideways bow across the top. Around 3 feet across. Uses large bolts for attack. Cost - 350.

Heavy Crossbow - Longer than the standard, with a shoulder stock. Two bows across the top and bottom. Uses large bolts. Cost - 450.

Sling - Long strap of leather with a center pouch. Around 3 feet long. Can use stones or small balls for attack. Cost - 10.

Advanced Sling - Y shaped handle, with a thick bow like material stretched between. 2 feet long. Can use stones or small balls for attack. Cost 20.

Hand Hook - A curved wooden hook, with an open trench on the inside, that attaches to one hand. 3 feet long. Uses large balls for attack, or can be used for a blunt strike. DV (Blunt Strike) - 5, Cost - 50.

Distance Weapon Loads:

Short Arrow - Standard Tip TD - 6, Wide Tip TD - 8, Blunt Tip TD - 4, Cost - 10.

Long Arrow - Standard Tip TD - 8, Wide Tip TD - 10, Blunt Tip TD - 6, Cost - 15.

Small Bolt - Standard Tip TD - 5, Wide Tip TD - 7, Blunt Tip TD - 3, Cost - 8.

Large Bolt - Standard Tip TD - 8, Wide Tip TD - 8, Blunt Tip TD - 4, Cost - 10.

**\*\*\* Regent can modify cost of arrow and bolt depending on tip \*\*\***

Stone - Found Stone TD - 3 (free), Carved Stone TD - 5, Cost - 5.

Small Ball - Smooth TD - 6, Cost - 6, Spiked TD - 7, Cost - 7.

Large Ball - Solid TD - 10, Cost 10, Wooden with Drilled Holes TD - 6, Cost - 4.

**\* \* \***

### Weapon Skills:

As stated, a weapon skill is the type of weapon you want to use, not the category it belongs to. If you want to use a Hand Hook, Take a Hand Hook Weapon Skill at a cost of 20 points. If you want to use a Weapon you have no skill for, you must make a Mind Check. Success allows you to use it in combat, but it only does half damage (see also unskilled weapons in regent damage section). This check must be made before every combat situation, unless you roll a 1; then you can use that weapon all day.

### Fighting Skills:

These skills cover the types and styles of fighting your character knows. Taking

these can add extra attacks, allow for unarmed combat or increase / decrease damage. Each Fighting skill costs 15 points, unless you are a Friar (see Friar for changes).

The following is a quick list of common Fighting Skills. With Regent approval, you can form your own Fighting Skills. If the skill gives you the option of using an attack as a repel, you lose the attack at the end of the turn.

**Two Handed Fighting** - Use any one handed weapon in each hand, and gain one extra attack per turn. You can also use your extra attack as a repel, if you fail a repel

check.

**Shield Style Combat** - Allows the use of a one handed shield with a one handed weapon. You can also use the shield repel for an extra attack, if you haven't used it in that turn.

**Double Weapon Combat** - Like Two Handed Fighting, but you can use two different styles of one handed weapon.

**Fencing** - Allows you to use your weapon to block (repel) instead of attack.

**Wrestling** - With a successful strike attack, you can grab, pin down, punch, or dodge. Once you have a grab, you get an immediate second strike roll to throw or pin down. All damage is your strength score plus five. A

roll of one with a punch will automatically knock out your opponent, with a grab gives you a free throw or pin down. The damage from these attacks automatically doubles. You only get one extra damage roll.

**Animal Style** - Like a Martial Art, these techniques use every part of the body as a weapon. You can grab, throw, punch, kick, even block attacks or dodge them. Blocks can be used against weapons. The checks are the same as wrestling, but the damage is strength plus six. Each roll of one causes an automatic reroll to double, but successive ones continue to roll. EXAMPLE: You roll a one to punch, causing nine

damage. Your next roll is a one doubling to eighteen. Another one roll doubles that to thirty six... ex. There are no automatic knock outs, or free throws with this style.

**Boxing** - You can dodge, punch and block attacks with ease. Like wrestling, you can get automatic knock outs, or single roll double damage. With this style, you not only study how to fight, but how to get hit. Damage is strength plus six. If you are hit by an attack you can roll a resistance check (bladed weapons half damage, blunt or physical attacks no damage) to absorb the pain. A roll of one is the only way to get no damage from a

bladed attack.

**Mixed Fighting** - You have studied several types of fighting, and have taken away parts that make you powerful. You can absorb blunt or physical attacks (not bladed) with a resistance check. Like wrestling you get automatic throws and pins with a one, but you can double your damage twice. Mixed fighters damage is strength plus five.

**Street Fighting** - Not only do you fight well, you fight dirty. It works like Mixed Fighting, but no Absorbing damage. You can use any item near you for a single attack at Strength plus four. All other attacks are Strength plus five.

**Sneak Attack** - You can use this to get a free full damage strike on a target, without them repelling. The target must roll a mind check to see if they know you are there. If they succeed, you miss. If they fail, you hit; but if they roll an 8 they die. That will happen even if you intend to wound only.

**Dodge** - This gives you one extra chance to repel in any combat turn.

**Wings of War** - Any character with wings can take this skill to get a bonus attack (3 instead of two with a Cherub). It also allows for wing attacks to become repels.

**Desperate Escape** - You receive a free check in

Reflex if attacked for Desperate Escape. The Regent then has the authority to say how you get away. This can be used once per turn.

**Desperate Strike** - You receive a free check in Reflex if attacked against any opponent, even if you have no attacks left in the turn. The Regent decides what effect or damage you deal. This can be used once per turn.

**Combat Healing** - This is a special skill used to help other characters stop blood loss in combat. You must take a Combat Healing for each race you want to learn, as each one needs a different form of first-aid. You use this skill instead of an

attack, and roll a skill check to see if it works. A success stops the blood loss in the target character.

**Sword Form** - You have taken special training in the use of a sword, and have gained one extra attack or repel per turn.

**Staff Form** - Like sword form, only used with any two handed blunt weapon skill.

**Archery** - Like sword and staff, only used with a Bow / Crossbow Weapon skill.

## Chapter 7: Common Skills List

### Common Skills:

These are average skills anyone can learn, if they have the right teacher. To use a Common skill, roll a Skill check. A success shows it works as expected, a 1 shows it works better than expected. Failure when rolling means you can keep trying until it works (with Regent Approval), but an 8 means it will not work no matter how hard you try.

The list is not meant to be all inclusive, just to give you a guide on what types of skills are most useful in game play. With Regent approval, new

character skills can be formed, and bought at 10 character / experience points. Like Weapon and Fighting Skills, you must find a teacher after creation to learn new ones; and have the Regent decide on the timeframe.

Even strange skills can be used in interesting ways during game play. Let's say you take Ice Skating, and don't ever find a combat use for this skill. Think outside the common uses for this skill, and make it work. Use it to cross a floor covered with slick oil, or maybe on a glacier topped mountain to move at full speed when being chased.

For unskilled actions,

Regents can give characters a mind check. This helps when no member of the group has a skill that would fit a situation. This should only be used when needed, or the buying of skills has no meaning.

\* \* \*

Basic List:

We will separate the Common Skills into categories for easier use. You cannot take a category as a skill, only the skill itself; unless there is an all inclusive skill listed. All Inclusive skills are not as good as specialized skills. EXAMPLE: Basic Survival gives you the ability to stay alive in extreme conditions, and give

you a better chance to make a campfire. Fire Building allows you to start a fire in any situation, using whatever is around you. The difference being Basic Survival tells you what makes a good fire in the wild, but Fire Building tells you how to start a fire with practically nothing. Regents should consider this when allowing skill rolls.

We do not include descriptions to give players more freedom to use skills as they need. Regents must keep up with the skills of characters to give them reasons to use them. This all aides in gaining experience for character growth. Some of the terms

used in skills are modern,  
this is done for clarity.

A quick note on Cons and  
Theft. There are skills  
listed that can be used by a  
Con for their class. These  
do not need to be bought by a  
Con at any time. See the Con  
Class for further  
Explanation.

**Arts:**

Acting - Drawing -  
Illustration - Journalism -  
Lettering and Calligraphy -  
Painting - Reading and  
Writing

**Business:**

Appraisal - Bartering -  
Management - Purchasing -  
Trade

**Crafts:**

Architecture and Design -  
Baking - Beadwork -

Blacksmith - Carpentry -  
Carving - Chandler - Cooking  
- Disguise - Embroidery -  
Forgery - Imitate Voices -  
Leather Working - Sewing -  
Rope Making - Sketching -  
Sleight of Hand - Thatcher -  
Ventriloquism - Weaving

**Law:**

Binding and Holding - Bond  
Hunting and Tracking -  
Cryptography - Local Lore and  
Law - Personal Protection

**Mental Skills:**

Fast Talk - Hypnotism -  
Memorization - Quick Recall

**Physical Skills:**

Acrobatics - Athletics -  
Bending - Body Building -  
Climbing - Dance - Escape -  
Evade - Follow - Gymnastics -  
Hiding - Ice Skating -  
Lifting - Pick Locks -

Prowling - Running - Sneaking  
- Swimming

**Pilot:**

Carriage - Coach - Land  
Navigation - Row Boat - Sail  
Boat - Ship Navigation -  
Wagon

**Religion:**

Church Lore - Fallen Lore -  
Practices - Rights - Rituals

**Riding (choose animal):**

Basic Riding - Combat Riding  
- Showmanship - Training

**Science:**

Agriculture - Alchemy -  
Animal Husbandry - Biology -  
Botany - First Aid -  
Mathematics - Meteorology -  
Oceanography - Research -  
Veterinary Care

**Social Science:**

Anthropology - Archeology -  
Customs - History - Legend -

Lore - Psychology

**Survival:**

Basic Survival - Curing -  
Fire Building - Fishing -  
Foraging - Hunting -  
Scavenging - Shelter -  
Tracking - Trapping

Some skills will not  
make sense without other  
skills. You can't use  
Lettering and Calligraphy  
without being able to Read  
and Write. In this case, it  
is up to the Regent to say if  
you can take one without the  
other. Some may say a  
Forgery skill is useless  
without Reading and Writing,  
but it can be argued they are  
just making a copy of  
something. Do they need to  
know what it says to "draw" a  
picture in perfect detail?

The same would apply if you want to take a skill that makes no sense with a character. Does a Vicar need to take Pick Locks? Would their vows even allow such a skill? This is also up to the Regent to decide. Look also at Fighting Skills. Friars would have no need for Two Handed Fighting, or Sword Form. Without a weapon skill they are useless.

Instead of making a large list of rules and conditions, we suggest you follow common sense when taking skills. Make them work to make the character you want, and give you better player enjoyment.

Too many skills will make the game too complex, too few and there's not much you can do.

## Chapter 8: A Quick List of Common Hexes and Kinetics

### Hex and Kinetic List:

Here we will list the most commonly taught Hexes and Kinetics. They have their basic description, damage or benefit, range, and duration. They are separated into several categories to make searching faster. You must buy them with character / experience points; at the following is the cost:

**Attack** hexes - 15 points.

**Defense** hexes - 10 points.

**Heal** hexes - 5 points.

Neutral Hexes that do not attack, defend, or heal are treated as heal hexes for cost

### HEXES

All listed damage is Body unless specified.

#### Attack:

**Acid:** "Acide" causes a three feet long spray of acid, dealing 8 points of body damage to anything it touches. It disappears the next turn.

**Bite:** "Mordre" causes a ghostly mouth to appear, and bite the target for 5 points of body damage. It can make two attacks per turn, but vanishes after. The target must be within five feet.

**Blow:** "Coup" causes a fist of solid air to strike an opponent for 7 points of damage. It is a single strike for any target within ten feet.

\* \* \*

Boil: "Bouillir" causes a three feet spray of boiling water, dealing 8 points of damage to anything it touches. It disappears the next turn.

Crush: "Ecrasant" causes a dark mist to surround one target, and then crush down on them on repeat of the command word. The mist will last up to three turns, but disappears instantly after used. The damage is 6 for a target within five feet.

Fear: "Craindre" causes the target to flee in total fear, for two turns.

Explode: "Eclater" causes a massive ball of fire to erupt in a five foot area. All targets in the affected range take 7 points of damage.

Fire (large): "Incendie" causes a large target to burst into flames. The damage is 1d8 per turn, until the fire is extinguished. Target must be within ten feet.

Flash of Lightning: "Eclair" sends a single bolt of lightning to one target, and causes 10 points of damage. It will travel up to ten feet.

Fling: "Jeter" causes an object, touched by the caster, to wildly fly away from the caster. This will cause up to 8 points (1d8) damage depending on where and how it lands. A roll to Strike is needed in combat.

Harm: "Nuire" adds 10 points to any one Strike attack.

Hinder: "Empecher" causes one attacker to slow down, and lose all extra attacks. They must only attack once per turn for the next three turns.

Hurt: "Faire" causes 1d8 blunt damage to any target you touch. A Roll to Strike is also needed.

Madness: "Folie" will make one attacker within five feet attack their closest ally for three turns.

Murder: "Meurtre" causes 1d8 soul damage to a target within three feet.

Nightmare: "Cauchemar" will affect anyone within three feet of the caster, and cause

them to see the caster as their worst Nightmare. They will run from the caster for three turns.

Rock: "Rocher" causes a large rock to appear above a target, within ten feet, and fall for 12 points of damage. Target must make a reflex roll to avoid being trapped under the rock. After three turns, the rock vanishes.

Statue: "Statuer" causes a target within five feet to freeze in place for three turns. They cannot attack or repel damage.

Sword: "Epee" causes a sword-like blade to appear out of the caster's hand, and can be used as a Long Sword for attack. This Hex can be used by a Friar, as the

"weapon" is not real. The effect lasts five turns.

Twist: "Entorse" causes a target's muscles to tighten, and cause 7 points of damage. They cannot attack for three turns.

Vengeance: "Vengean" will cause one target to receive all damage they cause to the caster. This lasts five turns.

Weakness: "Faiblesse" causes one target to only deal half damage from Melee attacks. They also lose the ability to use missile weapons. The effect lasts three turns.

Wound: "Blessor" causes one target, touched by the caster, 12 points of bladed damage. Bleeding damage

rules apply.

Defense:

Amazed: "Etonne" will make any would be attacker see you like a childhood hero. They will not attack you for three turns.

Ball: "Balle" sends a three foot radius of small metal balls across any surface. These will make it hard to travel across, and anything coming in contact must make a reflex check not to trip. The balls vanish in five turns.

Block: "Encombrer" will make an opening seal off. A door will not open; an opening without a door will grow closed. After five turns the opening returns to normal.

Bright: "Clair" causes a flash of brilliant white light. All who look at it will be blind for three turns.

Charm: "Enchanter" will make any one target see you as a friend for three turns.

Confuse: "Embrouiller" will make a group, of up to five, forget what they are doing for three turns.

Confusion: "Confondre" will make any one object be mistaken for another for six turns.

Darkness: "Obscurite" will suck the light out of any area, up to twenty square feet. It lasts for three turns, and dissipates like a thick fog. No light can get in the area.

Defect: "Defaut" will make an enemy fight for you for three turns.

Denial: "Denegation" makes any accuser believe you are not guilty. Also makes a lie the truth to one person. The effect lasts five turns.

Ditch: "Fosse" causes the ground to slit open, and make a six foot long, three foot deep trench.

Dust: "Poussiere" causes a cloud of dust to fill a five foot diameter area. This will be thick enough to block view.

Escape: "Echapper" will reveal a way out of any situation. The regent will decide what way will reveal itself.

Extinguish: "Eteindre" will cause any fire, no larger than a six foot sphere, go out. If used against multiple fires (several torches or camp fires) it can be broken down in (up to) six one foot spheres. The source of the fire cannot be farther than ten feet.

Fetch: "Apporter" will bring one item to you from up to three feet away. This includes weapons.

Forbid: "Defendre" is cast on an object, or opening and people will avoid it as if it doesn't exist. The effect lasts for one day. The only way a character can resist this effect is to know of the object; or opening before the casting, and be within view

of the object when cast.

Grease: "Graisse" will cover an object or area with grease, up to three feet diameter. Crossing will cause a reflex check not to trip. The effect lasts five turns.

Howl: "Hurler" causes the sound of a selected animal roar to come from behind a target. They must resist or turn away to see where the animal is coming from.

Ice: "Glace" will make an area of up to six feet in diameter fill with two inch thick ice. This can be a doorway, opening, ground, or liquid. If on a walking surface, it will cause tripping without a reflex check. Surface will hold a

hundred fifty pounds before cracking.

Insects: "Insecte" will make a swarm of insects appear, blocking view for three turns.

Yoke: "Joug" causes one target weapon to double in weight, making the wielder lose all extra attacks for three turns.

Heal:

Alive: "Vivant" is the resurrection Hex. USE CAUTION! You MUST succeed on the following checks for it to work. 1 - Standard Hex Check. 2 - Target repel check. 3 - Your Character makes a Soul check. 4 - Target makes a Soul check. If all checks succeed, you must then cast "Heal" to give

them a positive Body Damage score. ANY failed check is a spell failure, and you lose all but one Body Damage point for the Hex never leaving your body. ONE 8 ROLLED at ANY point, the target becomes a Shade, and you die in their place.

Heal: "Guerir" will give 2d8 body damage points back to the target.

Help: "Secours" will raise target to full body damage points, but only lasts for five turns. After, the target reverts back to the amount they had before the spell. No extra damage is taken from attacks after the spell is cast.

Preserve: "Conserver" stops a target from dying when they

reach zero body damage. The effect only lasts five turns, and they must be healed before the effect runs out.

Recover: "Remettre" brings targets back to fully awake when knocked out.

Sow: "Semer" stops all blood loss from bladed or blunt attacks.

Vigor: "Vigueur" takes away attack penalties for low damage points. Lasts five turns.

Neutral:

Bless: "Benir" blocks all forms of fear from target for five turns, and can drive away attacking spirits.

Climb: "Grimper" lets the target climb any surface for five turns.

Dress: "Robe" makes a suit

of clothes appear that fit the intended user. The effect is permanent.

Feast: "Nourriture" produces a meal for ten, including all utensils and plates. After the meal, the caster must say "Erutirruon" and the leftovers disappear.

Fire (small): "Feu" will cause a match size flame, good enough to start a torch or campfire.

Float: "Flotter" lets the target swim without taking the skill for five turns.

Haste: "Hate" will let one target move at twice speed. All attacks and movement doubles. Effect lasts two turns.

Map: "Carte" causes a magical paper to follow the

caster, drawing a map of where they go. After they are done, the paper falls to the ground for the caster to keep.

Mount: "Mont" calls an animal to the caster, and will allow them to ride. Caster must have a ride skill for the animal, and they remain with the caster for one day.

Pray: "Prier" will allow the caster to know the correct answer to one question, or aid another in knowing.

Send: "Envoyer" can send a message to anyone within three miles.

Servants: "Domestique" will cause four three feet tall Shades appear to help you.

They will act as servants for one day, doing any non attack action. If attacked, they each disappear with one hit. Once the day is over, they also disappear.

Shelter: "Abri" causes a ten man tent to appear. It lasts until the caster says "Irba" when it vanishes.

Shine: "Briller" causes an object to shine as bright as a torch, and lasts for five turns.

Skate: "Patiner" allows caster to cross any slick surface without a reflex check.

Trust: "Confiance" makes a target believe what you say for five turns.

Water: "Eau" makes a five gallon barrel of water

appear. The effect lasts until all water is removed from the barrel.

Whisper: "Chuchoter" causes all conversation between two people to be unheard by others. The effect lasts for five turns.

Write: "Ecrire" causes a magical pen and paper to appear, and write down what the caster says. Once the caster is done the paper falls to the ground for the caster to keep.

\* \* \*

#### Kinetics:

One major difference between taking Hexes and Kinetics, are the stages listed. Each stage of Kinetic must be bought before the next one

can. To refresh, the cost of Kinetics is as follows:

Step 1 - 10, Step 2 - 20, Step 3 - 30, Step 4 - 40, and Step 5 - 50

All Kinetics last until concentration is broken. If a character has more than one step, they can use all steps as one use.

EXAMPLE: A Character with Sense Manipulation (Mental step 3) can blind a target, make them walk to a cliff edge, and say "why not jump?"

If you have an active Kinetic, and you are hit during an attack the effect is broken. The same happens if they are affected by any outside force. Fear attacks, severe weather, calls of their companions, imminent

danger. Anything the Regent decides can break concentration must get a mind check (unless attacked as stated above). To fail means the effect is broken, to roll an 8 makes kinetics useless for the duration of the conflict.

Mental:

Step 1: Suggestion. The User can plant up to three words into the mind of a target. These will cause the target to think they just thought to do this; but if it is against their nature, they will not perform the action.

Step 2: Physical Manipulation. The User can make the target move as a puppet. These are simple actions like "walk or lay

down", but their nature may still resist at this step.

(Trying to make a character stab them self wouldn't work unless they were suicidal)

Step 3: Sense Manipulation. The user can make one sense (See, hear, touch, taste, smell) not work or over work in a target. The nature of the target has no effect at this stage.

Step 4: Biological Manipulation. The User can now cause heightened emotion, pain, paralysis, skin sensations (like hot, cold, tickle, itch), and voices to shut off or say what the User wants.

Step 5: Mental Tampering. The User can now make a person see, hear, and feel

whatever they want. If the user wants a target to think they are locked in a cage, they feel they are; with all the feelings, sounds, and emotions that go with it. Whatever fantasy, horrific or joyful, is all the target knows until the user loses concentration. Time inside a tampered mind passes at one day per turn of attack.

Physical:

Step 1: Movement. User can make objects move up to five feet in any one direction. The weight of the object must be no more than body weight plus fifty pounds per Mind point.

Step 2: Useful Movement. The User can now pick up, and move as if holding the

object. This would include such actions as taking a sword to attack, slamming an object against another, etc.

Step 3: Change. This now allows targets to be crushed, folded, unfolded, and bent. Other changes are allowed, but characters can keep resisting each change the user tries. The weight restriction of the object is still the same.

Step 4: Separate. Targets can now be broken down into individual parts. A door could be returned to a pile of wood and nails, a Character (if they can't resist) can be pulled apart for instant death.

Step 5: Obliviate. Now the User can break the object

down to atoms, making it turn to a pile of dust.

Characters can continue resisting as long as the User keeps trying. Weight and size no longer affect Users that reach stage five (Regents can decide effects for larger targets).

Elemental (specify earth, air, fire, water): \*each must be taken separately

Step 1: Slight

Manipulation. You can make your element double in size, shrink to half, or move up to five feet. Nothing larger than half the height of the User can be manipulated.

Step 2: Movement. User can move through their element without harm, but at half their normal speed. Loss of concentration will leave them

trapped inside with full effects against them.

Step 3: Creation. User can cause a handful size amount of their element appear.

Step 4: Master Creation. User can now create their body size per mind point in their element. This also makes their manipulation rise to the same. User also begins to take half damage from their element.

Step 5: Master Control. User can create, destroy, manipulate, and move almost any size of their element; and stop taking damage (roll to resist) as well. The top amount is up to the Regent. Users at stage five can also call an elemental creature for protection (265 body

damage, 4d8 body damage per attack, 7 resist, 7 repel, 7 strike) Once called, they will act as their own character (NPC), not controlled by the user.

#### Spiritual:

Step 1: See Aura. User can see what outlook a target has, and find one minor objective they are trying to accomplish (Regent decides what they get to know).

Step 2: Sixth Sense. Intense feeling of danger around the User. Once activated, they will know of danger (but not where) or safety (but not how). If a group approaches a user will know if someone wants to attack (but not who, how, or why).

Step 3: Mind's Eye. User can send and receive messages from a target. If the target is an animal, they can only convey emotion. If the target is a character they can speak words. Target's response will be pure thought, and may not make sense unless they also have this power.

Step 4: Spirit Sight. User can see areas without going to them. They can see inside buildings, up to a distance of six miles, and get details of what they are looking for. Part of what they see will be their own imagination, so not everything can be trusted.

Step 5: Soul Warrior. User can cause 5 points of Soul Damage per turn. They can