

SWIFT-d12

Saga of the Goblin Horde Edition



Draft Version 5

Introduction

SWIFT-d12 is a medium-crunch roleplaying system, designed to complement the Saga of the Goblin Horde setting. The acronym reflects the design goals:

Streamlined mechanics designed to be straightforward and concise.

Wargame friendly rules that can handle skirmish-level battles with lots of combatants.

Intuitive system that should be relatively easy to grasp and understand.

Fast character creation, adventure preparation, and gameplay.

Tactical combat despite the relative simplicity of the rules.

Getting Started

Some things to consider before you get started.

Veteran Gamers

The system is marketed at experienced gamers, and assumes the reader is already familiar with roleplaying games.

Dice

SWIFT-d12 uses the standard d6 and d12 polyhedral gaming dice. Each player should have at least two d12s, and three d6s.

Character Creation

Races

Each race includes a number of special abilities. The following races are specific to Saga of the Goblin Horde:

Bugbear

The biggest and strongest of the five goblinoid breeds, bugbears stand seven to eight feet tall, and are covered with a thick coat of shaggy fur. Cruel and vicious even by goblin standards, bugbears are widely feared by the human scourge.

- **Strong:** Bugbears are very strong. They start with Strength +1, and can increase their Strength as high as +5. Their great prowess increases their Capacity by 50%, or doubles it if they also have the Burly Feat.
- **Towering:** Bugbears are over seven feet tall, giving them a +3 bonus to Resilience and Speed. However their sheer size makes it difficult for them to use their gang members as cover; when using the Meat Shield rule, bugbears still suffer half damage from the attack (rounded down), and they don't receive any protection at all against area-effect attacks.

- **Goblinoid:** Bugbears start with Stealth +1, their Darkvision lets them ignore all penalties from darkness with range of 60 feet, and they suffer a –2 penalty to Wheedle when dealing with humans.
- **Vicious:** Bugbears take great pleasure in torturing, murdering and devouring their victims, particularly humans, and they often collect trophies. Many of the humans take this personally, perceiving bugbears as a more serious threat than the other goblinoid breeds. Whenever the Game Master rolls to determine randomly who a human foe attacks, they are twice as likely to target the bugbear.

Goblin

By far the most common goblinoid breed, goblins are usually between three and four feet tall, with green skin, yellow eyes, and bulbous heads.

- **Agile:** Goblins are quick and agile. They start with Agility +1.
- **Goblinoid:** Goblins start with Stealth +1, their Darkvision lets them ignore all penalties from darkness with range of 60 feet, and they suffer a –2 penalty to Wheedle when dealing with humans.
- **Survivor:** Goblins tend to be natural survivors, and begin with Survival +1.
- **Diminutive:** Goblins stand three to four feet tall, giving them a +1 bonus to Resilience and Speed, and preventing them from raising their Strength above +1.

Gremlin

While they may resemble goblins physically, gremlins tend to be more intelligent and destructive, and most of them have a passion for mechanical devices.

- **Brainy:** Gremlins are sly and clever. They start with Cunning +1.
- **Goblinoid:** Gremlins start with Stealth +1, their Darkvision lets them ignore all penalties from darkness with range of 60 feet, and they suffer a –2 penalty to Wheedle when dealing with humans.
- **Savvy:** Gremlins have a natural affinity for devices, and begin with Craft +1.
- **Diminutive:** Gremlins stand three to four feet tall, giving them a +1 bonus to Resilience and Speed, and preventing them from raising their Strength above +1.

Half-Human

The revolting offspring of a human and goblin, these unfortunate outcasts are accepted by neither race. Feared by humans and mocked by goblins, they strive long and hard to find their place in the world.

- **Versatile:** Half-humans are highly versatile due to their human heritage. They begin with one free non-Class Feat of their choice, although they must still meet all of its requirements.
- **Resolute:** Half-humans start with Instincts +1, as only those of particularly strong will and awareness are able to survive in a goblin tribe.
- **Outsider:** Half-humans are looked down on and distrusted by both humans and goblins, suffering a –1 penalty to Wheedle when dealing with either race.
- **Unpopular:** Half-humans are considered soft and ugly by the tribes, who treat them like second-class citizens. Half-human bosses don't gain any additional gang members from their Class Feats.
- **Medium:** Half-humans stand five to six feet tall, giving them a +2 bonus to Resilience and Speed.

Hobgoblin

Standing at around five to six feet tall, hobgoblins are far bigger and tougher than regular goblins, and tend to be extremely aggressive and warlike.

- **Tough:** Hobgoblins are tough and resilient. They start with Endurance +1.
- **Goblinoid:** Hobgoblins start with Stealth +1, their Darkvision lets them ignore all penalties from darkness with range of 60 feet, and they suffer a -2 penalty to Wheedle when dealing with humans.
- **Militant:** Hobgoblins are very aggressive and love battle. They may ignore the Combat requirement of one Combat Feat if they buy it during character creation.
- **Proud:** Hobgoblins are proud creatures, and suffer a -2 penalty to resist Taunt stunts.
- **Medium:** Hobgoblins stand five to six feet tall, giving them a +2 bonus to Resilience and Speed.

Primary Abilities

Each character has six primary abilities. These initially begin at +0 ("human average"), or +1 if they are boosted by a race. The player may increase one primary ability of their choice by +1. They may also reduce one or two different primary abilities by a maximum of 1 each if they wish, and increase the same number of primary abilities by a maximum of +1 each.

Strength indicates physical power and muscle, and determines how much your character can lift and carry. Strength is also used for climbing, jumping and swimming.

Agility represents dexterity, coordination and reflexes, and is used for evading area-effect attacks. Agility is also used for balance and manual control, as well as riding, and stealth.

Endurance measures toughness, stamina and vitality, indicating how well you can resist poison, disease, pain and exhaustion. Endurance is also used for maintaining concentration.

Cunning represents intellect, reasoning and wits. Cunning is also used for actions related to knowledge, including crafting and general lore.

Instincts measures awareness, intuition and willpower. Instincts is also used for resisting magic, perception, and survival.

Dominance represents charisma, leadership, force of personality, and the ability to control others. Dominance is also used for intimidating enemies, bluffing, and handling animals.

Secondary Abilities

Each character also has two secondary abilities, which cannot be increased directly, but are instead improved through Class Feats. Player characters begin with +0 in these abilities.

Combat indicates how good you are at fighting. Most civilians and other non-combatants have Combat -1, while individuals with military training and/or experience usually have +0 or higher. This ability can only be increased by taking the Scrapper Feat, and each time your Combat increases you gain +1 Health.

Magic indicates how good you are at spellcasting (including triggering wands and utilizing certain other magical items). This ability can only be increased by taking the Sorcerer Feat, and each time your Magic increases you gain two new techniques (see *Magic*).

Skills

There are four primary skills for each primary ability (Strength, Agility, Endurance, Cunning, Instincts and Dominance) and four secondary skills for each secondary ability (Combat and Magic). Skills represent exceptional capabilities and aptitudes beyond the innate talent and training implied by abilities, and most people simply have +0 in every skill.

Player characters don't begin with any skills, unless explicitly granted by Feats or Flaws.

Whenever a player needs to make an ability check that specifies a particular skill, they add the ability and skill together, and apply the total modifier to their action die.

Primary Skills

Strength

Climb: Climb up or down trees, cliffs, walls, and other difficult surfaces.

Jump: Leap long distance, or great heights.

Muscle: Lift, push, break, or hurl things around.

Swim: Swim in difficult conditions.

Agility

Dexterity: Picking pockets, picking locks (requires Feat?), sleight of hand.

Reflexes: Used to maintain balance, land properly from a fall, avoid attacks, etc.

Ride: Ride a mount or drive a vehicle.

Stealth: Move quietly and hide from observers.

Endurance

Concentration: Maintain concentration in stressful conditions.

Fortitude: Resist hazards (including poison and disease) and harsh conditions.

Stamina: Long-distance running, often used in chases.

Vitality: Used to shrug off injuries and survive incapacitation.

Cunning

Appraise: Estimate the value of something, also used to loot, and find weaknesses.

Craft: Create and repair things (including traps).

Lore: General knowledge about a wide range of different subjects, includes research.

Wits: Used to match wits with others (like Muscle does for Strength).

Instincts

Perception: Passive awareness (notice things, recognize lies, read body language).

Search: Active awareness (looking around for clues or secrets).

Survival: Forage for food and water, build a shelter, avoid hazards, follow tracks.

Willpower: Used to resist fear, intimidation and magic.

Dominance

Deceive: Lie, bluff, gamble, disguise.

Wheedle: Persuade, manipulate, and gather information from people.

Husbandry: Control animals.

Provoke: Provoke an emotional response, usually fear or anger.

Secondary Skills

Combat

Brawl: Attack and defend with natural weapons.

Melee: Attack and defend with melee weapons.

Shoot: Attack with shooting weapons.

Throw: Attack with throwing weapons.

Magic

Conjuration: Summon minions and objects, and create illusions.

Divination: Discover information about a place, object or person.

Enchantment: Enhance, weaken, or transmute.

Invocation: Fast and intuitive spells, including magical attacks.

Skill List

Here is a list of the various skills.

Appraise (Cunning)

This skill allows the character to estimate the value of a particular object. On a critical success the character can also determine if the object is magical, although this doesn't reveal the precise nature of any magical abilities.

Appraise can also be used to spot particularly valuable items when riffling through someone's possessions, or picking through a pile of valuables. It can even be used to identify an individual as being a particularly easy or profitable mark.

Brawl (Combat)

This skill allows the character to fight unarmed, using fists, feet, or natural weapons such as claws and fangs.

Climb (Strength)

This skill is used for climbing up and down trees, cliffs, walls, and other difficult surfaces.

Concentration (Endurance)

This skill allows the character to maintain their concentration in stressful conditions. It is also used for recovering mana as a standard action – on a normal success the character

recovers 1 mana, while on a critical success they recover 2 mana. It is not possible to make two Concentration checks the same round by splitting actions.

Conjuration (Magic)

This skill allows the sorcerer to summon minions and objects, and create illusions out of thin air, depending on which techniques they have learned.

Craft (Cunning)

This skill allows the character to construct and repair common items, as well as specialized items related to the character's other skills and Feats. For example a character with Melee or Weapon Focus would be able to use Craft for weapons, a character with Ride would be able to construct and repair riding gear, and so on.

Deceive (Dominance)

This skill is used for lying, bluffing and gambling, as well as disguising one's appearance.

Dexterity (Agility)

This skill is used for picking pockets, sleight of hand, and any other actions that require fine motor skills.

Divination (Magic)

Discover information about a place, object or person.

Enchantment (Magic)

Enhance, weaken, or transmute.

Fortitude (Endurance)

Resist hazards (including poison and disease) and harsh conditions.

Husbandry (Dominance)

Control animals.

Invocation (Magic)

This skill covers fast and intuitive spells, including magical attacks.

Jump (Strength)

The skill allows you to leap long distance or great heights.

For a long jump, you suffer a -1 penalty to your Jump check for every 5 feet you wish to leap. You receive a further -1 penalty if you don't have enough room for a proper running start, increased to -2 if you have to jump from a stationary position. If you fail the Jump check by 1 you end up Prone on the other side, with your legs hanging out into space. If you fail the Jump check by 2 you can make a Reflexes check to grab the far side, leaving you dangling off the edge.

For a high jump, you suffer a -1 penalty to your Jump check for every 1 foot you wish to spring, but may add your Size as a bonus to the roll.

Lore (Cunning)

General knowledge about a wide range of different subjects, includes research.

Melee (Combat)

Attack with melee weapons.

Muscle (Strength)

Lift, push, break, or hurl things around.

Perception (Instincts)

This skill represents the character's innate awareness of their surroundings, their passive ability to notice things around them and avoid being caught by surprise. Perception allows the character to notice someone sneaking up on them, to spot a trap they're about to trigger, to detect the smell of smoke, and so on.

When a character wishes to actively use their senses to find something, they should instead use Search.

Provoke (Dominance)

This skill allows the character to provoke an emotional response in the subject, usually fear or anger. A successful Provoke check opposed by the target's Willpower allows the character to manipulate the subject into temporarily changing their behavior, for example you could bully someone into giving you something, or into taking a specific action, or answering your questions.

This skill is also used for Intimidate and Taunt stunts.

Reflexes (Agility)

This skill is used to maintain balance, land properly from a fall, evade area-effect attacks, and react quickly to something unexpected.

Ride (Agility)

Ride a mount or drive a vehicle.

Search (Instincts)

This skill allows the character to consciously and actively use their senses. It might be used to search for clues or evidence, to actively look around for someone, or to follow a trail of footprints.

For passive awareness, the character should instead use Perception.

Shoot (Combat)

Attack with shooting weapons.

Stamina (Endurance)

Long-distance running, often used in chases.

Stealth (Agility)

Move quietly and hide from observers.

Survival (Instincts)

Forage for food and water, build a shelter, avoid hazards, follow tracks.

Swim (Strength)

Swim in difficult conditions.

Throw (Combat)

Attack with throwing weapons.

Vitality (Endurance)

Used to shrug off injuries and survive incapacitation.

Wheedle (Dominance)

This skill allows the character to befriend, manipulate and influence other people. It can also be used to convince others to answer your questions, or follow a certain course of action, although they won't usually go against their own interests. It's important to stress that Wheedle is not mind control, it can change someone's attitude towards you, but it won't change their goals.

Willpower (Instincts)

Used to resist fear, intimidation and magic.

Wits (Cunning)

Used to match wits with others (like Muscle does for Strength).

Derived Traits

Each character also has seven derived traits, which are calculated based on various factors.

Speed indicates how many 5-foot squares/hexes you can walk in a six-second round, and is equal to 3+Agility, with an additional bonus based on size: +1 for small creatures (such as goblins and gremlins), +2 for medium creatures (such as half-humans and hobgoblins), +3 for large creatures (such as bugbears), etc.

Resilience represents how resistant you are to damage, and is equal to 3+Endurance, with an additional bonus based on size: +1 for small creatures (such as goblins and gremlins), +2 for medium creatures (such as half-humans and hobgoblins), +3 for large creatures (such as bugbears), etc. The character's total armor bonus is written after their Resilience, for example "Resilience: 4+2" would indicate Resilience 4 and armor 2.

Capacity indicates how many "major items" you can carry without becoming encumbered, and is equal to 3+Strength. Major items typically weigh 3-7 pounds, with particularly heavy

objects counting as multiple major items. Minor items are not tracked individually, however at the Game Master's discretion a group of smaller items might be collectively treated as a major item. If you exceed your Capacity you suffer a -1 penalty to Jump and Swim checks, increased to -2 if you exceed double your Capacity, -3 if you exceed triple your Capacity, and so on. You also suffer *half* this penalty to Speed (to a minimum Speed of 1) and other Agility and Strength checks, rounding down (i.e., -1 if you exceed double your Capacity, -2 if you exceed quadruple, and so on). Carrying more than six times your Capacity means you cannot perform actions other than movement. Characters cannot lift more than eight times their Capacity, or drag more than ten times their Capacity.

Mana is used to fuel spells and certain special abilities, and is equal to 3+Cunning, with a further +1 for each magical technique you know.

Leadership indicates how many gang members you have, and is equal to 3+Dominance, with a further +1 for every Class Feat you have (including the Class Feat you start with).

Karma is how many Karma Points you start with each session, and is equal to 3+Instincts.

Health indicates how many wounds you can withstand before being incapacitated, and is equal to 3+Combat. You gain an additional bonus to Health equal to your highest Combat skill.

Flaws

Characters begin with a number of physical or psychological drawbacks designed to flesh out their concept and background. Players choose either two Major Flaws, four Minor Flaws, or one Major Flaw and two Minor Flaws.

Each Flaw is defined as either a Quirk or a Handicap. Quirks are primarily roleplayed, while Handicaps incur actual mechanical penalties, and grant a free skill bonus as compensation: a Minor Handicap allows you to add a +1 bonus to any primary skill of your choice, while a Major Handicap allows you to add a +2 bonus. Note that each primary skill has a maximum bonus of +2, and the only way to increase this maximum is by taking the Savant Feat.

Creating your own Flaws

This document offers a list of different Flaws, and these should hopefully give players ideas and inspiration for many different character concepts.

However players can also design their *own* Flaws if they wish, although the Game Master always has the final say, particularly if the player wishes to create something complex, or is trying to stack multiple Handicaps that apply to the same skill.

Handicaps usually give a penalty to one skill (-1 for a Minor Flaw and -2 for a Major Flaw), although the penalty might be doubled (or might apply to two skills) if it is conditional, such as a penalty that only applies to *resisting* Provoke checks, or a Stealth penalty that only applies to *sound*-based Perception checks.

Quirks don't usually have any mechanical effect. They are generally classified as Major if the

character would kill and/or die for them, otherwise they are usually Minor.

Players should also keep in mind that they only earn Karma Points for Flaws when the Flaws impact them in a negative way. If they create a Flaw that rarely comes into play, it means they will only rarely earn Karma Points for it.

Addiction [Minor/Major Quirk]

This individual is addicted to a particular substance or activity. As a Minor Flaw the substance is generally easy to obtain, and the addiction doesn't interfere too much with their life responsibilities. As A Major Flaw the substance is expensive or illegal, and the addiction may have a serious impact on their life.

Ambition [Minor/Major Quirk]

This individual has a driving goal in life. The frequency that this ambition comes into play, and the personal risk it involves, determines whether it is Minor or Major Flaw.

Blood Oath [Minor/Major Quirk]

This character has made a binding promise, swearing to achieve some particular long-term goal. The frequency that this oath comes into play, and the danger it involves, determines whether it is Minor or Major Flaw.

Clumsy [Minor/Major Handicap]

This character isn't particularly well coordinated, and is always stumbling over his own feet. As a Minor Flaw this character suffers a -1 penalty to Dexterity, while as a Major Flaw the penalty increases to -2.

Cowardly [Minor/Major Handicap]

Whether he shows it or not, deep down this individual is timid and cowardly, preferring to hide safely behind his gang members rather than leading his flunkies into battle. As a Minor Flaw this character suffers a -1 penalty when making and resisting Intimidate stunts, while as a Major Flaw the penalty increases to -2.

Compulsive Cannibal [Minor Quirk]

Goblinoids are primarily carnivores, and find the taste of vegetables disgusting, but some take their craving for meat to the extreme. This greedy chap loves eating his greens, and he's not talking about cabbages.

The first time each scene that this character has the opportunity to eat a helpless goblinoid, and doing so wouldn't put him in immediate danger (such as during combat), he must make a successful Willpower check to resist the urge to gorge himself on delicious green meat. Fortunately cannibalism is fairly common among the tribes, and most goblins don't really care as long as they're not the ones on the menu.

Envious [Minor/Major Quirk]

This character is jealous and discontent, desiring things that belong to others, and wishing to inflict misfortune upon those who are better off than him. As a Minor Flaw he will steal or hurt others to get what he wants, while as a Major Flaw he will do practically anything to obtain what he desires.

Foible [Minor Quirk]

This character has an amusing and/or mildly irritating personality quirk, which should be chosen by the player.

Funny Voice [Minor/Major Handicap]

This individual has some sort of speech impediment that other goblins find very humorous, such as an exaggerated stutter or lisp, slurred speech, a squeaky voice, or even an unusual accent. As a Minor Flaw this character suffers a -1 penalty when making (but not resisting) Wheedle checks and Intimidate stunts that require speech. As a Major Flaw, the impediment is so pronounced that the penalty increases to -2.

Gluttonous [Minor/Major Quirk]

This individual overindulges in food, drink, or wealth, usually at the expense of others who have to go without. As a Minor Flaw he might just be particularly selfish, placing his own concerns above the well-being of others, while as a Major Flaw he would rather let someone starve than share a crumb from his plate.

Gossip [Minor/Major Quirk]

This individual loves sharing the latest gossip, the more sordid and embarrassing the better. He is terrible at keeping secrets, even his own, and also has a habit of embellishing stories the more often he tells them. As a Minor Flaw the character occasionally irritates others, but is viewed with mild amusement by most of the tribe. As a Major Flaw the character has made a lot of enemies, and has to constantly watch his back.

Greedy [Minor/Major Quirk]

This goblin has an insatiable desire for wealth, status, and/or power, and may also wish to deprive or obstruct others from obtaining such things for themselves. As a Minor Flaw he will scavenge, steal and hoard at the expense of others, while as a Major Flaw he will kill to get what he wants.

Gullible [Minor/Major Handicap]

There is one born every minute, the saying goes, and it certainly holds true among the tribes. This goblin is very gullible, and easily tricked or conned. As a Minor Flaw she suffers a -1 penalty to make and resist Deceive checks, while as a Major Flaw the penalty increases to -2.

Hallucinations [Minor/Major Quirk]

Goblins prefer eating meat whenever it's available, but they also cultivate vast underground fungus farms to supplement their diet. Those who spend too much time among the spores suffer bizarre hallucinations, which can sometimes last for the rest of their lives.

This goblin sometimes acts strangely, seeing things that don't exist. As a Major Flaw, these spore induced hallucinations often trigger violent episodes, endangering the character and those around her.

The Game Master is encouraged to make up strange and surreal descriptions for things the character sees, so that even the player is never quite sure what is real.

Hideous [Minor/Major Handicap]

Goblins don't usually place much value on physical appearance, but even they draw the line somewhere, and this fellow has crossed that line. As a Minor Flaw, the character suffers a -1 penalty to Wheedle checks, while as a Major Flaw the penalty increases to -2.

Humble [Major Quirk]

Your misguided goblin doesn't think he's the best, and would never dream of suggesting otherwise. Even if he is exceptional at something, he prefers to downplay his abilities, giving credit to underlings for their own achievements rather than passing off their work as his own. This makes it rather difficult to gain status in the tribe, as the goblin's superiors view him as something of a dimwitted underachiever.

Ignorant [Minor/Major Handicap]

This individual is pretty clueless about the world, even by goblin standards. As a Minor Flaw this character suffers a -1 penalty to Lore checks, and as a Major Flaw the penalty increases to -2.

Light Sensitive [Minor Handicap]

Goblinoids can see exceptionally well in the dark, and some spend their entire lives underground. However a lack of exposure to sunlight during their formative years can lead to light sensitivity in adulthood.

This individual suffers a -1 penalty to all ability checks in normal lighting, increased to -2 in bright lighting. This penalty can be avoided by wearing appropriate protection over the eyes, such as dark goggles.

Loner [Major Handicap]

This goblin "boss" has no gang of her own, and her Leadership is reduced to 0. Even if she recruits new gang members, they are not under the player's control, and will disappear at the earliest opportunity. Perhaps other goblins are terrified of the character, or maybe she snacks on them when nobody is looking. Fortunately this has no real impact on the character's promotion prospects, as long as she achieves results.

As compensation for working alone, this character also gains a free Feat (in addition to the standard skill bonus), although she must still meet its requirements as normal.

Lusty [Minor/Major Quirk]

This character has an intense and uncontrollable desire for fame, power, wealth, knowledge, or sex. As a Minor Flaw he might be obnoxiously pushy in pursuit of his desire, while as a Major Flaw he would risk his life and sacrifice the lives of others to satisfy his base urges.

Nosy [Minor/Major Quirk]

This individual is constantly sticking his nose into other people's business, and frequently gets into trouble as a result. As a Minor Flaw he has no shame, but does at least have some sense of self-preservation, and knows where to draw the line. As a Major Flaw, his curiosity has no limits, and he respects no boundaries.

Obsession [Major Quirk]

Your goblin is driven by an overwhelming obsession that frequently places him in danger. Perhaps he's an adrenaline junkie who enjoys risks, a pyromaniac who loves burning things, a glory hound who cares nothing for the cost of battle, or a social climber who will do anything in the pursuit of power. This character won't hesitate to risk his life or sacrifice the lives of others if it helps him achieve his heart's desire.

One Eye [Major Handicap]

This individual has lost an eye, leaving him without any depth perception. He suffers a -1 penalty to both Shoot and Throw.

Picky Eater [Minor Quirk]

This goblin is very selective about who and what she eats, and won't consume food that's been gathered or prepared by others unless she's truly desperate.

Poor Taste [Minor/Major Handicap]

One man's trash is another man's treasure, but this goblin's treasure is mostly just trash. He has a habit of collecting the sort of junk that even other goblins consider worthless, and has real difficulty recognizing the true worth of the few valuables he accidentally stumbles across. As a Minor Flaw this character suffers a -1 penalty to Appraise checks, while as a Major Flaw the penalty increases to -2.

Proud [Minor/Major Quirk]

This individual has an overinflated opinion of his own importance and accomplishments, and little respect for the achievements of others. As a Minor Flaw he might just be vain or willful, while as a Major Flaw he would kill or die to protect his fragile ego.

Pungent [Minor/Major Handicap]

Your goblin has a very ripe and overpowering body odor, or perhaps he suffers from extreme flatulence. This makes it much easier for enemies to detect him, particularly if they are standing downwind or have an acute sense of smell.

As a Minor Flaw the character suffers a -1 penalty to Stealth checks in situations where the enemy can smell him, and they receive a +1 bonus to Survival checks when trying to track him. As a Major Flaw, the penalty increases to -2 and the bonus increases to +2.

Reckless [Minor/Major Quirk]

This rash fellow is always leaping into dangerous situations, heedless of the consequences. As a Minor Flaw he frequently takes unnecessary personal risks, while as a Major Flaw he doesn't think twice about risking his life.

Rival [Minor/Major Quirk]

This goblin has a bitter rival within the tribe. As a Minor Flaw, the rival is another gang boss of similar social standing, while as a Major Flaw the rival is more powerful, and can make life particularly difficult for the character.

Runt [Major Handicap]

This fellow was the runt of his litter, and he is still rather small and weak. He suffers a -1 penalty to Resilience, and cannot increase his Strength during character creation beyond the starting Strength for his race.

Sinker [Minor/Major Handicap]

This individual is a terrible swimmer, and tries to remain on land whenever possible. As a Minor Flaw the character suffers a -1 penalty to Swim checks, while as a Major Flaw the penalty increases to -2.

Slime Bait [Major Quirk]

Dark slimes generally ignore goblinoids, but for some unknown reason they often follow this goblin around, and occasionally try to attack her. She has learned to avoid them as much as possible, and always keeps an eye out for them.

A character with the Slime Bait Flaw cannot also take the Slime Charmer Feat.

Slothful [Minor/Major Quirk]

This character is lazy or apathetic, with little interest or motivation for dealing with those around him. As a Minor Flaw he might be a slacker or have a careless attitude, while as a Major Flaw he'll happily cut corners to avoid as much work as possible, even if his actions costs lives as a result.

Slow-Witted [Minor/Major Handicap]

This individual isn't particularly fast on the uptake, and it usually takes him a while to mentally process things before he reacts. As a Minor Flaw this character suffers a -1 penalty to make and resist Wits checks, while as a Major Flaw the penalty increases to -2.

Snobgoblin [Major Handicap]

This character constantly sucks up to her superiors while looking down on everyone else. She suffers -2 Wheedle when dealing with goblins of equal or lower status, and has many rivals eager for the chance to teach her a lesson. Even her own gang members hate her, and would love nothing more than to replace her with someone (anyone!) else.

Soft Hearted [Major Handicap]

This sentimental deviant often treats his enemies with mercy, respect, and even kindness. This can result in frequent difficulties with other goblins, who view the character as weak willed and easily manipulated; he suffers -2 Wheedle when dealing with those who know of his soft and civilized ways, and he has to constantly watch his back around his more ambitious kin.

Swamp Skin [Minor/Major Handicap]

This individual has spent so much time living in the swamp that his body has started to adapt. His skin has lost some of its lustrous green hue, and he reeks of decaying vegetable and animal matter.

The character suffers a -1 penalty to Wheedle, but receives a +1 bonus to Stealth checks when in a swamp environment. He also receives the same drawbacks as the Pungent Flaw (either Minor or Major, depending on whether Swamp Skin was taken as Minor or Major).

Tasty [Major Quirk]

This unfortunate goblinoid looks succulent and smells absolutely delicious. Should she ever be incapacitated or otherwise rendered helpless, any other goblins in the vicinity will try to devour her unless they are busy fighting.

Other player characters may choose to resist the temptation, but earn a Karma Point if they take a big bite!

Thin Skinned [Minor Handicap]

This huffy individual is very sensitive to criticism and insults, and is easily upset or offended by spiteful jokes and comments. She suffers a -2 penalty to Willpower when trying to resist Taunt stunts.

Tribal Loyalty [Minor/Major Quirk]

This goblin is particularly loyal to his tribe, and puts its interests before even his own. As a Minor Flaw he goes out of his way to serve and protect the tribe, making personal sacrifices for the greater good when necessary. As a Major Flaw he would be willing to lay down his life in service to the tribe.

Turncoat [Minor Handicap]

This treacherous fellow used to belong to one of the other major goblin tribes, but he either deserted, or was kicked out for doing something utterly heinous. The character suffers a -2 penalty to Wheedle when dealing with members of his former tribe.

Warty [Minor Handicap]

This hideous fellow's entire body is covered with thick warts, making him repulsive even by goblin standards. He suffers a -1 penalty to Wheedle, and a -2 penalty to resist Taunt stunts that mock his appearance. However the warts also grant him 1 point of natural armor.

This Flaw is particularly common among the Stonefist tribe, as many of the underground-dwelling goblins sport rock-like warty protuberances on their chest, back and shoulders.

Wrathful [Minor/Major Quirk]

This individual is driven by hatred and anger, and often feels a desire for violence. As a Minor Flaw he could just be particularly aggressive or impatient, while as a Major Flaw he is overwhelmingly vindictive and spiteful, and has no restraint when lashing out against those who cross him.

Feats

Character also have various exceptional abilities, called Feats. Each character begins with one Class Feat and two other Feats, and gains an additional Feat each time they gain a level. Every four levels (i.e., at level 4, 8, 12, etc.) the character receives another Class Feat, at other levels they may choose any other Feat for which they qualify.

Each Feat can only be taken once, unless it explicitly states otherwise in its description.

Class Feats

There are three types of Class Feat: Savant, Scrapper and Sorcerer. Characters begin with one Class Feat, and gain another every fourth level.

Savant

Requirements: Special

Each time a character takes this Feat, they receive a +2 bonus to two different skills of their choice, or a +1 bonus if applied to Combat or Magic skills. This also doubles the maximum bonus the character can have in the chosen skills, to +2 for a Combat or Magic skill, and +4 for other skills. This Feat can be taken multiple times, but must be applied to different skills each time.

Note that it *is* possible for a Savant to take a Magic skill, even if their Magic is +0. This will give them one technique as normal, representing a singular magical talent.

Scrapper

Requirements: Special

Each time a character takes this Feat they receive a +1 bonus to their Combat ability, which and also increases their Health by +1. This Feat cannot be taken more than three times.

Sorcerer

Requirements: Special

Each time a character takes this Feat, they receive a +1 bonus to their Magic ability, and two new techniques (see *Magic*). This Feat cannot be taken more than three times.

Combat Feats

These Feats are geared towards combat, and are only available to characters with the Scrapper Feat.

Arrow Cutting

Requirements: Combat +2, Melee +2 or Brawl +2

You can use Melee or Brawl against ranged attacks, as long as you have at least +2 in the appropriate Combat skill. If you use Brawl, and your opponent rolls 0 or lower on their attack, you can catch the weapon if you wish.

Berserker

Requirements: Combat +1

Whenever you are Staggered or wounded by an attack, or are beaten by an Intimidate or Taunt stunt, you may choose to go berserk. While berserk you receive a +1 bonus to Strength and Endurance. The rage has a duration in Minutes, and afterwards you must make a Stamina check; on a failure you become Exhausted, while on a normal success you are just Fatigued, and on a critical success you suffer no ill effects.

Chi Strike

Requirements: Cunning +1

This individual has learned to focus their inner energy when they attack. After making a damage roll, they can spend mana to increase the total damage (+1 damage for each point of mana spent).

Cleaving Blow

Requirements: Combat +1, Strength +1

Once per round, after incapacitating an opponent with a melee attack, you may make a free melee attack against another target within your Threat Range.

Combat Reflexes

Requirements: Agility +1, Wits +1

This character is able to perform free attacks while Staggered or Stunned.

Crossbow Fetish

Requirements: Agility +1

When using a standard crossbow, this character can reload as a free action, although she is still limited to one reload action per round.

When wielding a repeating crossbow, as a full action the character can make an area-effect Shoot attack, hitting everyone within a 10-foot diameter sphere. Those within the area can make a Reflexes check to halve the damage.

Dual-Weapon Defense

Requirements: Scrapper, Melee +1, Dual-Weapon Warrior

When you are wielding two weapons, your opponents no longer receive a Flanking bonus against you.

Dual-Weapon Warrior

Requirements: Scrapper, Agility +1

Once per round, after performing a double melee attack action with your primary hand, you may make a free melee attack with your offhand.

Fast Reflexes

Requirements: Agility +1, Wits +1

When rolling initiative, you only require a normal success to act in the "fast" phase, and even on a failure you act in the "medium" phase. If both dice on the Wits check roll the same number, you receive three action dice this round instead of two, and may split them into primary, secondary and tertiary actions if you wish.

Frenzied Attack

Requirements: Combat +1

This vicious goblin may attack twice with the same weapon when splitting her actions.

Gloom Stalker

Requirements: Combat +1, Stealth +2

Many goblins prefer living in the shadows, and some of them learn to use the darkness as a weapon against their enemies. When attacking a foe who is suffering a visibility penalty due to bad lightning, this character may add his opponent's visibility penalty as a bonus to his own attack rolls.

Hammering Strike

Requirements: Combat +1, Strength +2

Once per round, after hitting her opponent with a critical success while using a Brawl or Melee attack, this character may knock her enemy back 5 feet per raise. If this causes the opponent to collide with an obstacle, add +d6 to the damage roll.

Intimidating Prowess

Requirements: Combat +2, Provoke +1, Strength +1

When making an Intimidate stunt, this fearsome goblin may add his Strength bonus to the roll. Furthermore, once per round after incapacitating or killing a foe, the character may make an Intimidate stunt as an immediate action against one of the foe's allies.

Me and Myself

Requirements: Combat +2

Most goblins are pretty arrogant, but this fellow really takes the cake. His ego is so large that it actually gives him a +1 Flanking bonus, although this cannot exceed the normal maximum of +2.

Merciless

Requirements: Combat +1

This character may spend a Karma Point to reroll damage. TBD: Some other benefit, could be related to performing finishing move? Or more options on a killing blow?

Quick Draw

Requirements: Agility +1

You can draw a weapon as an immediate action instead of a standard action, or as a fast action when drawing multiple weapons, or concealed or unwieldy weapons.

Opportunist

Requirements: Combat +2, Alertness

When attacking a foe against whom she receives a Flanking bonus, this individual may add the Flanking bonus to her damage roll.

Precision Shooting

Requirements: Combat +1, Shoot +1

When firing a weapon as a full action, this character may either halve the penalty for the Aim maneuver, or halve the penalty for cover (rounding fractions down).

Riposte

Requirements: Combat +1

Once per round, after someone within your threat range makes a Brawl or Melee attack against you and misses, you may make a free attack against them with a -2 penalty. If they are out of reach (for example, attacking you with a spear), you can still attempt to strike their weapon.

Riposte, Greater

Requirements: Combat +2, Riposte

This Feat negates the -2 penalty when making a free attack with Riposte.

Savage Maw

Requirements: Combat +1, Canitaur

Unlike most canitaurs, this fellow's bite is much worse than his bark. His mouth becomes a natural weapon that inflicts +0 damage, and when his bite attack hits with a critical success, he inflicts an additional +2 damage.

Shield Mastery

Requirements: Combat +2

When using a target shield, this character receives an additional +1 armor. Furthermore, once per session he can spend a Karma Point to redirect all damage from a single attack to his shield rather than an allied goblin, however this automatically destroys the shield (or causes it a wound, if it's a magic item).

Tenacity

Requirements: Endurance +1

This character is particularly tenacious; he reduces the penalty for being Staggered or Stunned to -1.

Thick Fur

Requirements: Barghest or Bugbear

This goblinoid's fur is particularly thick and heavily matted, providing her with 1 point of natural armor, and granting her a +1 bonus to Vitality checks. Barghests only benefit from this Feat while in their wolf or hybrid form.

Throwing Expertise

Requirements: Combat +1, Throw +1

This goblin can draw and throw one-handed weapons as a single standard action. The range increment of her thrown weapons is also increased by 5 feet.

Trapmaker

Requirements: Gremlin, Cunning +1

Most gremlins have a passion for mechanical devices, and some of them apply that drive to the construction of vicious traps.

Once per round, this individual can spend either 1 mana or a Karma Point to interrupt any other character during their movement, and describe how they have just triggered one of his traps. The gremlin must have reasonably had an opportunity to set the trap, even if the justification is tenuous, such as having been in the area recently (this is left up to the Game Master's discretion).

Everyone within 5 feet of the target location must make a Reflexes check opposed by your Craft. You inflict 2d6+Cunning damage to everyone who fails their check, and cause an additional d6 damage if they roll a critical failure.

Vorpal Blow

Requirements: Combat +3, Merciless

Whenever this character uses a Karma Point to reroll lethal damage, he can turn his attack into an aimed blow to the head, inflicting +4 damage as if he'd used the Aim maneuver with a -4 penalty to attack. If this attack incapacitates the victim, they are decapitated.

Weapon Finesse

Requirements: Agility +1

When making a Melee attack with a light weapon, this character may add her Agility to the damage roll instead of Strength. This Feat can only be used with a cutlass, hatchet, human dagger, living metal blade, shiv/shank, or tiger claws.

Weapon Specialist

Requirements: Combat +1

Select one specific type of weapon, such as shanks, war axes, etc. When using your chosen type of weapon, you receive a +1 bonus to attack and damage rolls.

Whirling Attack

Requirements: Combat +2

As a full action, you can make an attack action against everyone within your threat range; victims can make a Reflexes check to halve the damage, or a Ride check if they are mounted. After performing a Whirling Attack, your turn ends, and you become Staggered. This Feat cannot be used if you are already Staggered.

Wily Warrior

Requirements: Cunning +1

This character can freely convert mana into Karma Points on a 1-to-1 basis. Any mana converted in this way is automatically recovered at the end of the session, and cannot be recovered earlier.

Common Feats

These Feats can be taken by anyone at any time, as long as they meet the requirements.

Braggart

Requirements: None

This shameless loudmouth loves to boast about his achievements, while humiliating and belittling others. He gains a +1 bonus to Taunt stunts, and once per session he can shoot his mouth off: this requires several minutes, and is resolved as an Boastful Tale (earning him a Karma Point).

Extreme Inspiration

Requirements: Provoke +1

Sometimes a leader needs to set an example in order to properly motivate his lackeys. Once per session as a free action, your character can execute one of his own adjacent gang members in a spectacularly violent and gruesome manner, while loudly ranting about how they have failed him in some way.

Roll for an Intimidate stunt: On a success, all of your character's remaining gang members within earshot of the tirade receive a +1 bonus to their ability checks for the remainder of the scene, while on a critical success the bonus increases to +2. On a failure the terrified underlings become Staggered, while on a critical failure they panic and flee for their lives, and this brutal boss will need to recruit some new gang members.

Lead the Pack

Requirements: Barghest or Wolf Rider

This boss's gang members are all mounted on wolves, although these wolves are loyal to their riders rather than the boss. Any wolves that are killed are replaced between sessions, in the same way as gang members.

Although these wolves do not attack, they do provide their riders with a Flanking bonus, as well as increased Speed.

Lucky Mascot

Requirements: Instincts +1

You're not just the boss, you're also the gang's lucky mascot! You can give Karma Points to any gang members under your control, as long as they are present.

Psychonaut

Requirements: Sixth Sense

This goblin regularly consumes hallucinogenic fungi, granting her occasional flashes of insight into future events. One per session, at the end of your character's turn, you can restart your turn as though it had never happened – because it *didn't* really happen, it was just a premonition.

When used outside of combat, this Feat allows the player to "roll back" the last six seconds.

Rat Lover

Requirements: Dominance +1

This character has a natural affinity for swamp rats, an aggressive breed of rodent that can grow to enormous size. Most swamp rats view the goblin as a dominant alpha, and will act submissively in his presence, but the occasional rodent may decide to issue a challenge.

The rat lover receives a loyal swamp rat minion that is automatically replaced when killed, in the same way as a gang member. He can also substitute swamp rats for gang members if he wants to control a larger pack, for example a rat handler who normally has five gang members could have up to six swamp rats instead.

Only gang bosses with the Rat Lover Feat can divert damage to swamp rats using the Meat Shield rule.

Renown

Requirements: Special

The character has a fearsome reputation among the tribes, and others think twice before crossing him. Other goblinoids won't usually threaten or attack this character unless actively provoked or explicitly ordered to do so. The character also gains a +2 bonus to Intimidate stunts made against other goblinoids.

This Feat must be earned through roleplaying if taken after character creation.

Relic Attunement

Requirements: Instincts +1

This character is the exceptionally lucky owner of a living metal weapon or suit of armor, an ancient relic of a bygone era which has become magically attuned to him. This relic cannot be destroyed, and if lost, the owner can sense its distance and direction. It cannot be attuned to anyone else until the current owner dies.

If this Feat is taken during character creation, the individual begins with a living metal weapon or armor of their choice. If taken during play, this Feat attunes the goblinoid to a relic they already possess. If not attuned, the character cannot wear living metal armor, and treats a living metal weapon as improvised.

Serendipity

Requirements: Instincts +1

This character may spend a Karma Point to add +3 to an ability check. This option must be used instead of rerolling, the character cannot use Karma Points for both a reroll *and* a +3 bonus on the same ability check.

Sixth Sense

Requirements: Instincts +1

You are never surprised. Also gives some other benefit (GM clues?).

Slime Charmer

Requirements: Instincts +1, Dominance +1

This character has a psychic bond with dark slimes. As a full action she can take control of a dark slime within 12" by making a successful opposed Dominance roll.

The goblin maintains control of the slime until she becomes Staggered or takes a non-free action, or until she and the slime move more than 60 feet apart.

Status

Requirements: Special

The character holds some special status among the tribes, usually because of various past achievements, although it could also be due to her bloodline. She receives a +1 bonus to all Dominance checks when dealing with other goblinoids, and gains a +1 bonus to Leadership. This Feat must be earned through roleplaying if taken after character creation.

Swift-Footed

Requirements: Agility +1

Your Speed increases by +2 (+10 feet), and when you run as a full action your Speed is now multiplied by four instead of three.

Epic Feats

These Feats can only be taken by characters who are level 16 or higher.

Azure Paragon

Requirements: Psioblin

This gifted individual has learned how to tap into the deepest recesses of her mind. The bonus mana from the Psioblin Feat is doubled.

Greater Barghest

Requirements: Barghest

Unlike common goblins, barghests continue growing after they reach adulthood, and can eventually become as large as a hobgoblin.

This barghest gains +1 Resilience and Speed in all forms, and all of her natural weapons (including Iron Nails if she has them) have their damage increased by +1.

Meat Grinder

Requirements: None

Most goblin gang bosses are pretty ruthless, and think nothing of using their lesser kin as living shields, but this individual chews his way through gang members like a meat grinder. This character doesn't need to spend any Karma Points to redirect damage using the Meat Shield rule.

Renowned Boss

Requirements: None

Goblins clamor to join the gang of this infamous boss; he receives two additional gang members. This Feat may be taken multiple times.

Saline Swimmer

Requirements: Amphiblin

This amphiblin has adapted to the sea, and no longer needs to make Fortitude checks when swimming through salt water. He can also withstand the crushing pressure of the ocean's depths, gaining a +1 bonus to Resilience.

Top Dog

Requirements: Canitaur

This character gains a +2 bonus to Wheedle checks and Intimidate stunts when dealing with canitaurs, barghests, and any creature with animal intelligence. Regular animals will not attack this character, and usually flee if provoked.

Trollkin

Requirements: Iron Nails, Troblin

This troblin has grown, and taken on a more troll-like appearance, with long claws and sharp teeth. She gains +1 Resilience and Speed, +1 to Vitality checks, and her maximum Strength is now +5.

Expert Feats

These Feats can only be taken by characters with the Savant Feat.

Sneak Attack

Requirements: Savant (Stealth)

Whenever you surprise a foe, or receive a Flanking bonus against them, you may add your Stealth (*not* Agility + Stealth) to the damage roll instead of your Strength.

Legacy Feats

These Feats represent innate abilities and mutations, and can normally only be taken during character creation.

Ambidextrous

Requirements: Agility +1

You no longer suffer the normal -1 penalty to ability checks and damage rolls when using your off hand.

Amphiblin

Requirements: Goblin

Some goblins have physically adapted to life in the rivers and lakes that scatter the land. Their skin serves as a secondary respiratory surface, while their finned backs and webbed extremities allow them to swim effortlessly through the water.

This goblin starts with Swim +1, adds his Swim to his Speed when swimming, and cannot drown in fresh water. When swimming in salt water, he must make a Fortitude check every hour, becoming Fatigued on a failure, Exhausted if already Fatigued, and Incapacitated if already Exhausted, with incapacitation leading to death in 3d10 minutes. Fatigue earned in this way is removed by spending an hour fully immersed in fresh water.

Barghest

Requirements: Goblin

Much like the lycanthropes of human society, there are numerous theories and legends about the origin of barghests. But one thing is known for certain; a goblin cannot become a barghest, he must be born as one.

These rare and fearsome shapeshifters are able to assume three different forms: goblin, wolf, and hybrid. The transformation requires a successful Spirit roll as a normal action, and only affects the barghest's own body, not their equipment.

While in wolf form, barghests gain a +3 bonus to Speed and a +0 damage bite attack, but they cannot talk in this form, nor use tools, weapons or armor.

While in their hybrid form, barghests gain +1 Strength, Resilience and Speed, and gain +0 damage claws and fangs. However any wielded weapons used in this form are considered improvised (-1 to Melee), shields give no benefit, and it is difficult to maneuver in armor; apply any worn armor bonus as a penalty to all Agility and Strength checks.

Burly

Requirements: Strength +1

This large and rather heavily built fellow receives a +1 bonus to Resilience, and his Capacity increases by 50% (rounded up).

Canitaur

Requirements: Goblin

Canitaurs look like regular goblins from the waist up, but they have the lower body of a dog or wolf, which connects at the withers to their goblin torso. Their four canine legs grant +3 to Speed, as well as giving them Jump +2 and doubling their Capacity. However they also suffer a -2 penalty to Climb.

Giant Schnozzle

Requirements: None

This character has an exceptionally large nose which dominates her face, granting her a +2 bonus to Survival checks when tracking, and any Perception or Search checks that could benefit from her acute sense of smell. She can never be surprised, except by creatures that have no scent.

Hoarder

Requirements: None

This greedy fellow loves collecting valuables, and has a tendency to pocket anything that takes his fancy. He begins play with triple the normal number of knick-knacks, and receives an additional knick-knack every game session (the Game Master should decide when).

Iron Nails

Requirements: None

Some goblinoids have long, sharp finger nails, which they can use like claws in close combat. Such nails are treated as natural weapons that inflict +0 damage; the character is always considered armed as long as she has at least one hand free.

Troblins may also take this Feat during play.

Nocturnal Heritage

Requirements: Half-Human, Agility +1

Either the goblin blood runs particularly strong in the veins of this half-human, or else they are the unusual offspring of a forest human. Whatever the reason, this hybrid has excellent night vision, and moves with the stealthy grace of a natural predator.

Choose either Darkvision or Low Light Vision, and start with Stealth +1.

Psioblin

Requirements: Goblin, Cunning +1, Sorcerer (Mind)

While most goblins are green, some individuals born with particularly strong psionic gifts have a distinctive blue hue to their skin. These "psioblins" are widely feared, and their unusual coloration can make them an obvious target in battle.

This character gains additional mana equal to 3+Cunning, and starts with Provoke +1, but he is twice as likely to be targeted by an enemy in combat.

Swollen Head

Requirements: Cunning +1

This goblin's head is particularly large and impressive, even by goblinoid standards, making her smarter (and even more bigheaded) than most of her kin. Increase her Cunning by +1, she can now increase her Cunning to as high as +5.

Troblin

Requirements: Goblin, Strength +1

Troblins look like regular goblins, however they are very strong, and have highly accelerated regenerative abilities. Some tales claim that troblins have traces of troll blood in their ancestry, others suggest that their mothers drank troll blood during pregnancy, but none of these tales have ever been substantiated.

This character heals 1 bruise per minute, and 1 injury per hour, as long as the wounds weren't caused by fire. Troblins also have a maximum Strength of +3 instead of +1.

War Fist

Requirements: Strength +0

This mutant has one enormously oversized arm and hand. He can wield a two-handed melee weapon in his large hand without penalty, and inflicts +2 damage if he instead uses his large hand to wield a one-handed melee weapon or make an unarmed attack. The War Fist is too clumsy to provide any bonuses to ranged attacks.

Magic Feats

These Feats can only be taken by characters with the Sorcerer Feat.

Divine Touch

Requirements: Magic +1

As a normal action, this character may spend 1 mana to heal 1 wound. Mana spent in this way cannot be recovered immediately; the character must wait the amount of time it would have taken for the wound to heal naturally (usually 1 hour per bruise and 1 day per injury).

Elementalist

Requirements: Magic +1, Concentration +1, Elemental Sphere (Flame, Wind, Stone or Water)

When you make a Concentration check to recover mana, you receive 1 mana on a failure, 2 mana on a normal success, and 4 mana on a critical success. Should this take you above your maximum, the excess mana is lost at the end of your turn.

Necromancer

Requirements: Magic +1, Enchantment +1, Death Sphere, Compulsion technique

When using Compulsion Enchantments to animate corpses, if the undead have a Duration in Hours, you can make them permanent if you wish; the mana used for the spell is recovered at the rate of 1 mana per hour.

Your Leadership trait indicates how many minions you can control at once (for example if you are controlling two permanent undead, that means you will also have two fewer goblin gang members). Any undead you can't control are free to do whatever they wish, although it will usually involve mindless violence.

Illusionist

Requirements: Magic +1, Conjuration +1, Glamor technique

When casting Glamor Conjurations, you can create detailed illusionary appearances that fool the senses. Those examining the spell carefully can make an opposed Willpower check against your Conjuration to notice that something is off, although they only see through the illusion completely on a critical success.

Skill Feats

These Feats boost one or more skills, representing areas in which the character excels, and can be taken by anyone. Skill Feats *do* stack with each other, however the maximum bonus the character can receive from their Skill Feats is +2 to each primary skill and +1 to each secondary skill, so the stacking only applies in situations where two different Skill Feats each grant a +1 bonus to the same skill.

Creating Skill Feats

Players are encouraged to design and name their own Skill Feats. Each Skill Feat can grant one of the following benefits:

- A +2 bonus to one primary skill.
- A +1 bonus to two different primary skills.
- A +1 bonus to one secondary skill.

If the Feat grants a bonus to one of the Magic skills, it should require Magic +1, otherwise it has no requirements (not even if it grants a bonus to a Combat skill).

Specialized Skill Feats

At the Game Master's discretion (and with their oversight and guidance), players may also design Skill Feats with situational bonuses. Such Feats only apply in specific circumstances, or for specific uses. For example a Feat might only work while underground, or only apply to sound-based Perception checks, or only work against goblinoids.

These specialized Feats will either provide a second benefit from the above list, or grant the character a special ability, such as an unusual use of a skill. For example a Feat might give the character a +2 bonus to Dexterity checks related to locks, and also give them the ability to pick locks with Dexterity checks (a specialized ability that most people lack).

The following Skill Feats are just some examples.

Alertness

Requirements: None

This character receives a +2 bonus to Perception.

Athlete

Requirements: None

This character receives a +1 bonus to Climb and Jump.

Brawler

Requirements: None

This character receives a +1 bonus to Brawl.

Charming

Requirements: None

This character receives a +2 bonus to Wheedle.

Iron Will

Requirements: None

This character receives a +2 bonus to make and resist Provoke stunts.

Lockpicker

Requirements: None

This character receives a +2 bonus to Dexterity checks related to locks, and may attempt to pick locks with a Dexterity check.

Human Linguist

Requirements: None

Town humans speak a stilted dialect of the same language used by the tribes, although communication between the two races tends to be crude at best. Most forest, mountain and hill humans can also converse in the same tongue, although the three breeds each have their own language as well, which they use when talking privately among themselves.

This character has spent time studying one of the four human breeds, chosen when this Feat is taken. He has mastered their dialect or language, and this allows him to eavesdrop of their conversations, as well as trick or insult them in their own tongue. He receives a +1 bonus to Deceive checks and Provoke stunts when dealing with humans of the specified breed.

This Feat may be taken up to four times, once for each of the human breeds.

Ranger

Requirements: None

This character receives a +2 bonus to Stealth and Survival, but only when in the wilderness, not within towns or while underground.

Rogue

Requirements: None

This character receives a +2 bonus to Stealth and Climb when in urban environments.

Sniper

Requirements: None

This character receives a +1 bonus to Shoot and Throw attacks, as long as he doesn't move the same turn.

Wolf Rider

Requirements: Goblin

This character receives a +2 bonus to Ride when mounted on a wolf. He also gains a loyal wolf mount, which is replaced if killed in the same way as a gang member. Characters with this Feat may redirect damage to their own wolf using the Meat Shield rule.

Wolf Rider, Greater

Requirements: Wolf Rider

The benefits of Wolf Rider now apply to dire wolves as well as regular wolves. The goblin may also replace her wolf with a dire wolf mount.

Advancement

There are 100 experience points per level. This makes it easy for the GM to award points, as experience points effectively represent percentages of a level. New player characters usually start at level 1, with 100 experience points.

Each time a player gains a level, they receive a Feat. Every four levels (i.e., level 4, 8, 12, etc.) they receive both a Class Feat and a +1 bonus to a primary ability of their choice, at all other levels they just gain a (non-Class) Feat of their choice. Primary abilities cannot be increased above +3, unless a specific race or Feat explicitly states otherwise.

Game Rules

Champions and Mooks

Major characters (including player characters) are called “Champions”, and are indicated by a goblin symbol beside their name. Champions roll two action dice for ability checks, have Karma Points, and can withstand multiple wounds, making them generally tougher and more competent than other characters.

Minor characters (which includes everyone else) are called “Mooks”. The Game Master might decide to upgrade a Mook to a Champion if they become particularly important to the story. Mooks only roll one action die for ability checks, they don’t usually have any Karma Points, and they are automatically incapacitated by a single wound.

Action, Complication and Damage Dice

This game uses three types of die. Action dice are d12s, and are used for all ability checks. Complication dice are d6s, and are rolled at the same time as action dice whenever the GM declares a complication. Damage dice are d6s, they are used for damage rolls, and unlike the other types of dice they can “explode” (i.e., if you roll 6, you roll again and add it on).

Karma

Karma Points are a metagame currency that give the players greater control over their fate. They also give the Game Master a way to hand out temporary rewards for good roleplaying.

The first time each session that each Flaw comes into play in a way that puts the character at a disadvantage, the player earns 1 Karma Point. In the case of Major Flaws, this reward can be earned twice per session. Karma can also be awarded for minor achievements during the game, such as doing well in a particular scene, or simply as compensation for a run of bad luck – the Game Master should aim to award each player 1-2 Karma Points per hour. Karma Points are lost at the end of each session, to encourage players to use them instead of hoarding them.

Players may spend one Karma Point to reroll their action dice, and choose which result they keep. Karma Points can also be used to fuel certain Feats.

Meat Shield (setting rule)

Goblin bosses can also spend one Karma Point to divert all damage from one attack to an adjacent gang member (even if the gang member belongs to another boss).

Action Resolution

Actions are resolved by rolling your action dice, adding the appropriate ability and skill, then subtracting the difficulty. For opposed rolls, the difficulty is your opponent's ability and skill. For other rolls, the difficulty is assigned by the Game Master.

A roll of 13+ is called "Unlucky 13" (it's usually at someone else's expense), and results in a *critical success*.

A roll of 7+ is called "Lucky 7", and results in a *normal success*. However if you roll 7+ on *both* action dice, the result is instead a *critical success*.

A roll of 1+ is called "Better than Nothing", and results in a *simple failure*.

A roll of 0 is called "Oh No!", and results in a *critical failure*. The precise outcome of a critical failure is at the GM's discretion.

Most tasks have a +0 difficulty modifier, representing the sort of challenge where someone with basic training would have 50/50 odds of beating. Slightly more challenging tasks are made with a -1 penalty, difficult tasks incur a -2 penalty, and very difficult tasks suffer a -4 penalty. Conversely, slightly easier tasks might be made at +1, an easy task at +2 and a very easy task at +4. Tasks that would be impossible for most people should be made at -6, while those that most people can resolve without any difficulty should be made at +6.

If the *total* bonus for a particular task (after applying ability, skill, difficulty, etc.) exceeds +5 then the check will automatically succeed, while a penalty that exceeds -5 automatically fails. In such cases the Game Master should either say the action automatically succeeds or fails (no need to roll), or cap the modifier at +5/-5 (if the action always has at least a *small* chance of success or failure). Important rolls (including combat) should always be capped at +5/-5.

Complications

Whenever the Game Master calls for an ability check, they may also invoke a complication, although this option should be used sparingly (as a rule of thumb, try not to invoke more than one complication per scene, except for extended ability checks). Players must then roll two complication dice at the same time as their action dice.

Complication dice are d6s, they do not explode, and they cannot be rerolled with Karma Points. If the complication dice roll a double value, then they trigger a complication with a penalty equal to their dice value.

Before the complication dice are rolled, the GM should declare whether the complication will apply to the current ability check, or require a second ability check. The GM should also explain what happens if the ability check fails on a complication.

If the complication dice roll different values (i.e. *not* a double value), they have no impact on the character, and there is no need to make another roll.

Example: Big Brak is knee deep in the Northern River, fighting a minotaur, and the GM announces that his next attack has a complication due to the strong current. Big Brak rolls his Melee check and succeeds, killing the minotaur, but the complication dice roll double 4. The GM announces that Big Brak must now make a Muscle check with a -4 penalty (because of the double 4); on a failure he'll be swept away by the river, and will need to try and swim back to the shore.

Action Types

There are six types of action in SWIFT-d12.

Standard Action

Most actions are standard actions. They usually use all of your action dice, but Champions may split the dice to perform two standard actions if they wish (see *Splitting Actions*).

Full Action

A full action cannot be split or combined with other standard, full, fast or movement actions. It uses all of your action dice, and prevents you from moving the same turn (with a special exception for running, which is a full action that *only* allows you to move).

Free Action

A free action normally uses all of your action dice, but doesn't count as part of your normal actions for the turn (it's a completely separate ability check).

Fast Action

A fast action works the same as a free action, except you may only perform one fast action each turn. If you wish to perform a second fast action, it will be treated as a standard action instead.

Immediate Action

An immediate action works the same as a free action, except you may perform it at any time, even if it's not your turn. An immediate action cannot interrupt another character in the middle of their own action, however.

Movement Action

A movement action doesn't involve rolls, instead it counts towards your Speed limit for the turn. You can perform any number of movement actions each turn (unless you also wish to perform a full action), as long as they don't exceed your Speed.

Splitting Actions

Champions roll two action dice, and require a result of 7+ on either die to succeed. If they roll 7+ on *both* dice (or roll 13+ on at least one die), they achieve a critical success. There is no additional benefit for rolling both a double success *and* a 13+.

Champions have the option of splitting their action dice if they wish, performing a different action with each die. They must declare a primary action and secondary action before rolling the dice; the highest die roll is then used for the primary action, and the lower roll for the secondary action. The player should also declare which action (primary or secondary) will be resolved first, before they make the roll.

If a character wishes to split their action dice outside of combat, the available actions are at the GM's discretion. For example if a character has to make a Reflexes check to avoid falling from a roof it might be reasonable for her to split her actions, trying to help a nearby ally as his secondary action.

Mooks only roll a single action die, meaning they always require "Unlucky 13" for a critical success, and they cannot split their actions.

Note: If a Champion splits their actions to perform two attacks, they must use two *different* weapons. Likewise, a Champion splitting their actions in order to cast two spells must use two different techniques.

Extended Ability Checks

Extended ability checks are used for complex tasks, and require multiple rolls to resolve. Such checks usually require a predefined number of stages (typically between 3 and 10), an approximate duration for each stage (listed as "Seconds", "Minutes", "Hours" or "Days") and the different possible outcomes. These ability checks frequently include complications.

Each extended ability check lists the required abilities, the difficulty penalty, and the rules and side-effects of possible complications, but these can vary for each stage. The ability check runs for the listed number of stages, but equaling or exceeding the required number of successes may indicate that you completed the task faster than expected. A critical success during an extended ability check is treated as two successes.

These rules are generally quite abstract, and it is important that the GM narrate each stage to provide appropriate flavor. An adventure that uses an extended ability check will usually define exactly what happens at each stage.

The following examples, show how extended ability checks can be customized for specific purposes. The GM should feel free to modify them or create their own.

Magical Ritual

This requires a five-round Lore check with a -2 penalty. The character needs to achieve at least 5 successes by the end of the ritual, otherwise it goes horribly wrong. A critical failure

results in immediate failure of the entire task. Magical Rituals use complication dice, with any penalties from complications applied directly to the current ability check.

Oral Debate

This requires a three-round Wheedle check. The number of successes at the end indicate how convincing the character was, with 3+ successes usually indicating a positive outcome. If two characters are debating against each other, the one with the most successes is the most convincing.

Chase

This usually requires a five-round Reflexes check, although mounted characters instead roll Ride, while water-based chases use Swim, and long-distance chases use Stamina. The GM may call for other abilities if appropriate, and may even vary the ability each round (for example, requiring a Muscle check if one round involves hacking through thick foliage).

Each character makes an ability check each round, with each success allowing a pursuer to move forward by one range increment, and the fleeing character to move all pursuers back by one range increment. If a pursuer rolls a critical failure they move backward one range increment, while a fleeing character who rolls a critical failure moves all pursuers forward by one range increment. These ability checks are resolved simultaneously. If a pursuer would move closer than "Close", they instead receive a free attack. Characters may also split their actions to run and attack, if they wish.

The fleeing character may take a difficult route if they wish, although this decision must be made before rolling the ability check. When this option is used, everyone in the chase must use complication dice this round.

The range increments are "Close", "Short", "Medium", "Long", "Extreme" and "Trailing", and represent positions relative to the fleeing character; characters at "Close" range can make Brawl or Melee attacks, while characters at "Short", "Medium", "Long" or "Extreme" range can make ranged attacks as if they were 30, 60, 120 or 240 feet away from each other respectively. At the end of the turn, anyone at "Trailing" automatically drops out of the race.

At the end of the fifth round, it is generally assumed that the fleeing character escaped to safety. This should be narrated appropriately.

Note: These rules assume the pursuers are chasing a single foe. If they are chasing a group you can either treat the entire group as one Champion, or roll separately for each fleeing character, with those who fail their rolls falling behind (pursuers then attack at a relative range increment). The fleeing characters can also split up at the beginning of a turn, forcing pursuers to choose who they wish to chase.

Fast Skirmish

This can be used to quickly resolve a combat encounter against a large number of enemies, such as a crowd of angry peasants, a squadron of soldiers, etc.

The GM should specify how many Victory Points (VP) are required to overcome the enemy, typically 3-5 for each player character. Victory might mean slaying all of the foes, or causing them to rout, or it could simply represent fighting your way free of them and escaping.

Each turn, each character makes an ability check using a Combat ability of their choice (or a Magic ability if they have an offensive spell technique). The GM may assign a penalty of -1 or -2 for particularly competent foes, or a bonus of +1 or +2 for particularly weak foes. A modifier of +0 is appropriate for typical soldiers, mercenaries, bandits, etc.

Fast Skirmishes also use complication dice, with the penalty applied to their ability check.

On a critical success the character earns 2 VP. On a normal success they earn 1 VP but also suffer their choice of either 2d6 damage or the loss of one gang member. On a failure they don't earn any VP, but still suffer 2d6 damage or the loss of a gang member. On a critical failure the character earns no VP and suffers 3d6 damage (this may be redirected to one of their own gang members using the Meat Shield rule).

At the end of each turn, check if the players have equaled or exceeded the number of VP required for victory. If so, they have overcome the challenge (i.e., slain their foes, routed the opposing army, broken through the enemy lines, etc).

Combat

To attack someone in combat, roll your action dice, add the appropriate Combat skill, and subtract your opponent's Combat skill. When making a Brawl or Melee attack, subtract your opponent's Brawl or Melee depending on whether *they* are armed or not. When making a ranged attack (Shoot or Throw), just subtract your opponent's Combat ability; they gain no benefit from their skills. As always, a roll of 7+ (Lucky 7) indicates success. Rolling a critical success adds a third damage die, and may have additional effects depending on the weapon used.

Roll two damage dice (or three damage dice on a critical success) and add your Strength (for Brawl, Melee or Throw) or Agility (for Shoot), along with the weapon modifier (+0 for a shank, +1 for a long sword, etc), and don't forget that damage dice can explode. Subtract the target's armor from the damage, if the total equals or exceeds their Resilience, you cause one wound. Rolling double their Resilience causes two wounds, rolling triple causes three wounds, and so on.

If a damage roll inflicts one wound then the victim becomes Staggered. If they were already Staggered then they suffer a "bruise" wound instead (even if the damage was lethal). A Minion is automatically incapacitated if they suffer a wound.

If a damage roll inflicts *more* than one wound to a Champion, before applying the wounds the victim makes a Vitality check with a penalty equal to the number of wounds inflicted:

- **Critical failure** indicates they have been immediately incapacitated.
- **Failure** indicates they must apply all of the wounds from the damage roll.
- **Success** indicates that they negate one of the wounds, but must apply the rest.

- **Critical success** indicates that they only suffer one wound from the damage roll.

The remaining wounds are applied after the Vitality check. If the character is not Staggered, convert one of the wounds into the Staggered condition (e.g., a character who suffers two wounds actually becomes Staggered and suffers one wound). Staggered characters suffer a -2 penalty to all ability checks, and the condition remains until the end of their next turn.

Incapacitation

If a character rolls a critical failure on their Vitality check, or their total number of wounds exceeds their Health, they are immediately incapacitated.

Lethal and Nonlethal Damage

Each wound is categorized as either an "injury" or a "bruise", indicated by different colored counters, or by tokens with "injury" on one side and "bruise" on the other.

Lethal weapons usually inflict "injury" wounds, although inflicting a single wound in combat is usually treated as a "bruise" when applied to a Champion. Nonlethal attacks (such as a punch) always inflict "bruise" wounds.

The only difference between a "bruise" and an "injury" is the speed at which it heals, so the GM doesn't usually need to track them separately for NPCs – only the total wounds.

Death

Death is a matter of narrative rather than game mechanics. If you incapacitate someone, you can choose their fate. If a PC's action carries the risk of automatic death, the GM should warn them in advance, otherwise the assumption is that they'll survive.

Healing

Incapacitated characters usually regain consciousness after a few minutes (if knocked out with "bruises") or a few hours (if knocked out with "injuries"), however healing the wounds takes a bit longer. Champions heal 1 bruise per hour, and 1 injury per day.

Armor

Armor is subtracted from damage rolls before calculating wounds. Multiple armor bonuses only stack with each other if they have a different source (worn, shield, natural, or magical).

Area-Effect Attacks

Area-effect attacks are not rolled against Combat, as they are targeting an area rather than a creature. If the attack is successful, roll the damage once and apply it to everyone within the area; victims can make a Reflexes check to halve the damage, or a Ride check if they are mounted.

Minions

Player characters will often control allies, or even have their own gangs of mooks, and these should be placed under the control of the player. In order to quickly resolve the actions of multiple minions, the player can roll them as a dice pool. For example, if five gang members shoot arrows at the enemy, the player can just roll five action dice and count the successes, then make the appropriate number of damage rolls.

Initiative

Each combat round is divided into three separate phases. Characters in the “fast” phase act first, then those in the “medium” phase, and finally those in the “slow” phase. Within each phase, player-controlled characters always act before GM-controlled NPCs. The GM should divide the enemy NPCs into two or three groups of roughly equal size, categorized as “fast”, “medium”, and (optionally) “slow”.

At the beginning of each round, each player must make a Wits check. On a critical success they act in the “fast” phase, on a normal success they act in the “medium” phase, and on a failure they act in the “slow” phase. The player controls all of their characters (the boss and the gang members) on the same phase.

When multiple PCs act in the same phase, and it’s important to know who acts first, they can decide their order (if they can’t reach agreement for some reason, they can compare their original rolls, toss a coin, etc.). However in many cases the PCs will be split up fighting different foes, in which case they can resolve their actions simultaneously (because there are no opposed rolls), rather than having to wait for another player to finish their turn.

Example: Two PCs act in the “fast” phase, and they each wish to attack a different guard. The GM announces that the guards have Combat +1 and Resilience 5. The players can now go ahead and resolve their actions at the same time (they don’t need to wait for each other).

Holding Actions: A PC can choose to hold one or both actions until a later phase. If they hold just one action, they must also hold half of their Speed as well.

Surprise: If one side surprises the other, the Game Master should award them a bonus to their Wits check.

Threat Range

Each character has a Threat Range. This is usually 5 feet (meaning that the character only threatens adjacent enemies), but certain weapons can increase the range. If two characters are within each other’s Threat Range at any time, either character can declare that they are now in close combat with each other.

You can still move around while in close combat, as long as you keep each enemy within your Threat Range. If you try to move to a position that no longer threatens someone you are in close combat with, you are “retreating”, and they get a free attack as you move.

If you end your turn at a position where an enemy no longer threatens you (even if you still threaten them, perhaps because you have a reach weapon), you are no longer considered to be in close combat with that individual. They may then retreat on their turn (or you can retreat on your next turn) without provoking a free attack.

Drawing Weapons

Drawing a weapon is a standard action, but it is automatically successful. A Champion can simply declare it as their secondary action, roll both action dice, and use the primary action for an important action (such as an attack).

If the character wishes to draw two weapons at once, or a concealed or unwieldy weapon, then it is still treated as a single standard action, however they must succeed on the ability check. If they fail the ability check, they draw the weapon/s, but cannot perform any other actions that turn.

Improvised Weapons and Unarmed Combat

Improvised weapons are any objects that aren't intended to be used as weapons, including rocks, broken bottles, ripped-off limbs, and so on. A character using an improvised weapon suffers a -1 penalty to Combat.

If a character is unarmed (i.e., no natural weapons or wielded melee weapon), they can still fight with punches, kicks, and so on, but their unarmed attacks are considered improvised weapons that inflict -2 damage. Unarmed attacks also inflict nonlethal damage.

Note: If the character is *also* using a proper weapon, including a shield, the Combat penalty doesn't apply when they are attacked; they can simply say that they're defending with their proper weapon.

Free Attacks

Whenever a character has the opportunity to make a free attack, they make an ability check using Brawl or Melee, as long as they aren't Staggered or Stunned.

Flanking

If you make a Brawl or Melee attack against a foe who is threatened by another character, you receive a +1 bonus to hit. This increases to +2 if they are threatened by two or more other characters. Your foe does not need to be in close combat with the other characters, just within their Threat Range.

Stunts

Anyone can perform a stunt by describing the narrative and making an appropriate ability check. Each stunt skill has two options, for example a Muscle Stunt can be used to trip or shove someone. It is possible to combine a stunt with another action (including another stunt), for example a bull rush would be a shove combined with an attack, while a sweep would be an attack combined with a trip.

The five stunt skills are Deceive, Provoke, Muscle, Reflexes and Wits. Deceive and Provoke are both rolled against Willpower, but the other three stunt skills use standard opposed checks (Muscle against Muscle, Reflexes against Reflexes, and Wits against Wits). The GM may allow other types of stunt at their discretion, but these five should cover most scenarios.

Distract (Wits): Everyone threatening the target receives a free attack against them with a -2 penalty, or without any penalty if your stunt is a critical success.

Entangle (Reflexes): Halves their Speed (partially entangled), or reduces their Speed to 0 (fully entangled) if they are already partially entangled. They can free themselves on their turn with an Reflexes or Muscle check, however if they are fully entangled then a normal success still leaves them partially entangled, while a critical success allows them to escape completely.

Feint (Deceive): If this action is successfully used in combination with an attack, and the attack is successful, it is treated as a critical success.

Intimidate (Provoke): Your foe becomes Staggered. If they were already Staggered, you instead provoke a flight response, scaring them into running away. They perform this action on their next turn.

Shove (Muscle): Move your foe 5 feet in a direction of your choice (or 10 feet on a critical success), as long as it fits the narrative. If they strike a solid object, roll damage as if this stunt were an attack (the damage depends on the type of object they strike, at the Game Master's discretion, but it is usually treated as a +0 damage weapon).

Shock (Deceive/Wits): Cause your foe to become Staggered, or Stunned if they were already Staggered. A critical success is treated as two successes, causing your foe to immediately become Stunned.

Taunt (Provoke): Your foe becomes Staggered. If they were already Staggered, you instead provoke fight response, taunting them into charging at you and attacking. They perform this action on their next turn.

Trip (Muscle/Reflexes): Your foe is knocked Prone, and they also become Staggered on a critical hit (or Stunned if they were already Staggered). Prone characters suffer a -2 penalty to physical actions that normally require standing, including close combat. However ranged attacks against them suffer a -2 penalty.

Grappling

Initiating a grapple is resolved as an opposed Brawl check, if successful you grab hold of your opponent; on a critical success you can perform a free follow-up action on them. They may attempt to break free on their turn with an opposed Muscle check, or they can try to grab you back with an opposed Brawl check of their own, but they suffer a -2 penalty to any other physical actions.

Release: As a free action you can release someone you're grappling. Of course, this doesn't necessarily mean they will release you back!

Pin: You can attempt to pin someone that you're grappling. This is resolved as a Muscle Stunt that causes Staggered/Stunned.

Assault: You can attempt to choke, strangle, or in some other way incapacitate a grappled opponent. This is resolved as a regular Brawl attack.

Drag: You can drag a grappled foe around by making an opposed Muscle check. On a normal success you can move at half Speed, on a critical success you can move at full Speed.

Other: Most other physical actions are made at a -1 penalty, or a -2 penalty if your foe is also grappling you back. The GM may make exceptions if appropriate.

Other Maneuvers

Here are some of the other available maneuvers. The GM should feel free to add, modify or extrapolate further maneuvers when necessary, but try not to add too much complexity.

Aim: If you try to aim at the vitals or some other vulnerable spot, you suffer a -1, -2 or -4 penalty to your attack, but receive the equivalent bonus (+1, +2 or +4) to your damage roll. You cannot use this maneuver if it would take your total attack modifier below -5.

All-Out Attack: This maneuver gives you a +2 bonus to attack and damage rolls, but you cannot move after attacking, and you automatically become Staggered at the end of your turn. You cannot perform an All-Out Attack if already Staggered.

Disarm: Resolved like a Brawl or Melee attack, except with a -2 penalty. On a normal success you knock an item from one of their hands, while on a critical success you either take the item (assuming you have a hand free) or knock the items out of both of their hands.

Sunder: Resolved as a regular attack. Objects have a Resilience value (and sometimes also armor) which represents how difficult they are to break.

Movement

Regular movement is a free action, and it can be split up however the character wishes (for example you could move, take a standard action, move some more, take another action, then move again, as long as the total distance didn't exceed your Speed).

Jogging is a free action, and allows you to move double Speed, but you incur a -2 penalty to any standard actions performed the same round. Running triples your Speed, but is a full action (you cannot perform any standard actions the same turn), and you must run in a straight line (more or less).

Conditions

Here are conditions characters might have:

Prone: The character is lying on the ground. They suffers a -2 penalty to all actions that normally require standing up. However ranged attacks against them suffer a -2 penalty.

Staggered: The character is off balance and reeling. They suffer a -2 penalty to all ability checks, and they cannot jog or run. The Staggered condition is automatically removed at the end of the character's next turn.

Stunned: The character suffers a -2 penalty to all ability checks, and cannot move. As a standard action, the character can replace the Stunned condition with Staggered.

Fatigued: The character suffers a -1 penalty to all actions, and cannot run. If this condition is doubled, the character becomes **Exhausted**, halving their Speed and increasing their penalty to -2.

Incapacitated: The character is unconscious, and cannot do anything.

Boastful Tales

Goblins love boasting about their accomplishments, whether real or imagined, and bosses often use tall tales as a subtle warning to their more ambitious gang members. Whenever the Game Master uses this option, each player has the opportunity to spin a short story about their character's background, earning a Karma Point for their efforts.

If the character has the Braggart Feat, they can apply it to this tale if they wish (i.e., they earn two Karma Points for one story, instead of needing to tell two separate stories).

Lighting

The following levels of lighting are defined, along with the standard penalties:

Bright (+0): Standing outdoors in the middle of a summer day with a clear sky.

Normal (+0): Outside on a cloudy day, indoors in a lit room.

Dim (-1): Difficult to read or see very small details in this sort of lighting.

Gloomy (-2): Can see general shapes, but no specific details. This is like moving around by moonlight (or bright starlight), or relying on light from a nearby room or distant torch.

Dark (-4): Can only make out large vague shapes, it's very difficult to navigate.

Pitch Black (-6): No visibility at all.

Note that creatures with light sensitivity suffers penalties in bright and normal lighting.

Cover

The following types of cover are defined:

None (+0): Standing outside, fully exposed.
Light (-1): Covers at least a quarter of your body.
Medium (-2): Covers about half of your body.
Heavy (-4): Covers most of your body.

If the cover penalty turns a hit into a miss, the attack hits the cover instead of the intended target. If the cover was another character (for example, when firing into melee combat), roll damage as if that character had been hit with a normal success.

In addition, cover can be classified as one or more of the following:

Low: Below waist level. Only provides you with cover if you're closer to it than your foe is.

Soft: Provides no protection against area-effect attacks.

Shooting into Melee Combat

When shooting at someone who is engaged in melee combat with another character, the target is typically treated as having Light Cover, or Medium Cover if they are in melee with two or more characters.

Hazards

Characters can face a whole range of hazards, such as extreme environmental conditions, diseases, poisons, smoke inhalation, and so on. In such situations, the Game Master should call for a Fortitude check, if the character fails they become Fatigued, or Exhausted if they are already Fatigued. If the hazard is particularly threatening, further failures can be resolved with damage rolls.

Falling

Character who fall from heights of 10 feet suffer 1d6 damage, 20 feet is 2d6 damage, 30 feet is 3d6 damage, and every 5 feet beyond 30 feet add a flat +1 damage to the 3d6 roll.

Magic

There are eight spheres: Beast, Death, Flame, Mind, Shadow, Stone, Water and Wind. Other spheres may also exist (for example, druids have Plant), but are not available to players.

Magic is divided into four disciplines: Conjuration, Divination, Enchantment and Invocation. Each discipline is represented by a secondary skill, and has four different techniques.

Every spell consists of four principles: Area, Duration, Range and Target. Each principle has four different modes, and these apply a modifier to the mana cost.

Characters learn two techniques each time they take the Sorcerer Feat, and one technique every time they increase a Magic skill (e.g., a sorcerer with Magic +1 and Conjuration +1

would have three different techniques). Characters must choose a sphere when they learn their first technique, and they cannot change it after that.

Spells must be thematically tied to the sphere used to cast them, at the Game Master's discretion. Each sphere will also contain its own 1-2 page section, which includes specific rules (e.g., Flame attacks cause the target to catch fire on a critical success, Mind attacks are rolled against Willpower rather than Combat, etc.) and a handful of example spells.

Casting a spell is resolved the same as other actions, combining Magic with the appropriate discipline-based skill. For example, if a pyromancer (Flame sphere) casts a bolt of fire at his opponent, he would roll Invocation.

It is possible to recover mana as a standard action by making a Concentration check (you recover 1 mana on a normal success, 2 mana on a critical success), however you cannot recover mana from a durational spell that is still active, you must terminate it first as a free action. A spell with a duration in hours usually requires a few minutes before the mana can be recovered, while a spell with a duration in minutes requires only a few seconds (i.e., the next round).

Disciplines

Conjuration

This discipline allows you to summon creatures, create matter and energy, fabricate objects, and even produce illumination, obscurement, and illusions.

Conjurations usually appear directly beside you, but you can make them appear further away by spending mana to increase their range. The duration must also be increased, otherwise the spell will expire at the end of your turn. Note that Conjurations are never cast onto something that already exists, they always create something new.

The following techniques are available:

Summoning: You conjure a basic (+0 in everything) minion who is under your control. It is possible to conjure stronger minions by adding their value to the mana cost, although their value cannot exceed your Conjuration. You can also conjure multiple minions by increasing the number of targets. Should some of these options should require the Summoner Feat?

Fabrication: You conjure a standard object fashioned from magical energy that functions much like a mundane item of the appropriate type. Add the price of the object to the mana cost.

Warding: You conjure tangible energy or matter, depending on the sphere of magic you're using. If you conjure solid matter it has a Resilience of 10 + Magic + Conjuration, while energy inflicts 2d6+Cunning damage to anyone moving through it (they cannot suffer this damage more than once per movement). The conjuration can appear around someone (like a cage), but not directly on top of them. If the spell is not given an area effect, it fills a 1-foot radius sphere.

Glamor: Your conjuration is intangible and only interacts with the senses, such as an area of pitch darkness or bright illumination, or a barrier that muffles sound, or an obscuring cloud of foul-smelling smoke. Glamor spells can also be used to obscure magical senses, for example a cloaking spell that blocks divination. Characters must take the Illusionist Feat if they wish to create detailed illusions.

Divination

This discipline allows you to discover useful information about a place, object or person. If used directly on another person, the spell is opposed by their Willpower. Additional mana allows you to probe deeper for hidden clues, and/or obtain more detailed information.

The specifics of the divination spell depend on the sphere of magic used to cast it. A flame spell might require gazing into fire, a death spell would involve speaking to the spirits of the dead, a mind spell would probably involve mind-reading, and so on. The precise limitations will need to be clearly explained, ideally with a number of detailed examples.

The following techniques are available:

Scrying: Project your senses, viewing from a remote location. You must use your sphere as a conduit, for example gazing into a clear pond, staring into a flame, and so on. If you wish to project your senses beyond the normal spell range, you will need to take the Seer Feat.

Insight: Extract or reveal information about a person, object or place. This spell might take the form of mind reading, aura reading, speaking to animals, etc, depending on the sphere.

Augury: Read and interpret omens, providing glimpses into the future or possible futures. Your sphere must be used as a conduit, and the information is generally pretty vague and ambiguous (take the Fortune Teller Feat if you wish to obtain more detailed answers).

Dowsing: Sense the presence and location of something specific within the target area that is related to your sphere, such as water, gold, minds, hidden doors, traps, undead, etc. If you don't give the spell an Area-Effect, you must cast it directly on the thing you wish to identify (for example, checking if a particular creature is undead using the Death sphere).

Enchantment

This discipline allows you to place enchantments onto creatures, objects or locations. When cast on an unwilling target, the spell is opposed by their Willpower.

Enchantments normally have a range of touch, although it can be increased by spending additional mana. The duration must also be increased, otherwise the spell will expire at the end of your turn.

The following techniques are available:

Blessing: Grant someone a positive ability. You can add a +1 bonus to a primary ability, or a +2 bonus to a primary skill. Other abilities may also be available, depending on the sphere used to cast the spell, and multiple castings usually stack.

Compulsion: Take control of someone or something. If you force a sentient creature to act against their nature in a major way (such as by attacking loved ones), they receive another check to try and break free. This technique can also be used to animate objects, including corpses, which are treated as minions in the same way as Conjuraction (Summoning) spells.

Curse: Give someone a negative ability. You can apply a -1 penalty to a primary ability, or a -2 penalty to a primary skill. Other abilities may also be available, depending on your sphere, and multiple castings usually stack.

Transmutation: Transform someone or something into something else. Both the original and new form must be appropriate to your sphere; if you wish to turn a creature into stone, for example, you would need access to both the Beast and Stone spheres. Add the value of the new form to the mana cost, and add the physical abilities of the new form to the target creature's current abilities (e.g., if you have Strength +1, and take on the form of a dire wolf which has Strength +3, you'd have a total Strength of +4).

Invocation

This discipline allows you to cast spells that use the same mechanics as an existing action or maneuver, except you don't need any tools or equipment that would normally be required, and the range is determined by the range principle.

The following techniques are available:

Destruction: These offensive spells use the same mechanics as a Combat skill, except you add Invocation to the attack roll and Cunning to the damage roll.

Prestidigitation: This technique covers actions that use primary skills, as well as actions that don't normally require any ability check. The spell is resolved using Invocation, and the caster must roll even if the action doesn't normally require an ability check. Note that this technique does not apply to actions based on the senses; you can remotely unlock a door from the other side, but if you want to "look" on the other side of the door, you will need to cast a Divination/Scrying spell instead.

Counterspell: You may also use invocations to counter another character's spell before it reaches its target. There is an additional mana cost equal to the penalty you wish to apply to their magic ability check, with a maximum penalty equal to your Invocation. You must declare your intent to counter the spell before the enemy spellcaster rolls.

Dispel: You can also use invocations to undo spells that have already been cast and haven't yet expired. Make an opposed Invocation check against the caster's Magic skill, you suffer a -2 penalty if the spell was cast with a different sphere of magic to yours.

If the ability check normally requires multiple rounds to perform, you can pay +1 mana to cast the spell instantaneously. Otherwise, the "ritual" will take as long to cast as the skill normally requires to use.

Principles

Area

Spell areas are defined as "Point", "Small Area", "Medium Area" or "Large Area", where points are fairly focused, affecting a single creature or object. There are three different area shapes available: Beam, Cone and Sphere.

Beams are focused streams of energy which strike everything in their path. The length of the beam is 30, 60 or 120 feet.

Cones start as a beam at one end, and end with a hemisphere at the other. The total length of the cone is 15, 30 or 45 feet, and the semi-sphere at the end has a diameter of 5, 10 or 15 feet.

Spheres are blasts or emanations of energy, filling an area 10, 20 or 30 feet in diameter.

Area-effect spells that inflict damage are not rolled against Combat, as they are targeting an area rather than a creature. If the spell is successful, roll the damage once and apply it to everyone within the area; victims may make a Reflexes check to halve the damage, or a Ride check if they are mounted.

Duration

Spell durations are defined as "Instant", "Seconds", "Minutes" or "Hours". These durations are intentionally vague, as the idea is they shouldn't need to be explicitly tracked. During a standard combat, an Instant spell lasts until the end of the caster's turn, a duration in Seconds lasts until the end of the current round, and Minutes lasts for the entire fight. Other activities (such as certain extended ability checks) may define rounds that last minutes or hours, in which case the spell will need to last longer.

If the Game Master needs an exact number for the duration, base it on the caster's Magic and appropriate skill. For example, if a character with Magic +2 and Enchantment +1 were to cast an enchantment spell with a duration in "Hours", it would last 3 hours.

Range

Spell ranges are defined as "Touch", "Short Range", "Medium Range" or "Long Range". If exact ranges are required, treat them as 30, 60 and 120 feet range increments respectively (which means you can cast beyond them at a penalty, the same as with ranged weapons).

Target

Spell targets are defined as "Single", "Double", "Triple" or "Quadruple", indicating how many different individuals can be affected by the spell (this does *not* allow you to target the same individual multiple times). It is usually only possible to affect multiple targets if the spell has an Area principle of "Point" (i.e., spells can either affect an area, or multiple individuals, but not multiple areas, however some Feats may make special exceptions).

Spheres

Flame

This sphere grants you control over fire, heat and smoke. Flame spells are rarely subtle, and often cause damage to the surroundings.

Conjuration

You can conjure fire elementals, objects fashioned from fire, walls of fire, and so on.

Summoning: You conjure an elemental being made of fire and smoke, bound together with magical force. This functions just like a standard minion, except that anyone attacking it with a Brawl attack suffers an automatic 2d6 damage. The minion also ignites flammable surroundings, such as leaves on the ground. The binding force is relatively fragile, and the elemental can be destroyed with normal physical attacks.

Fabrication: You conjure fire and bind it into shape using strands of magical energy. You can create any object that doesn't have moving parts.

Warding: You can create walls or cages of roaring fire, choking black smoke, or invisible heat (although people can still feel the heat when they get close). Fire inflicts the usual damage, and can also cause flammable creatures to catch on fire. Smoke requires a Fortitude check from anyone moving through it, on a failure they become Fatigued. Heat inflicts the usual damage, but cannot be seen unless you are very close.

Glamor: You can create simple heat mirages, although they lack any sort of detail. You can produce obscuring clouds of smoke, or illuminate an area with fire, perhaps by snapping your fingers and causing multiple flames to spontaneously ignite around the area.

Divination

You can sense heat and fire, and divine the future within flames.

Scrying: You can view a remote location by projecting your senses through a fire, as long as you have something that creates a sympathetic link, such as a hair from the head of the person you wish to spy upon.

Insight: You can examine the ashes of a fire, or the charred remains of a corpse, and glean flashes of insight into what happened while the target was burning.

Augury: You can read the omens by staring into the flames of a roaring fire, although this only provides you with vague hints and clues.

Dowsing: You can sense the presence and location of heat (including body heat) and fire, and unerringly track smoke to its source.

Enchantment

You can infuse creatures, objects and places with your magic.

Blessing: In addition to the normal options, you can cause a weapon to burst into flames, inflicting +2 damage (this option doesn't stack with multiple castings). You can also shroud someone in a flaming aura; all attacks against them suffer a -1 penalty to hit, and anyone making a Brawl attack against them suffers 2d6 fire damage (the first part can be increased by stacking multiple castings, but the damage is always 2d6).

Compulsion: You can control fire elementals, and also manipulate, shape and control fire through pyrokinesis.

Curse: You can place negative abilities on others, shrouding them in flames or smoke, etc.

Transmutation: If you possess another sphere, you can transform things from or into fire.

Invocation

You can discharge and manipulate fire at will.

Prestidigitation: You can create fire (as if using a tinder box).

Destruction: You can shoot fire from your fingertips. When making a Flame attack, a critical success causes the victim to ignite.

Counterspell: You can try to counter other spells as they're being cast.

Dispel: You can dispel magic, although you suffer a -2 penalty if it's not Flame magic.

Mind

This sphere grants you psychic and telekinetic abilities, and allows you to control the mind and will of others. Mind spells are usually silent and invisible, and very difficult to detect.

Conjuration

You can conjure psychic entities, objects fashioned from your mind, telekinetic barriers, and so on.

Summoning: You conjure a psychic entity from the deepest recesses of someone's mind, either your own or someone else's, and bind it together with telekinetic force. This functions just like a standard minion, except you determine its appearance, perhaps making it look

like someone you know, or someone your foe fears. The telekinetic force is relatively fragile, and the entity can be destroyed with normal physical attacks.

Fabrication: You give your thoughts physical form, binding them into shape with strands of telekinetic energy. You can create any object, as long as you know exactly what it looks like and how it works.

Warding: You can create invisible wards that sap the energy from those passing through them. Anyone crossing the ward must make a Willpower check or become Fatigued.

Glamor: You can deceive the minds of others, tricking them into seeing whatever you wish them to see, although the Glamor only exists in the mind of the viewer.

Divination

You can sense minds, and read their thoughts.

Scrying: You can view a remote location through the senses of another creature, or travel using astral projection.

Insight: You can read the surface thoughts of those around you, and when you handle an object you can pick up psychic impressions of past owners.

Augury: You can delve into minds of others, picking through the clutter for secrets.

Dowsing: You can sense the presence and location of minds, particularly sentient ones.

Enchantment

You can infuse creatures, objects and places with your psionic power.

Blessing: In addition to the normal options, you can imbue a weapon with psionic energy, causing it to inflict +2 damage. You can also shroud someone in a psionic armor, granting them +2 magical armor. Both of these options can be stacked as usual.

Compulsion: You can control minds, bending others to your will. However they will only act directly against their (such as committing suicide or killing their friends) on a critical success.

Curse: You can place negative abilities on others. Particular emphasis on mental curses, such as psychological Flaws (e.g., turning the target into a sociopath).

Transmutation: You can modify memories, and given sufficient time, you're even able to condition the minds of others, perhaps changing one psychological Flaw for another.

Invocation

You can discharge and manipulate psionic energy.

Prestidigitation: You can communicate telepathically, manipulate things from a distance as if with an invisible hand, etc.

Destruction: You can project psionic energy. When making an Invocation Mind attack, your ability check is opposed by the victim's Willpower instead of Combat.

Counterspell: You can try to counter other spells as they're being cast.

Dispel: You can dispel magic, although you suffer a -2 penalty if it's not Mind magic.

Stone

This sphere grants you control over earth, metal and rock. Stone spells tend to have very visible effects.

Conjuration

You can conjure earth elementals, objects fashioned from stone or metal, walls of iron or rock, and so on.

Summoning: You conjure an elemental being made of earth and rock, bound together with magical force. This functions just like a standard minion, except it has natural armor equal to your Magic. However the binding force is relatively fragile, and the elemental can be destroyed with normal physical attacks.

Fabrication: You conjure stone or metal and bind it into shape using strands of magical energy. You can create any object, as long as you understand how it is constructed (so for example it would be easy to create a simple weapon, but something with complex moving parts would only be possible if you understood which parts you needed to fabricate).

Warding: You can create walls or cages of stone or metal. Regardless of the material used, the warding has a Resilience of 10 + Magic + Conjuration.

Glamor: You can conjure obscuring clouds of dust.

Divination

You can sense stone and metal, and gain magical insight into the surrounding earth.

Scrying: You can view a remote location by gazing into a crystal ball, although you must have a very clear mental picture of who or what you wish to scry upon.

Insight: You can examine an object of stone or metal, and glean flashes of insight into the last person to touch it. You can also examine an area of earth, and gain metal glimpses about the last person to touch it, and what they did.

Augury: You can predict the future by sitting on raw earth and meditating, although this only provides you with vague hints and clues.

Dowsing: You can sense the presence and location of earth, metal and stone, including specific types of metal (such as gold), pinpointing it with precision.

Enchantment

You can infuse creatures, objects and places with your magic.

Blessing: In addition to the normal options, you can cause a metal or stone weapon to become extremely sharp or heavy, so that it inflicts +2 damage. You can also encase someone in protective metal or stone; they receive +2 natural armor. These options do not stack with multiple castings.

Compulsion: You can control earth elementals, and can also manipulate, shape and control earth, metal and stone.

Curse: You can place negative abilities on others, weighing them down with stone or metal, etc.

Transmutation: You can transmute things, for example turning stone or lead into gold. If you possess another sphere, you can also transform things from or into other materials, for example petrifying someone.

Invocation

You can discharge and manipulate fire at will.

Prestidigitation: You can shape stone (as if using masonry tools).

Destruction: You can shoot stone or metal shards from your fingertips.

Counterspell: You can try to counter other spells as they're being cast.

Dispel: You can dispel magic, although you suffer a -2 penalty if it's not Stone magic.

Wind

This sphere grants you control over wind and air. Wind spells tend to be invisible, but they are forceful and audible, and will blow small objects around.

Conjuration

You can conjure air elementals, objects fashioned from hardened air, walls of roaring wind, and so on.

Summoning: You conjure an elemental being made of air and wind, bound together with magical force. This functions just like a standard minion, except that ranged attacks against it suffer a -2 penalty, as it can be quite difficult to see. The minion blasts its surroundings with wind, blowing away leaves and light objects. The binding force is relatively fragile, and the elemental can be destroyed with normal physical attacks.

Fabrication: You bind air into the desired shape using strands of magical energy. You can create any object that doesn't have moving parts.

Warding: You can create walls or cages of roaring wind. Anyone crossing the barrier must make a Fortitude check to avoid being knocked Prone.

Glamor: You can conjure obscuring clouds of billowing white mist.

Divination

You can sense wind and air movement, and read the omens in the clouds.

Scrying: You can view a remote location by gazing at the sky, although you must have a very clear mental picture of who or what you wish to scry upon. You see the target as if you were gazing down at them from the sky, so if they are indoors you will just see the roof of the building and its surroundings.

Insight: You can extend your senses into the surrounding air, and glean flashes of insight into the last person to pass this way, as if you had witnessed their passage.

Augury: You can predict the future by gazing at the clouds, although this only provides you with vague hints and clues.

Dowsing: You can sense air movement, pinpointing it with precision, which is a useful skill when exploring underground. You can also predict changes to the weather while standing outdoors.

Enchantment

You can infuse creatures, objects and places with your magic.

Blessing: In addition to the normal options, you can also grant someone the ability to fly at their normal Speed, or shroud someone in a roaring wind (all attacks against them suffer a -2 penalty to hit). Multiple castings of these options do not stack.

Compulsion: You can control air elementals, and can also manipulate, shape and control the air and wind.

Curse: You can place negative abilities on others, distracting them with swirling winds, etc.

Transmutation: You can transmute things, for example turning normal air into poison gas. If you possess another sphere, you can also transform things from or into other materials, for example transforming into a gaseous form.

Invocation

You can project wind and manipulate air at will.

Prestidigitation: You can produce a gentle breeze (similar to a fan). Simulating an Area-Effect Shove stunt causes the targets to move to any position you choose at the edge of the area, as you blast them around with powerful wind.

Destruction: You can shoot powerful blasts of wind from your fingertips, but these attacks always inflict nonlethal damage.

Counterspell: You can try to counter other spells as they're being cast.

Dispel: You can dispel magic, although you suffer a -2 penalty if it's not Wind magic.

Example Spells

Here are some example spells.

Firebolt (Flame Invocation/Destruction)

Area: Point (+0)

Duration: Instant (+0)

Range: Short (+1)

Target: Single (+0)

Cost: 1 mana

You shoot a bolt of fire at your foe. Make an Invocation (Magic) check to hit. The firebolt has a range of 30 feet and inflicts 2d6+Cunning damage. The caster can make this an area-effect spell by adjusting the Area principle, or target multiple foes by increasing the Target (this cannot be used to strike the same creature multiple times).

Psionic Armor (Mind Enchantment/Blessing)

Area: Point (+0)

Duration: Minutes (+2)

Range: Touch (+0)

Target: Single (+0)

Cost: 2 mana

A protective layer of psionic energy forms around the target, giving them +2 armor. This is considered magical armor, and therefore stacks with worn and natural armor.