

UNBOUND

Basic Rules and Combat

The idea of the next 12 pages is to give you an introduction to the rules and system I have developed. It takes you through the main character types, character creation, skills, health and then combat. This is just a taster of the full rules that can be obtained from me; it should be sufficient for most people to see if they want more. I have not tried to describe the magic rules, as they would take up a lot more room in these pages, though again I have tried to give some idea.

I hope that what you read will interest you enough to run or participate in a game.

Character Types

The game and world that I designed was initially created with younger characters in mind. In my world characters will for the most part start of at an early age, 16-17 years old, though by agreement they can be older. As a GM, with your players, you may decide to start matters differently. Play the game as you see fit and what fits in with your player's wishes.

Players can be one of four main types of character; Priest (belongs to a religious order), Warrior (in the service of a local Lord or a religious order), Mage (studies one of the four types of elemental magic) or Independent (not any of the above). Each of the character types has benefits and disadvantages that relate to the cost in purchasing skills and abilities. With each type there is ample opportunity to create characters in your own style (and image).

Each character type has their own bonuses and pitfalls but this is not exhaustive, your GM can change their mind given a good argument. If you want something that would fit in with the character you envisage ask, GM's can't make a decision on information you won't tell them. It may also mean reducing your enjoyment as you try and fit your character idea in with a system that won't accept it. The system is designed to be flexible enough to fit most situations.

Remember role-playing is there for all to enjoy. GMs and players need to be flexible. Consider ideas from both sides and come up with a workable concept. Don't let things like the rules get in the way of a good story and your enjoyment (within reason GMs).

I have kept away from some of the 'standard classes' you find in other systems as I found the character development to be restricted by the 'standard class rules'. I have therefore gone with a more loose system, where the character is more important than the rules.

Below are detailed the four main types of class that are available (though independents aren't truly a class), as certain skills and abilities are only available to certain classes. Do not be restricted by your previous knowledge of other systems, be free to develop a character and allow the rules to take you there.

Priest

Priests are the mainstay of the four religions in my system, they are important to the daily lives of other characters and the people they interact with. Priests have an important role to play in the lives of all who live in The Kingdom and can wield a great deal of power.

Priests are what the populace look to in times of trouble and are seen as those who can solve their problems (real or perceived). The population have their own perceptions of the Gods and their priests and it will be down to players to fall into these perceptions or contradict them.

Each Church has their own beliefs and internal rules and restrictions. These are not discussed with the outside world and will not be known to the other characters, they will only know of the public face. It is not done to wash your dirty linen in public.

The Religions and their sects are described fuller in the main rules. Though this does not restrict you to playing a role, there are no ‘standard priests’. You must follow the tenets of the faith and you may be seen as strange should you go against the expectations of the Church and the general population.

As a priest you have access to a wide range of skills and have been provided with a wide range of knowledge and information. You also have access to the power and resource of the Church, should you need it, but there will be a price. You further have access to the power of the Gods and call on their assistance for you and your friends.

All priests are expected to have some writing ability and must take literacy to rank 3, further ranks will be at the players discretion.

People have faith in you to do what’s right. Will you justify this faith or confirm their worst fears?

MONSHASA

Healing	Protection	Strength
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HALZEYON

Cycle of Life	Earth	Flora/Fauna
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REYALIS

Professions	Rebirth	Wisdom
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AZAZIMOTH

Darkness	Death	Prophecy
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Mages

Mages take up one of the four elements to study. It is not an easy task as you must first have some aptitude for magic and locate a master who is also willing to guide you. It must be borne in mind that Elementalism is a crime punishable by death in The Kingdom, not a character type to accept readily.

A player cannot start as a mage character as they are unlikely to have someone in their town or village who is able to teach them. Mages are very secretive and do not publicise their whereabouts. A player will start as any other character with only a strange knowledge and skill with the elements. They have the ability to manipulate small amounts of the elements,

though have kept it secret to stay alive and keep their family safe.

During game play they may well develop this skill, but it will always remain limited and they may never develop it fully. One of the goals of such a character will be to find a mentor to teach her, though this is a dangerous path for all involved. Even if this is successful it will lead to a life of danger and intrigue, as they try and keep their life secret from their friends. If their friends know, they have signed their own lives away by knowingly consorting with an Elementalist.

Mages and their works are described fuller in the main rules. It is not a course to be pursued lightly, especially given the history of The Kingdom and the Cult of Manrosh, but also with the destruction visited on Sanpashir. It seems Elementalism is on the rise and those who practice it are on the most wanted list.

Warriors

The backbone of any country, they keep you safe and protect you when the darkness comes. The pen is mightier than the sword? Tell that to the trained guardsman and the wordsmith, who’s your money on? Strong of arm and big in courage, they are asked to stand whilst others flee. Do you have the courage and will you be one of the few?

Warrior class are split into two main types, guardsmen and holy warriors belonging to one of the Religions. There are two warrior sects within the Churches that may be joined by being a member of that Church. Though the character has to join the Church as a priest, when they are confirmed they are taken to train within the sect. The sects are detailed in the main rules, under the specific Religion.

Characters can also opt to join the local Lord’s guard and offer their services to protect his land and the populace. Characters will be provided with training by the Lord and be expected to take orders and stand duty when requested. Giving their time to guard duty is a down side, but they get food and lodging and they get paid for it. A character is also supplied with arms and equipment by the Lord, which if they leave has to be handed back.

The character gains an automatic rank in armour when joining the guard and is trained to fight in a close unit with other members of the guard. For each guard they have fighting either side gives a +1 bonus to defence, it only applies to those trained together (it does not apply to the different methods taught round The Kingdom).

There is also the possibility of climbing the ladder to gain a commission and the chance to serve in the Kingdom Guard. It has not been unknown for a soldier to earn a Barony.

Being a guardsman seems limiting and not exiting, however this is a time of war for The Kingdom and for those who survive and do well there are titles and honours to be won, songs to be sung and drink to be drunk. The good and the lucky survive and who knows you may become a hero, and we all know what winners do?

Warriors have access to the usual range of skills and GMs should not normally allow crossover to mental skills unless a very good case is made.

Independents

Your concept not fit in to any of the above? Even having read the Religions section? Well could an independent be the way to go?

Independents are all those who are not one of the three above. They can be anything from thieves to merchants to bar maids, with their own contacts and income. An opportunity for the

Character Creation

During character creation the GM will take you through designing your concept around the rules.

We'll go through your statistics, skills, advantages and disadvantages. We'll then move onto the character's health, and its recovery, to damage, defensive bonus and action phases (how often a character can act in a round). Finishing off with saving throws and movement.

We'll end up in the weapons and damage section before moving into equipping your character. The final touches will be added when we go through the skills and combat system and priest magic. By the end you should have a character

player to create a completely different type of character.

It must be remembered that priests and guardsmen are placed under strict regimens and must abide by rules and regulations. There is very little opportunity to act outside the training and authority. This is not so with the independent. Independents have to abide by the law, or at least try not to get caught, but have no other restrictions placed upon them (except those they wish; family or business). Their time is theirs as is any money they make by legal or illegal means. They have access to all skills and can be a jack-of-all-trades.

You can be anything with an independent character, let your imagination run. This is all that limits you. Talk with the GM, they know what is going on in the rules and world and can guide you where you could be most successful. There are no hard and fast rules with this 'class', mix and match your background to the skills available.

Being an independent isn't easy as you have a longer climb through the skills and abilities (usually 1 more point), but bear in mind that a good case can be made for reductions in cost; maybe the character pays for special tuition, goes to a master to learn. Who knows, make a case. Remember don't just sit there in the huff, talk to the GM, they might even listen. You do get a bonus though; during character creation independents get an extra 20 points to spend so have a head start on the rest.

that suits your concept and fits in with the rules system.

Characters are created using a points based system; priests, mages and warriors are created using 200 points, independents using 220. The bonus for independents is given as during game play they are under a penalty in increasing their skills. Points are used to buy your statistics, skills and advantages (disadvantages give you further points to spend).

It seems quite a lot to spend, however they will go quickly and you need to be careful as you may find yourself trimming your character down later if you overspend.

Statistics

These represent the physical and mental characteristics of the character. They are;

- Strength, pure muscle mass
- Dexterity, quickness, and co-ordination
- Intelligence, pure brain power
- Wisdom, the ways of the world
- Charisma, the awe factor in leaders
- Magic, how well you control the essence of Wirtin

There are two further statistics; Physique and Knowledge. They are calculated from the others and no points are spent on them at character creation. They represent the characters overall health and physical ability and their thinking ability.

All statistics start at a base of 5, and cost 5 per point of increase. Magic is different and you need to read the later section for more detail, it cannot be increased during character creation and during game play costs 3 instead of 5. During character creation a statistic may not exceed 9 and would not expect to see many 9s, mostly 8s. For one thing you may not have the points to spend.

For humans the normal stat max is 10, however characters can have higher stats but must buy the advantage of the higher stat to get there. To have an 11 costs 5 points (ei strong), whilst 12 costs 10 (ie very strong). This bonus is available for all stats except magic. A character will not be able to have two twelve's, though the GM may allow 1 eleven and 1 twelve.

A character may purchase a higher statistic for either Physique or Knowledge, though the base statistics may not allow them to achieve that level. This is the only circumstance where these calculated statistics may be purchased and may only be done during game play.

This does not mean a character automatically has that statistic; they must still purchase the stat increase. A character may also wish reduced stat maximum, a reduction to 9 gives 2 points whilst to 8 gives 5 points. Part Fey characters start with a maximum strength of 9 and wisdom of 11.

Skills

Skills are the areas where the character has a knowledge or a particular aptitude in. There are 118 skills, its impossible for every character to do everything. Skills are bought on a cumulative basis, to buy the next rank costs the rank in points or experience; buying from rank 2 to rank 3 costs three, buying ranks 1-5 costs 15. The only difference is the cost of buying a new skill during game play, which costs 5 experience.

When a character buys rank 1, they are considered trained in the basic tenets of the skill. On reaching rank 5 they are considered highly trained and capable of teaching others. A character will not reach mastery until of rank 8, and true high mastery only when 12 is achieved.

Players chose 6 background skills that they believe their character would have, and then allocate 8 ranks to those skills (ie 2/2/1/1/1/1). These skills will depend on the area where the character comes from and their background. You can consider them aptitudes or knowledge passed down from parents, rather than training that skill points purchase.

Characters then spend points on their skills; on creation no skill can exceed rank 5. GMs should not normally allow characters with several weapons groups as when they start the game characters are only 16-17 years of age. With few points available it would really stretch a character to have 5 in several skills and weapons groups.

When characters are developing their skills during game play they must be taught skills to reach Rank 5 and must learn from someone who is two ranks higher in skill. Though some skills may not fall into this arena, as they are more aptitude rather than taught skills, the GM will decide in what circumstance they increase.

On achieving rank 5 in any skill the character must teach herself the remaining ranks. As GM you should also restrict the purchase of skills, to show the development of a character. Skill ranks can only be bought once per season up to Rank 5 and then on only once per year. This means that there is no amazing increase in skill rank, it is a slow development. Though GMs may make specific awards for roleplay.

In the main rules are descriptions of all the skills available in the system together with a quick Reference Guide.

When rolling a skill, roll 2d10 and add your rank to try and achieve 11 (success). Sometimes there are modifiers that make it harder or easier. Should you roll over 20 with modifiers then you succeed very well. If 2 is rolled it is considered a fumble and if 20 is rolled it is considered a critical, and something bad or good happens.

Health

What is health? Well this represents your character's state of health. When you take damage you subtract from your health and add to it when you recover, though never exceeding your base score (except by Godly means).

To get your total health score first average strength and dexterity to get physique (this is the only time rounding is in the characters favour). Next add strength to physique for total health. The amount of damage a character takes comes off her health total.

There are four stages of damage to characters;

- Light; conscious and has three or less wounds, or unconscious equal to or less than their wound threshold.
- Serious; 4 or more wounds, or unconscious greater than their wound threshold.
- Fatal; unconscious greater than their physique.
- Death; GM's option.

Not all areas of the body have the same health and during combat may be aimed for specifically by opponents. Thus your total health is further split to the main areas of the body. If, from hits to various locations, a character exceeds their total health they are unconscious.

The head has $\frac{1}{4}$ rounded down of total health, torso equal to total, arms $\frac{1}{3}$ rounded down and legs $\frac{1}{2}$ rounded up. If a location takes full damage that location is out of action (head means unconscious), if it takes double damage there is a severe injury (break) and if triple damage it is severed.

All damage inflicted upon a character causes some pain, however not all damage is sufficiently wounding to bleed. To represent

this there is Wound Threshold, physique/2 rounded down. To take a wound the amount of damage must equal or exceed the wound threshold. A wound is taken for each multiple of wound threshold, with a wound threshold of 4 a character would receive two wounds if they were to take 8 points of damage. For each wound taken the character is -1 to every skill roll, it does not affect the defensive or damage bonus.

Further if a character is wounded they bleed. If a character has one wound they bleed 1 point of damage at the end of the 5th round in which they were wounded. For each additional wound the number of rounds is reduced until when on five wounds the character bleeds at the end of each round. For each wound above 5 the character bleeds an extra point at the end of the round. Taking wounds is very dangerous and their recovery is very difficult and can be long.

To recover health a character needs to rest or have the assistance of a miracle from one of the Gods. A character recovers 1 health per day whilst resting, two if ministered by someone with first aid skill. A wound is recovered normally over 1 week.

The use of first aid after wounding only prevents further blood loss; it does not recover any health. An attempt by someone with first aid to assist a character is directly affected by the level of unconsciousness of the character they are trying to assist. Each negative is a modifier to the skill roll.

A character can have the ministrations of another character with herbalism after being wounded, so long as the character has the necessary herbs. A character will receive d4 health, +1 if they also have first aid skill, and 1 wound recovered if the character rests for 1 day. There are herbs for more serious wounds; they recover 2d4 (+1) and 2 wounds. If the character is unable to rest, only further blood loss is prevented. The combining of herbs is not well researched and therefore care has to be taken by practitioners.

A miracle from the Gods provides d6 health for each Rank of the casting (1-3), however a character can only be in receipt of one curative miracle per day. The level of damage a character has taken also affects curative castings. Ranks 1-3 heal lightly wounded characters providing d6-3d6 health and recover 1 wound per Rank. If a character is seriously or fatally

wounded these Ranks can stabilize them and stop further bleeding.

Ranks 4-6 heal seriously wounded characters providing 2d6-4d6 health and 2-4 wounds. If a character is fatally wounded these Ranks can stabilize them and stop further bleeding. Ranks 7-9 heal fatally wounded characters providing 3d6-5d6 health and 3-5 wounds.

It should be noted that miracles of the Gods do not always work; the recipient must have some faith in the God for it to work. Most of the population have some belief in all the Gods so there is not usually any problem. The main problem arises with priests of other religions and those who have strong faith in only one of the Gods. In these circumstances the healing may not work due to the recipient's lack of faith in the healer.

If a location has taken double damage (break or other serious injury) it requires Healing at Rank 4 to repair it and a character cannot perform it on themselves. Note this is different from the listing for Rank 3 Healing (repair breaks), due to the severity and trauma caused Rank 3 does not allow healing in this instance.

Damage Bonus

How hard do you hit? Well the greater strength the more damage you can cause. A character's bonus is calculated as strength/3 rounded to the nearest number. This bonus only applies to hand-to-hand and not missile combat, though thrown weapons may receive some benefit.

Some master bowyers are able to make bows of greater strength, though these are rare individuals.

When rolling the damage die during combat the addition from strength cannot exceed the number on the die. If a 2 were rolled the total damage could not exceed 4, even if the character's damage bonus was greater.

Defensive Bonus

This is the character's innate ability to avoid weapon blows aimed at her. It is calculated as per damage bonus, except use dexterity. It can be applied equally to up to 3 opponents and only if you are aware of them. Should a character be surprised they may receive some or no bonus.

Action Phases

Outside of combat situations there is only normal time and action phases do not apply. In combat situations there are 5 phases in a round each lasting 3 seconds, a round lasts 15 seconds.

A character acts in the number of phases indicated by their defensive bonus; 2 actions => phases 2-4, 3 actions => phases 1-3-5. Attacks are done in order of initiative; on creation this is equal to dexterity (though later this can be increased with specialization). During an action phase a character can move and make an attack against an opponent. If they make a full movement then no attack is allowed and they can only be defensive in nature.

See Magic section for further information on initiative of castings.

Saving Throws

There are only two saving throws; physical and mental. Physical saving throw is based on the physique stat, mental is based on the knowledge stat, both of which you must roll equal or under to succeed. If a bonus to a throw is given add it to the stat so the roll becomes easier.

During game play you may be asked to save against physical or mental attacks that you could reduce the effect for should you be successful. In some situations it may mean moving out of the way of an object or from falling. With magical attacks the effects can be reduced or negated by a successful role.

Saving throws also come into their own against the Walking Dead, particularly dangerous creatures who feed on the living. Their damage can be reduced and you can also stand your ground against the overwhelming fear they cause.

Each point of endurance over 5 adds directly to the physical saving throw (not mental endurance). Each point of meditation over 5 adds to the mental saving throw. Other awards can be made for past experience and circumstance.

Movement

Normal movement for a human character is 3, 12, 21 m/phase (walk, run, sprint), though this may be modified if they are overweight or unfit (according to disadvantages). The wearing of armour slows you down. A character with the running skill will increase their sprint movement by 1m/Rank. A character can move in all phases of the round, even though they may not have an action phase.

Movement is modified by the weight a character carries. To move at normal rate a character must carry equal to or less than double strength + 15 kg; str of 7 => 29kg. A character can move at

half rate carrying up to double that amount; 58kg.

Normal walking pace is 3 mph, therefore covering about 24 miles in a day. Running increases movement to 5 mph, however this can only be done for short distances. A character can only run for 15 minutes before tiring, those with endurance can run 1 hour for each rank but must rest at the end of this time for an equal number of hours to recover. A character can exceed their endurance each hour by making a successful skill test, however each hour extension means physical damage to their legs (1 point each and 1 wound) making each further hour more difficult to make.

Weapons Damage

Damage from weapons follows the table below and all weapons will fit into one of the categories. This can be modified later by specialization.

Weapon Type	Damage
tulwar, two handed sword (large blades)	d8
broad sword (medium blades), battle axe, mace	d6
short sword (short blades), hand axe, spear, staff	d4
dagger (knives), arrows, quarrels	d3
punching	d2

Specialisation

This skill is the increased knowledge of one weapon. Whilst characters learn the weapon groups, a character can only ever specialise in one weapon. There are several ranks of specialism that must be bought in order. During character creation specialisation cannot be bought. A character's specialisation rank may not exceed the character's rank in the weapon group.

Also, When a character reaches their maximum rank they get the extra attack no matter their stat maximum, but lose out on the other rank bonuses. Only a character with 12 dexterity and skill can reach specialisation 12 with all its bonuses. Priests and Mages classes pay 1 extra point and cannot exceed rank 5.

Above d8 the damage die increases as follows; d10, d12, 2d6, d6+d8.

Rank	Descriptive
1	+1 rank to attack
2	increase damage die
3	+1 initiative
4	+1 rank to attack
5	increase damage die
6	+1 action
7	+1 rank to attack
8	increase damage die
9	+1 initiative
10	+1 rank to attack
11	increase damage die
12	+1 action

Armour

The more you wear the easier you are to hit is the rule of thumb; an unarmoured opponent is far more difficult to hit. Armour does however reduce the amount of damage you take from a hit. Crushing weapons are more effective against all armour, though a character may add padding to their armour to help.

The modifiers listed are for those skilled in the use of armour. For those unskilled the penalties are doubled, except for the change to metal armour where the penalties remain doubled until the higher skill level is reached. The movement penalties apply to running and double to sprint (walk is not affected). A character in chain or plate however cannot normally sprint.

Armour	Def Bonus	Movement	Damage Reduction
Unarmoured	Full	Full	None
Leather	-1	-1	1pt, also crushing weapons
Hardened Leather	-2	-2	2pts, 1pt against crushing
Chain	-3	-4	3pts, 1pt against crushing
Plate	-4	-6	4pts, 2pts against crushing
Padding	0	-1	+1 against crushing weapons
Shield	0	0	1 or 2pts against up to 2 opponents on shield side

A character can purchase the skill in armour and thereby offset these penalties. The skill is bought up through the various armours; leather to hardened through to plate.

Rank	Descriptive
1	character can wear leather and hardened at normal penalty
2	+1 movement
3	+1 defensive bonus
4	+1 movement
5	+1 defensive bonus (no penalties in hardened leather)
6	character can wear metal armour at normal penalty
7	+1 movement
8	+1 movement
9	+1 movement
10	sprint for phases up to phys

Priests and Mages pay 1 point extra for the skill at leather and hardened and cannot exceed rank 5.

Skills and Combat System

Roll 2d10 add your skill and exceed 11 to succeed, critical on 20 and fumble on 2 (remember there may be modifiers to the roll). It is the same for combat as well. On a critical a character does the maximum damage allowable with her weapon. If she fumbles, she opens herself to attack by loss of defensive bonus until her next phase. If the character, with modifications, rolls over 20 then the points over 20 go directly to bypassing armour then add to damage.

Passive skill use

If for example a character's hide rank is greater than another's detect and the second is not actively looking for the first the first will not be spotted. In a number of situations the characters rank allows them to know certain things and deal with people, again this is passive skill use. It is only in stressful situations or where their skill level may not give them the knowledge of the situation that they need to make a skill roll.

Weapon skill in defence

In combat a character can elect to defend an attacker(s) with the use of her skill. The character decides how she wishes to split her skill (attack and defence), the defence is subtracted from his opponent(s) roll to succeed. If the character is facing multiple opponents this defensive action is split between each opponent, unlike defensive bonus that applies to up to three opponents. A character may decide to defend outright using all their skill, if so no attack can be done that phase. If they are out of phase with their opponent, whatever they did in the last phase applies to their opponents' phase.

Acrobatics can be used in combat situations with an attack, it simulates flowing combat moves and is restricted in its use as it adds to the defence of the character. A skill roll must be made at the start of every phase a character wishes to use this skill. If successful a character can add $\frac{1}{2}$ their rank rounded down to their defence, if a critical all ranks can be added. If the roll is 9 or 10 it fails that phase, if 6-8 the characters defensive bonus is reduced by 1, if 3-5 the defensive bonus is reduced by 2 and if a fumble the character has no defensive bonus that phase. It can help but watch out you don't fail the roll.

GMs should not allow the use of acrobatics whilst a character is wearing armour, it is also not available as part of the training to local guard, Shan'Adar or Rangers.

Missile Weapon Ranges

Range in metres	Short	Medium	Long
Crossbow	60	120	180
Dagger	10	20	30
Grak bow	50	90	130
Hand axe	10	20	30
Longbow	70	140	210
Short bow	50	100	150
Sling	30	60	90
Spear	15	30	45
Skill Modifier	0	-2	-4

Missile & Combat Modifiers

Attacker	Modifier	Target	Modifier
Per wound	-1	Walking	-1
Running	-2	Running	-3
Unskilled	-3	Sprinting	-2
Under fire	-3	Riding	-3
Aim – head	-6	Cover	-1 to -3
Aim – arm	-4	½ human	-2
Aim – leg	-3	x2 human	+2
Per aim	+1 (max of 2)	x3 human	+3
Marksman	+1/rank	x4 human	+4

Casting

We first have to return to character creation for a moment, we have to look at finishing of the priests magic and spheres. Magic, which cannot be increased during character creation, can now be modified to get the final stat.

Divide wisdom and physique by three and add to magic. From this point magic can be bought up as normal but only with experience (3 points per addition to stat). On creation Priests get 6 Ranks for castings, they must take the two bold and one of the two other major spheres. They also have a choice in minor spheres; they can choose two of the three, the third minor sphere is the remaining major sphere.

During game play spheres cost the same experience as skills. A minor sphere can never exceed in Rank that of any major sphere and cannot exceed ½ rounded down of the character's highest major sphere (with a major sphere at 4 no minor sphere can exceed 2; all major spheres must be at Rank 2 to have a minor sphere at 2).

Channelling

In my system all practitioners of Magic are Channellers, that is they take magic from their surroundings and use it in castings. The casting cost in magic is the square of the Rank (1, 4, 9, 16, 25), the higher Ranks being very costly. The magic stat that a character has is their personal

magic that they can use for casting; this is also the normal limit of their ability to channel magic from their surroundings. For Ranks 1-3 the character should have no difficulty in casting.

It can be seen, however, that once a character gets to Rank 4 there will probably come a problem with cost, that it exceeds their magic. To get the extra magic to cast a character has to channel the magic through themselves. They can channel up to their magic per phase and use this extra magic to cast, all phases not just action phases (this can be exceeded in some circumstances). A character can channel for a number of phases equal to their physique. This is in addition to the character's Magic stat.

During non-combat situations, there is no real need for a character to maintain a record of their current magic and channelling, their magic will refill automatically without any thought. However, during combat it becomes very important. At the start of a combat situation the character has their magic stat total and no channelling.

During their first action phase the character can commence casting and channelling. To cast while channelling, the caster must start on one of their action phase to shape the magic. Channelling also delays the start of the casting to the following phase; it will commence before combat actions occur.

Fatigue

Channelling and general casting tires a character and can cause physical injury. A Character has a fatigue factor that is equal to their physique x endurance skill.

Endurance is a general skill until rank 5, after which a practitioner must decide whether to specialize in mental or physical endurance. At this stage any further Ranks in physical endurance no longer help with casting, only mental ranks count. There is no limit to mental endurance.

The base cost of a casting fatigues the character. Any casting cost exceeding personal magic fatigues the character equal to the excess. If a character channels more than their personal magic in a phase there is fatigue equal to the excess.

Finally, if for some reason a character cannot release their magic within their physique time limit (in phases) through casting it causes massive feedback on fatigue, then physical damage.

If a character is reduced below $\frac{1}{2}$ fatigue they are -1 to all skills and actions. If they are reduced below $\frac{1}{4}$ fatigue this penalty increases to -3 . If a character exceeds their total fatigue they take physical damage on a point per point basis.

Fatigue is recovered by rest or meditation. If the character sleeps they recover their physique in fatigue every hour. If they are unable to sleep and only rest it is $\frac{1}{2}$ physique. With meditation the mage recovers their meditation rank plus physique for each full hour. Meditation does not replace sleep and the mage will still be in the need of sleep.

Effect

Castings are split into three main levels, Ranks 1-3 have small effects, Ranks 4-6 have larger effects and Ranks 7-9 have the largest effects. As a character increases their Rank in a sphere or realm the low Ranks start to have a larger effect as the character becomes more familiar with the concepts of casting. The largest effects are left for Rank 10 castings, the ones that can have a life of their own when set off. Very few have access to these castings and they are powerful people.

The range of a casting is equal to the character's magic in metres x the rank of the casting (Rank 3 range is 33 if the character's stat was 11). The range of lower Ranks can be increased by overcasting. Also a character can increase their magic point for point for range purposes.

Almost all castings have an instantaneous effect when cast, to prolong the duration requires the character to concentrate on the casting and pay the cost each phase. This is done using the characters ability to channel. A character can maintain a casting and cast further each phase, but this further casting does not take effect till the following phase (similar to the delayed affect of channelling).

With meditation skill a caster can maintain more than 1 casting at a time. At Ranks 1-3 they can maintain only 1, 4-6 two can be maintained, 7-9 three and 10 four. However each further casting is more difficult to maintain than the last, a meditation roll with target of 11+ highest Rank must be made for each casting attempted.

Mages

Mages power comes from the elements, the building blocks of all life according to them. In the beginning most mages do not realise, though as they learn, that there power comes from four very powerful entities.

Mages only accomplished what they achieved through rigorous training and learning to harness the natural elements to their advantage. However because of the hatred felt by the populace and the assassination of the King and his family, mages are outlawed and are very secretive. Further hatred of mages comes from the few that have been captured since the rebellion. They have been found to be mad and/or abusing their power.

Each element has a diametrical opposite and every mage must choose one element as their speciality

They may learn and cast from their chosen element, and may also cast from the two realms that do not oppose his specialty up to 4th rank. They can also cast from 1 of those realms up to 7th rank, they may never learn or cast anything associated with the element that opposes their specialty. Because mages have an enhanced understanding of castings within their element, they receive a +2 bonus when making saving throws against those castings.

Magic, which cannot be increased during character creation, can now be modified to get the final stat. Divide intelligence and physique by three and add to magic. From this point magic can be bought up as normal but only with experience (3 points per addition to stat). When buying realms, they cost double the normal amount of points or experience.

On character creation a player can utilize only a small amount of magic and use any of the four

Magic does not automatically fail if a character is hit, the character must make a meditation roll to maintain concentration, at -1 for each casting maintained. If failed the casting does not work and half the points are lost. Does not apply to maintained castings, though if a character falls unconscious all castings drop.

realms. Before any 1st rank may be cast a character must receive training from a mage to have the mental training to channel the forces of the elements, they can still use any realm at this time. One rank in each realm is awarded to the character. However, before 2nd rank can be cast a major realm must be chosen and the caster bonded with a Hallid, thereby increasing their capacity for casting.

If a character decides not to proceed to this step, they are permanently limited in the castings they can do. When the character chooses a speciality they allocate the rank from the opposing realm to their chosen speciality.

Hallids

Hallids are a non-sentient crystalline structure; they remain dormant till in contact with blood. Their origins are not known, though it is thought they were brought here, or created by the Elements. Once in contact with blood they grow within the blood stream and gain some amount of sentience. This usually results in the death of the host. If the host does not succumb to death the second sentience can drive the host mad.

Each bonding adds 3 to Magic, giving greater storage capacity and channelling ability. However each Hallid bond brings the chance of madness and mental instability. A saving throw must be made for each bonding, failure results in the award or increase of a mental disadvantage. The Hallid bonding must be overseen by a mage, without which the likelihood of death to the imbiber is too great.

The first Hallid bond allows casting up to Rank 4, whilst a second must be used for further power increase and for castings above 4th, a third must be used for Ranks 7 and above.