Sword and Sorcery
S A G A

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INTRODUCTION

Dungeons and Dragons works well for a very specific type of fantasy adventure – "the dungeon crawl," its own self-created subgenre. However, the *d20 System* is capable of working very nicely for a wide variety of other genres. Most recently, a fairly-heavily modified version was published as *The Star Wars Roleplaying Game Saga Edition* (referred to hereafter as *SWSE*), a markedly streamlined, fast-play friendly game designed to encourage cinematic action.

As I read through and played *SWSE*, I rapidly came to the conclusion that it would be a terrific system for sword-and-sorcery a la Robert E. Howard or Fritz Lieber, a fantasy subgenre of rare and frightening magic; no elves, dwarves, or halflings; but lots of swashbuckling action and high adventure. To that end, I've created this variant game that takes the simplified and cinematic aspects of *SWSE* and applies them to a sword-and-sorcery setting.

ABOUT THIS DOCUMENT

This document is intended as a kind of "Player's Guide" for a *S&S Saga* game, and is essentially a compiled "campaign house rules" for player reference. It only includes the most basic setting information and is not a complete rule set. You will not be able to play the game without a copy of *The Star Wars Roleplaying Game Saga Edition* handy for reference. Note that *SWSE* is **not** released under the OGL and is not open gaming content, so I have endeavored to make this packet useable while still protecting the *SWSE*'s copyright.

Many of the concepts in *S&S Saga* also derive inspiration or material from the *Conan* roleplaying game from Mongoose Publishing and

Grim Tales from Bad Axe Games, both of which are mostly OGL content.

There are *S&S Saga* rules for GM's use that are not included in this packet, as they don't apply directly to player characters, such as the Undead and Outsider creature classes. I don't plan to write them up formally at this time, although I may at some point in the future if there is interest.

This is version 1.02 of this document.

GENERAL CONVERSION NOTES

When possible, I've simply referenced the *SWSE* for things that don't change. For most things, the terminology doesn't really matter – a square in *SWSE* is 1.5 meters, while in *S&S Saga* it's 5 feet, but in terms of the actual play at the table, a square is a square and that's all that really matters. When you find things in *SWSE* that don't translate directly, make your best guess. Here are some general guidelines:

The Force: Dark Side Score = Taint. Force Points = Fate Points. Force Powers = Spells at Hand. Force Sensitive = Magician. Use the Force check = Spellcraft check.

Money: 1 credit = 1 silver coin.

CHARACTER CREATION

SUMMARY

1. Generate Ability Scores
2. Select Your Race
3. Choose Your Class
4. Assign Ability Scores
5. Determine Combat Statistics
    Hit Points
    Defenses
    -Reflex Defense
    -Fortitude Defense
    -Will Defense
    Damage Threshold
    Base Attack Bonus
    Arcane Attack Bonus* (level/1.6, rounded down, + Cha mod)*
    Melee Attack Bonus (and Grapple)
    Ranged Attack Bonus
    Speed
    Fate Points
    Taint
6. Select Skills
7. Select Feats
8. Select a Talent
9. Determine Starting Coin and Buy Gear
10. Finish Your Character

ABILITIES

All of the ability scores function the same in *S&S Saga* as they do in *SWSE*. You may roll dice to randomly generate your abilities, purchase your ability scores via the point-buy method, or take the standard score package. These methods are described on *SWSE* p.17-18.

RACE

All player characters in *S&S Saga* are humans – any sapient nonhuman characters you may encounter are demons, monsters, or other creations of weird circumstance. However, that doesn't mean that they're all identical! Racial or regional background is often a defining characteristic in sword and sorcery fiction, and so you have a variety of options to choose from.

Favored Class

Each race (except Common Man) has a Favored Class. If you take the favored class for your race at any level, you get one extra Talent from that class. Common men, on the other hand, are considered to have taken their favored class the first time they take a level in a heroic class, thus giving them a bonus talent in any case.

Barbarian

Barbarians are hardy, dangerous folk who live in the lonely wildernesses of the world. Theirs is a harsh life, struggling against the elements, dangerous creatures, or other barbarians – which leaves little room for weakness and has little time for study or subtlety. People of civilized lands tend to regard the barbarian with fear, scorn, or both: lawless, ignorant of the ways of civilized society, and often quick to violence, barbarians are nevertheless fiercely loyal to those whom they consider a friend, and can endure hardships that would easily make a civilized man simply lay down and die.

Appearance and Habits: Barbarians who are new to civilized lands generally stick out like a sore thumb: they are coarse, foreign in their appearance and manner, and very often scarred and toughened by a life of hardship. Some barbarians are ashamed of their rough upbringing and attempt to learn the ways of civilization quickly – others scorn civilization as being full of weakness and deceit.

Ability Scores: +2 Str *or* +2 Con, -2 Int, -2 Cha;

Tempered by Nature: A barbarian may reroll any Endurance check, but must take the second roll even if it's worse.

Natural Climber: A barbarian may Take 10 on any Climb check, even untrained)

Illiterate: Barbarians must buy Knowledge (Literacy) as a trained skill if they wish to be able to read and write.

Ferocity of the Wild: A barbarians may make Persuasion checks to intimidate as a swift action rather than a full-round action.

Outsider: Anyone attempting to use Deception, Persuasion to haggle, or otherwise using the rules or ways of civilized society to manipulate a barbarian gets a +4 circumstance bonus *unless* the barbarian is trained in Knowledge: Worldly.

Favored Class: Scout

Common Men

This is the default race, a person either of mixed heritage or one who simply doesn't adhere to the common notions of their kind. As humanity is widely varied and adaptable, common men are capable of a variety of abilities.

Common men are essentially the same as "humans" in *SWSE*, and genetically speaking could also be Easterlings, Horse Lords, or whatever. Common men include the peasantry of most lands, and as such start out illiterate unless their class indicates otherwise.

Appearance and Habits: Infinitely variable, depending on their background and race of origin. In the civilized lands of a typical game, most common men are probably of medium height and complexion, with dark or brown hair.

Ability Scores: Common men have no inherent adjustments to ability scores.

Bonus Feat, Skill, and Fate Point: Common men begin play with +1 starter feat, +1 trained skill (which must be a class skill), and 1 extra Fate point per level (if they have a heroic class).

Illiterate: Common men must buy Knowledge (Literacy) as a trained skill if they wish to be able to read and write.

Favored Class: any (the first heroic class level taken is the character's "favored class")

High Men

These are sophisticated and worldly men of civilization. High men are astute, educated, and refined – people of brain and wit rather than of brawn. High men may be born to society or be self-made, but they are always confident and at ease with the ways of the world.

Appearance and Habits: High men tend to be suave and attractive, or at least have a striking and magnetic presence. Some high men are serene and aesthetic; others are charming and urbane; a few have a burning intensity that can be unsettling to everyone around them.

Ability Scores: -2 Str, +2 Int, +2 Cha

Iron Will: High men get a +2 racial bonus to their Will defense.

Lettered: High men gain Knowledge (Literacy) as bonus skill.

Magnetic Presence: High men may reroll any Persuasion check, but must take the second roll even if it's worse.

Favored Class: Noble

Easterlings

These are characters from the elegant and exotic kingdoms to the far east. Easterlings are not generally a hardy folk, but they are subtle and wise. Even the lowliest peasant in the eastern kingdoms generally knows how to read and write and has had lessons in history and worldly affairs. Sorcerers, while uncommon, are considered knowledgeable and valued members of society in the east, to the point where there are schools in the eastern cities where adepts can come and learn at the feet of masters – for a price. Unarmed combat styles are also commonly taught in all social strata of many eastern kingdoms.

Appearance and Habits: Easterlings range from the olive-skinned, dark-eyed people of the southern kingdoms, to the pale-skinned, almond-shape-eyed people to the northeast. Almost all easterlings have very dark or black hair, but exceptions exist. Most easterling men do not grow

much facial hair, and tend to shave off what little they *do* grow.

Ability Scores: -2 Con, +2 Int, +2 Wis

Lettered: Easterlings gain Knowledge (Literacy) as bonus skill.

Secretive: Easterlings gain +2 to all Deception, Knowledge, and Stealth checks.

Way of the Fist: An easterling who takes Martial Arts I may consider the rest of the Martial Arts feat chain to be class bonus feats, even if they are not usually considered so.

Conditional Bonus Feat: Easterlings trained in Spellcraft gain Skill Focus: Spellcraft as a bonus feat.

Favored Class: Scholar

Horse Lords

The horse lords are members of various nomadic and semi-nomadic clans in the northeastern borders between the known lands and the kingdoms of the easterlings. They are raiders, bandits and warlords, perpetually at war with the people of both the west and east, whose mastery of horsemanship and ferocity in battle are legendary. Few outsiders know much about their ways or history.

Appearance and Habits: Horse lords tend to be swarthy and sturdily built, with long, thick black hair. Heavy moustaches and/or beards are favored among men.

Ability Scores: +2 Dex, -2 Int, -2 Cha

Born to the Saddle: A horse lord may reroll any Ride check, but must take the second result even if it's worse.

Cultural Weapon: The horsebow is considered a Martial weapon for horse lords.

Illiterate: Horse lords must buy Knowledge (Literacy) as a trained skill if they wish to be able to read and write.

Conditional Bonus Feat: Horse lords who are trained in Ride automatically gain Skill Focus: Ride as a bonus feat.

Favored Class: Warrior

Sea People

The sea people are a loosely-related group of nations inhabiting the rocky shores and archipelagoes of the inland and southern seas, whose ancestors supposedly took to sea generations ago when their home continent was destroyed (or possibly overrun, depending on who's telling the tale) in a world-shaking catastrophe centuries ago. Many sea people are more-or-less honest and honorable sailors, carrying passengers and cargo from port to port ... but it's also true that sea people make the most bloody-handed pirates known to the civilized world.

Appearance and Habits: Generations of divergence and marrying people from cultures all of the world have made the sea people of wildly differing from individual to individual. All are prone to gaudy colors, wild deeds, and raucous laughter. The sea people live large and with wild abandon, caring little for the ways and lore of land-based nations, except when there's gold to be had from them. Most Sea People learn how to read and write in order to keep their accounts or at least be sure they're getting their fair share.

Ability Scores: +2 Dex, -2 Int, -2 Wis

Natural Acrobat: Sea people may Take 10 on any Acrobatics check (trained or untrained), even if distracted or in danger.

Lettered: Sea People gain Knowledge (Literacy) as bonus skill.

Luck Loves a Lunatic: Once per day, a member of the sea people may add their Charisma bonus to any roll they make (including ability or skill checks, attack rolls, damage, or other rolls) either before or after the roll is made, but it must be done before the result of the roll is revealed.

Sea Legs: Sea People gain the Sea Legs talent (from the Swashbuckler talent tree) as a bonus Talent, even if they do not have any heroic class levels.

Favored Class: Rogue

CLASS

"Identical to (Ability)"

Some talent trees in *S&S Saga* overlap different classes. The talent is described the first time it appears, and simply described "identical to (ability)" in later entries. In any event where a talent that is identical in different trees is a prerequisite for another ability, the talent from either tree applies. For instance, if a scout takes the Dispel Potion talent from the Herbalist talent tree, then later multiclasses to scholar and wishes to take the Brew Potion talent from the Alchemist talent tree, the Dispel Potion talent from Herbalist tree is considered to be the same as if he took the Dispel Potion from the Alchemist tree.

Noble

Hit Points: 18 + Con modifier at 1st level, d6 hit die
Fate Points: 4+(½ level)
Defense Bonuses: +1 Ref, +2 Will
Starting Feats: Weapon Proficiencies (Simple, Martial)
Class Skills (6 + Int modifier): Deception, Gather Information, Heal, Initiative, Knowledge (all skills, taken individually), Perception, Perform, Persuasion, Ride, Spellcraft*. *Note:* Nobles gain Knowledge (Literacy) for free as a bonus skill at 1st level. *Spellcraft cannot be taken as a trained skill unless you have the Magician feat.
Bonus Feats: (starter feats), Armor Proficiency (Light, Medium), Exotic Weapon Proficiency, Linguist, Magician, Melee Defense, Mounted Combat, Shield Proficiency, Skill Focus, Skill Training, Weapon Finesse, Weapon Focus.
Starting Coin: 3d4 x 300 silver

Level	Attack Bonus	Class Feature	Level	Attack Bonus	Class Feature
1	+0	Defense bonuses, starting feats, Knowledge: Literacy, talent	11	+8	Talent
2	+1	Bonus feat	12	+9	Bonus feat
3	+2	Talent	13	+9	Talent
4	+3	Bonus feat	14	+10	Bonus feat
5	+3	Talent	15	+11	Talent
6	+4	Bonus feat	16	+12	Bonus feat
7	+5	Talent	17	+12	Talent
8	+6	Bonus feat	18	+13	Bonus feat
9	+6	Talent	19	+14	Talent
10	+7	Bonus feat	20	+15	Bonus feat

Influence Talent Tree

Demand Surrender: *SWSE* p. 43. *Prerequisite:* Presence.

Diplomat: Your knowledge of the ways of the world make you a natural diplomat and skilled negotiator. Once per encounter you may reroll a Persuasion check as a representative of a group or nation, choosing the better result of the two rolls.

Improved Weakened Resolve: *SWSE* p.43. *Prerequisite:* Presence, Weaken Resolve.

Presence: *SWSE* p. 43.

Seduction: Your attractive appearance and personality makes it easier to get your way with certain people. Once per encounter, when making Persuasion checks to haggle or change the attitude of targets who would be physically attracted to you, you may reroll, choosing the better result of the two rolls.

Weaken Resolve: *SWSE* p. 43. *Prerequisite:* Presence.

Inspiration Talent Tree

Bolster Ally: *SWSE* p. 43.

Ignite Fervor: *SWSE* p. 44. *Prerequisite:* Bolster Ally, Inspire Confidence.

Inspire Confidence: *SWSE* p. 44.

Inspire Haste: *SWSE* p. 44.

Inspire Zeal: *SWSE* p. 44. *Prerequisite:* Bolster Ally, Inspire Confidence, Ignite Fervor

Leadership Talent Tree

Born Leader: *SWSE* p. 44.

Coordinate: *SWSE* p. 44.

Distant Command: *SWSE* p. 44. *Prerequisite:* Born Leader.

Fearless Leader: *SWSE* p. 44. *Prerequisite:* Born Leader.

Rally: *SWSE* p. 44. *Prerequisite:* Born Leader, Distant Command.

Trust: *SWSE* p. 44. *Prerequisite:* Born Leader, Coordinate.

Lineage Talent Tree

Connections: Able to obtain rare or illegal items with legal entanglements as long as total price is your level x 100 gold coins or less. You also may also reroll Gather Information or Knowledge: Worldly checks to find said items, choosing the better of the two rolls. *SWSE* p. 44 with variations.

Educated: *SWSE* p. 44.

Rank: You are a member of the aristocracy, with the rights and privileges associated thereto. This may vary wildly depending on circumstance, but in civilized areas usually equates to the finest accommodations and preferential treatment.

Refuge: You have a family holding or some kind of stronghold to which you can flee from your enemies in an emergency. The nature of this refuge can be left undetermined until the first time you choose to use it, but cannot be altered after that. If the refuge is found or destroyed, it is considered lost. You may take this talent multiple times; each time gives you an additional refuge which is not directly connected to any others you may have.

Spontaneous Skill: Once per day you may make an untrained skill check as though you were trained in the skill. *Exception:* You may not use this talent to make an untrained Spellcraft check as if you were trained in the skill unless you have the Magician feat. You may take this talent multiple times to gain additional uses/day. *SWSE* p. 44 with variations. *Prerequisite:* Educated.

Wealth: Each time you gain a level (including the level at which you select this talent) you gain access to wealth or resources equal to 500 gold coins x your noble level. You may spend this as you see fit, but you must be able to get to your family holdings to acquire it. *SWSE* p. 44 with variations.

Rogue

Hit Points: 18 + Con modifier at 1st level (d6 hit die)
Fate Points: 4+(½ level)
Defense Bonuses: +2 Ref, +1 Will
Starting Feats: Weapon Proficiency (Simple, Martial), Armor Proficiency (Light), Dodge
Class Skills (4 + Int modifier): Acrobatics, Burglary, Craft, Deception, Gather Information, Initiative, Knowledge (all skills, taken individually), Perception, Perform, Persuasion, Stealth
Bonus Feats: (starter feats), Combat Reflexes, Deadeye, Dodge, Dual Weapon Mastery I-III, Melee Defense, Mobility, Point-Blank Shot, Precise Shot, Quick Draw, Rapid Reload, Rapid Shot, Running Attack, Skill Focus, Skill Training, Weapon Finesse
Starting Coin: 3d4 x 200 silver

Level	Attack Bonus	Class Feature	Level	Attack Bonus	Class Feature
1	+0	Defense bonuses, starting feats, talent	11	+8	Talent
2	+1	Bonus feat	12	+9	Bonus feat
3	+2	Talent	13	+9	Talent
4	+3	Bonus feat	14	+10	Bonus feat
5	+3	Talent	15	+11	Talent
6	+4	Bonus feat	16	+12	Bonus feat
7	+5	Talent	17	+12	Talent
8	+6	Bonus feat	18	+13	Bonus feat
9	+6	Talent	19	+14	Talent
10	+7	Bonus feat	20	+15	Bonus feat

Charm Talent Tree

Captivate: You have the ability to temporary beguile an NPC through use of words and bearing. Once per encounter, you may spend a standard action to make a Persuasion attempt against the target's Will defense. If the Persuasion attempt is successful, you become the target's sole focus and they pay no attention to anyone or anything else for one round. This focusing of the target's attention allows other character to take actions of which the captivated target is not aware. You may concentrate to keep a target captivated for additional rounds, up to 1 + your Charisma bonus (minimum 1 round). The effect ends immediately if the target is attacked or unaware. *Prerequisite:* Fast-Talk.

Fast-Talk: You have a way with words and manipulating spurious logic when attempting to con, deceive, or get your way. Once per encounter, when using speech to make a Deception or Persuasion attempt, you may reroll your check, taking the better of the two rolls.

Favor: You have an uncanny ability to acquire aid from anyone you meet. Once per encounter, by making a Persuasion check against the target's Will defense, you can gain important

information, items, or even just a free lunch from an NPC with an attitude of indifferent or better. This favor can not endanger or unreasonably hamper the target in any way – they won't sacrifice themselves for you or give you their last sip of water in the desert. But if they can help you without too much trouble, they'll happily do so.

Seduction: Identical to the noble class feature.

Fortune Talent Tree

Fool's Luck: *SWSE* p. 46.
Fortune's Favor: *SWSE* p. 46.
Gambler: *SWSE* p. 46.
Knack: *SWSE* p. 46.
Lucky Shot: *SWSE* p. 46.

Misfortune Talent Tree

Blackjack: When equipped with a sap or other non-lethal instrument, when you attack a helpless or unaware opponent, any hit that does enough damage to overcome their damage threshold automatically incapacitates them (moving them to -5 on the condition track, but not killing them). *Prerequisite:* Dastardly Strike.

Dastardly Strike: *SWSE* p. 46.
Disruptive: *SWSE* p. 46.
Skirmisher: *SWSE* p. 46.
Sneak Attack: *SWSE* p. 46.
Walk the Line: *SWSE* p. 46.

Swashbuckler Talent Tree

Able-Bodied Seaman: Once per day while aboard a ship or on the docks, you can add your rogue class levels as a bonus on a single attack roll, skill check, or ability check. The decision to add this bonus can be made after the result of the roll or check is known. *SWSE* p. 47, with variations. *Prerequisite:* Sea Legs.

Fast Movement: Your light step and experience getting around on crowded decks or narrow alleys enable you to add +2 squares/turn to your base movement speed, but only if wearing light armor or no armor.

Instinctive Navigation: If you can see the sky, you can figure out your location within roughly five miles, with or without a map, by making a DC 15 Wisdom check.

Old Sea-Dog: Whenever you roll a natural 20 on an attack roll made aboard a ship or on the docks, you gain one temporary Fate point. If the Fate point is not used before the end of the encounter, it is lost. *SWSE* p. 47, with variations. *Prerequisite:* Sea Legs, Able-Bodied Seaman.

Sea Legs: You take no penalty on attack rolls on stormy seas, and you ignore the debilitating effects of seasickness. In addition, you are considered proficient with any shipboard weapons, including siege equipment. *SWSE* p. 47, with variations.

Swinging Attack: As a full-round action, with a successful DC 15 Acrobatics check you can make an attack while swinging on a rope, chandelier, curtain pull, etc. as a Charge attack. You must swing at least 5 squares and may swing up to your full movement, making the attack anywhere after the 6th square. You can only travel in a straight line, and of course must have something to swing from, but you are not hindered by terrain. If you fail the Acrobatics check, you may choose to move without attacking, or to remain where you are and lose your action.

Thief Talent Tree

Connections: Identical to the noble class feature.

Escape Artist: You may use your Burglary skill check instead of your Acrobatics skill check when attempting to escape bonds. You may also make one extra escape attempt per round as a swift action, on top of any other normal attempts you may make on any given round.

Eyes of the Cat: You gain low-light vision. *Prerequisite:* Uncanny Perception.

Guildsman: You are a member of a prominent gang or thieves' guild, known and considered reliable by its members and given access to its resources, including fences, training, or other

contacts and connections. You also know Thief Marks, a language of symbols known in the underworld subculture and used to leave warnings, recommendations, or merely identify other thieves. *Note:* Circumstances may invalidate your membership – such as turning on members of your guild! In this case, the talent is lost, but may be selected again at a later level if you redeem yourself or find another guild. *Prerequisite:* Streetwise.

Improved Trap Sense: You gain a +5 expertise bonus to your Reflex defense against traps. This does not stack with Trap Sense. *Prerequisite:* Trap Sense, Uncanny Perception.

Nimble Fingers: You may reroll Burglary checks, taking the better of the two rolls.

Uncanny Perception: You can add your rogue levels to any Perception check to avoid surprise. Furthermore, you do not lose your Dexterity bonus to your Reflex defense even when you are surprised.

Refuge: Identical to the noble class feature.

Trap Sense: You gain a +2 expertise bonus to your Reflex defense against traps. *Prerequisite:* Uncanny Perception.

Streetwise: You gain a +4 expertise bonus on Gather Information checks made to find information about or acquire illegal or stolen goods, find shady contacts such as fences or dealers in illegal goods, or otherwise make your way in the underworld.

Scholar

Hit Points: 18 + Con modifier at 1st level, d6 hit die
Fate Points: 4+(½ level)
Defense Bonuses: +1 Ref, +2 Will
Starting Feats: Weapon Proficiencies (Simple)
Class Skills: (6 + Int modifier): Craft, Deception, Gather Information, Heal, Initiative, Knowledge (all skills, taken individually), Perception, Perform, Ride, Spellcraft*. *Note:* Scholars gain Knowledge: Literacy for free as a bonus skill at 1st level. *Spellcraft can not be taken as a trained skill unless you have the Magician feat.
Bonus Feats: (starter feats), Brew Potion, Enchant Item, Linguist, Magician, Melee Defense, Skill Focus, Skill Training, Spells At Hand**.**
Starting Coin: 3d4 x 250 silver

Level	Attack Bonus	Class Feature	Level	Attack Bonus	Class Feature
1	+0	Defense bonuses, starting feats, bonus skill (Knowledge: Literacy), talent	11	+8	Talent
2	+1	Bonus feat	12	+9	Bonus feat
3	+2	Talent	13	+9	Talent
4	+3	Bonus feat	14	+10	Bonus feat
5	+3	Talent	15	+11	Talent
6	+4	Bonus feat	16	+12	Bonus feat
7	+5	Talent	17	+12	Talent
8	+6	Bonus feat	18	+13	Bonus feat
9	+6	Talent	19	+14	Talent
10	+7	Bonus feat	20	+15	Bonus feat

Adept Talent Tree

Arcane Combat Focus: You get a +2 expertise bonus to your Arcane Attack Bonus. *Prerequisite:* Magician feat, heroic level 3rd.

Arcane Combat Mastery: You get a +4 expertise bonus to your Arcane Attack Bonus. This does not stack with Arcane Combat Focus. *Prerequisite:* Arcane Combat Focus, Iron Will, Magician feat, heroic level 12th.

Iron Will: You get a +2 expertise bonus to your Willpower defense.

Second Sight: Many supernatural creatures or effects are invisible to ordinary mortals – but not to you! You can see invisible creatures, objects, or energies of a supernatural or magical nature. You cannot see things that are naturally invisible (such as X-rays) or creatures with the Natural Invisibility trait. This talent does not enable you to see things in the dark that you would not be able to see anyway – a fully corporeal demon in an unlit windowless room at midnight is still hidden by the darkness, regardless of whether or not it is invisible. Ghosts and other luminous beings may or may not appear in darkness depending on their individual nature. *Prerequisite:* Wis 13.

Spell Recovery: As a full-round action, you may make a DC 15 Spellcraft check. If the check succeeds, you regain one cast spell from your pool of spells at hand of your choice. *SWSE* p. 101 with variations. *Prerequisite:* Magician feat, Spells at Hand feat.

Alchemist Talent Tree

Brew Poison: Your knowledge of chemistry and weird recipes has taught you to create various types of poisons. To brew a poison, you make an Int check + your scholar levels against a DC set by the GM depending on the poison in question. Generally speaking the DC is 15 + the CL of the poison (which is usually in the 2 - 10 range). *Prerequisite:* Remove Poison.

Brew Potion: Potions are slightly different from poisons, in that they carry magical rather than chemical effects. Some spells may be brewed into potions (Enhanced Ability can be used to brew a strength potion, for instance); these spells are noted

in the text. Unless specified otherwise, to brew a potion requires a Spellcraft check at +5 DC to the spell's normal casting DC and the expenditure of a Fate point. *Prerequisite:* Dispel Potion, Magician feat.

Create Homunculus: You know the secrets to making a homunculus, an artificial creature imbued with a portion of your own life spark to give it a semblance of life. By taking several hours in an alchemical laboratory and by an expenditure of 100 gold worth of materials for each level of the creation and 1 Fate point, you may build a homunculus having up to 1.5 times as many levels in the homunculus class as you do in scholar + sorcerer (up to 20 levels of homunculus, maximum). The homunculus is an extension of yourself and as such is completely loyal to you even to the point of death. Normally you can only have one homunculus at a time and may only create a new one after the original is destroyed or dismissed; however, you may take this talent multiple times, gaining an additional homunculus each time. See the Homunculus entry in the Appendix for more details. *Prerequisite:* Dispel Potion, Brew Potion, Craft as a trained skill, Magician feat.

Dispel Potion: You may attempt to use Spellcraft to counter the effects of a potion by brewing or otherwise providing the antidote. The normal countermagic rules apply, and your target DC includes the +5 DC required to brew a potion. *Prerequisite:* Magician feat.

False Life: Once per day, as a full-round action, you may temporarily animate an inanimate object within your line of sight, such as a statue, a piece of furniture, or an item of equipment such as a sword or a length of rope. This object acts for almost all intents and purposes as a homunculus, but only remains animate for 1 round per level of scholar + sorcerer you have, or until it is destroyed. The item's size category does not change, so an animated dagger (tiny) could only be up to 3rd level for instance. On the other hand, you could not animate a ship (gargantuan) unless you could create

an 18th level homunculus. Note that when the object is destroyed or reverts to inanimate status, you do not suffer the ill effects that you would from the destruction of a homunculus. See the Homunculus entry in the Appendix for more details. You may take this talent multiple times; each time gives you an additional use/day. *Note:* Dead bodies do count as inanimate objects, but this talent is not strictly necromancy. *Prerequisite:* Dispel Potion, Brew Potion, Magician feat.

Remove Poison: When attempting to use Heal to counter the effects of poison, you may reroll the check, taking the better of the two rolls.

Transubstantiation: You may change the basic nature of materials or even living creatures – for instance changing lead to gold, pebbles to gemstones, elephants into monkeys, or people into spiders. You must have (or research) the appropriate formulae and have all the appropriate materials on hand. Once per level (including the level at which you take this talent), you may make a Spellcraft check at DC 20 to transform base materials into treasure worth 500 gold times your scholar level (similar, but not identical, to the noble's Wealth talent); there are also spells which require this talent as a prerequisite. *Prerequisite:* Dispel Potion, Brew Potion, Craft as a trained skill, Magician feat.

Hypnotism Talent Tree

Wilt the Spirit: As "Adept Negotiator," *SWSE* p. 39. *Prerequisite:* Reading, Magician feat.

Arcane Persuasion: As "Force Persuasion," *SWSE* p. 40. *Prerequisite:* Reading, Wilt the Spirit, Magician feat.

Reading: As a standard action, you may use a Spellcraft check vs. the Will defense of a target within line of sight to read their surface thoughts for one round. A willing target may reduce their Will defense to 10. If the Spellcraft check fails, you may not make another attempt on that target for 1 day. *Prerequisite:* Magician feat.

Sending: You may send your thoughts to the mind of another, using the same mechanics as

Reading. This talent may be combined with Reading to engage in two-way telepathic communication for one round. *Prerequisite:* Reading, Magician feat.

Crush the Spirit: As "Master Negotiator," *SWSE* p. 40. *Prerequisite:* Reading, Wilt the Spirit, Magician feat.

Lore Talent Tree

Educated: Identical to the noble class feature.

Decipher Script: You may add your Scholar levels to any Knowledge: Arcana check made to interpret an unknown or lost language.

Decipher Speech: You may add your Scholar levels to any Wisdom check made to interpret speech in an unknown or lost language.

Knowledge is Power: Once per encounter, you may spend a Fate point to have secret or damaging information about an NPC, organization, or location. This could be a dark secret about an NPC that would ruin their reputation if it got out, or the byzantine bylaws of a city that enable you to escape the law, knowing the location of a secret hidden entrance to the castle, etc. Using this ability gives you +5 to any checks appropriate to the situation at hand (+5 to Persuasion checks if you have a secret over someone, +5 to Search checks to find a secret door, etc.) for the duration of the encounter. *Prerequisite:* Loremaster.

Loremaster: You may reroll any Knowledge check, taking the better of the two results. *Prerequisite:* Educated.

Skilled Advisor: *SWSE* p. 40.

Priesthood Talent Tree

Clerical Investment: You have been ordained by a church, cult, or simply the general consensus of your peers, as a holy personage, allowing you to perform the appropriate rites and receive deference from church members and acolytes. Depending on the cult, you can expect charity and respect – or possibly fear and obedience – from common folk as well.

Divine Power: When you spend a Fate point in the service of your deity, you add your Charisma bonus to any rolls made that round, including skill checks, attack rolls, and damage rolls.

Divine Inspiration: Once per encounter, you double the effect of any use of a talent from the noble's Inspiration talent tree. *Prerequisite:* Divine Power, one talent from the Inspiration talent tree.

Healing Touch: You may make Spellcraft checks in place of Heal checks to treat sick or injured characters. You may perform this ability as if you were trained in Heal, even if you are not. *Prerequisite:* Divine Power.

Sacrifice: You know the rites and incantations to perform ritual sacrifices. (See Sacrifices in the magic section.) Note that sacrificing a living being other than yourself gives you a Taint point. *Prerequisite:* Knowledge: Arcana as a trained skill.

Scout

Hit Points: 24 + Con modifier at 1st level, d8 hit die
Fate Points: 4+(½ level)
Defense Bonuses: +2 Fort, +1 Ref
Starting Feats: Weapon Proficiencies (Simple, Martial), Armor Proficiency (Light), Shield Proficiency, Shake It Off (must meet prereq's)
Class Skills: (5 + Int modifier): Climb, Craft, Endurance, Heal, Initiative, Jump, Knowledge (all skills, taken individually), Perception, Perform, Ride, Stealth, Survival, Swim
Bonus Feats: (starter feats), Armor Proficiency (Medium or Heavy), Berserk, Careful Shot, Deadeye, Dodge, Dual Weapon Mastery I-III, Exotic Weapon Proficiency, Far Shot, Linguist, Mobility, Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot, Rapid Reload, Running Attack, Skill Focus, Skill Training, Sniper, Shield Proficiency
Starting Coin: 3d4 x 200 silver

Level	Attack Bonus	Class Feature	Level	Attack Bonus	Class Feature
1	+0	Defense bonuses, starting feats, talent	11	+8	Talent
2	+1	Bonus feat	12	+9	Bonus feat
3	+2	Talent	13	+9	Talent
4	+3	Bonus feat	14	+10	Bonus feat
5	+3	Talent	15	+11	Talent
6	+4	Bonus feat	16	+12	Bonus feat
7	+5	Talent	17	+12	Talent
8	+6	Bonus feat	18	+13	Bonus feat
9	+6	Talent	19	+14	Talent
10	+7	Bonus feat	20	+15	Bonus feat

Awareness Talent Tree
Acute Senses: *SWSE* p. 49.
Expert Tracker: *SWSE* p. 49.
Improved Initiative: *SWSE* p. 49.
Prerequisite: Acute Senses.
Keen Shot: *SWSE* p. 49. *Prerequisite:* Acute Senses.
Uncanny Dodge I: *SWSE* p. 49.
Prerequisite: Acute Senses, Improved Initiative.

Uncanny Dodge II: *SWSE* p. 49.
Prerequisite: Acute Senses, Improved Initiative, Uncanny Dodge I.

Borderer Talent Tree
Barter: *SWSE* p. 49.
Long Stride: Identical to the rogue "Fast Movement" ability. *SWSE* p. 50.
Luck of the Wild: As "Fringe Savant," *SWSE* p. 50.

Make Do: In primitive or impoverished surroundings, you may use your Survival check instead of a Craft check to fashion tools, gear, or other equipment, to make repairs, or to build shelter, and the costs are a quarter of normal. However, the item is primitive (giving a -2 circumstance penalty to any checks or other rolls, including attacks), prone to failure, and will only last for a few days at longest. The item cannot be made as masterwork, or enchanted.

Camouflage Talent Tree
    Hidden Movement: *SWSE* p. 49.
Prerequisite: Improved Stealth.
    Improved Stealth: *SWSE* p. 49.
    Total Concealment: *SWSE* p. 49.
Prerequisite: Hidden Movement, Improved Stealth.

Herbalist Talent Tree
    Brew Potion: As the scholar ability.
Prerequisite: Dispel Potion, Magician feat.
    Brew Poison: As the scholar ability.
Prerequisite: Remove Poison.
    Dispel Potion: As the scholar ability.
Prerequisite: Magician feat.
    Healing Poultice: As a full-round action, you may make a DC 20 Heal check to move an injured character with a persistent condition (such as from disease or poison) +1 step up the condition track for 24 hours, after which time they revert to their previous condition unless they have received more thorough long-term care in that time. This can only be done once for a particular character in a 24 hour period. *Prerequisite:* Heal as a trained skill.
    Remove Poison: As the scholar ability.

Nature's Favor Talent Tree
    Animal Companion: You gain an animal companion – a natural creature with which you have a strong bond of friendship. You may select any creature with levels in the beast class up to 2 + your levels in scout. When you gain a level in scout, your animal companion gains +1 level in beast at the same time. It does not gain any new abilities, although it gains ability increases and feats normally and may gain training in new skills if its Int bonus goes up. The companion may be an unusually smart or strong specimen, but it is still a mundane (i.e., not supernatural) animal and does not have any supernatural abilities. If you are a magician, you may use certain spells (such as Telepathic Bond) to enhance your connection to the companion or give it other unusual abilities. If your companion dies or is lost, you lose any Fate points you may have until the next time you gain a level, and may not replace the companion until you have gained a level. You may take this talent multiple times; every time you do you gain an additional companion. *Prerequisite:* Animal Empathy.

    Animal Empathy: You may make Persuasion checks (to change attitude or intimidate) against animals as if they were intelligent creatures. You are treated as if you were trained in Persuasion for this purpose even if you are not, and you do not take the -5 penalty for the target not being able to understand your speech. Your ability to communicate abstract ideas to any given creature is limited by its native intelligence, however.

    Call the Wild: Once per encounter, as a full-round action, you may spend a Fate point to summon several natural creatures from the surrounding area, if there are any to summon, who will automatically have an attitude of "helpful". You summon up to (1d20 + your Charisma modifier + your levels in scout) levels in the beast class worth of creatures, who will take 2d6 rounds to arrive. The availability of and type of creatures are determined by the GM based on the circumstances. *Prerequisite:* Animal Companion, Animal Empathy, Scout level 7+, Charisma 15+.

    Signs of the Wild: You know certain symbols, icons, and sigils that are common to those who travel the wild, perhaps the remnant of a prehuman beast language. These symbols show long-hidden paths, warn of dangers such as befouled water or dangerous conditions, or reveal the location of hidden caches of supplies. The GM determines the presence of such symbols, generally

requiring a Survival check of DC 25 to provide some useful item or information, but the check may be lower in more traveled areas (such as a forest within the borders of a kingdom) or much higher in extremely remote locations (such as the frozen wastes of the far north).

Survivor Talent Tree

Damage Reduction: Your endurance and hard life have made you abnormally tough and resistant to damage. You gain DR 1/– against all physical attacks (generally any that roll against your Reflex or Fortitude defense), but not magical attacks. This does not stack with other sources of damage reduction (such as armor), and you still take a minimum of 1 hit point from a successful attack. You may take this talent multiple times, each time gaining another point of damage reduction, up to a maximum of DR 5/–. *Prerequisite:* Scout level 3+.

Evasion: If you are hit by an area attack, you take half damage if the attack hits you. *SWSE* p. 50.

Extreme Effort: *SWSE* p. 50.

Remain Conscious: At any time you are reduced to -5 steps on the condition track, you may make an Endurance check against DC 25 each round to remain conscious and active, even if you have no more hit points, but you may only take a single standard action, a single move action, or two swift actions per round. If you fail the Endurance check, or at the end of the current encounter, you succumb to unconsciousness or death, unless you receive medical attention before that time.

Sprint: *SWSE* p. 50.

Surefooted: *SWSE* p. 50.

Warrior

Hit Points: 30 + Con modifier at 1st level, d10 hit die
Fate Points: 4+(½ level)
Defense Bonuses: +2 Fort, +1 Ref
Starting Feats: Weapon Proficiencies (Simple, Martial), Armor Proficiency (Light, Medium), Shield Proficiency
Class Skills: (3 + Int modifier): Climb, Craft, Endurance, Heal, Initiative, Jump, Knowledge (tactics), Perception, Perform, Swim
Bonus Feats: (starter feats), Armor Proficiency (heavy), Berserk, Bull Rush, Careful Shot, Cleave, Combat Reflexes, Coordinated Attack, Crush, Deadeye, Double Attack, Dual Weapon Mastery I-III, Exotic Weapon Proficiency, Far Shot, Great Cleave, Improved Charge, Improved Disarm, Martial Arts I-III, Melee Defense, Mighty Swing, Mounted Archery, Mounted Combat, Pin, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Rapid Shot, Rapid Strike, Running Attack, Shake It Off, Skill Focus, Skill Training, Sniper, Throw, Toughness, Tower Shield Proficiency, Trip, Triple Attack, Triple Crit, Weapon Focus
Starting Coin: 3d4 x 250 silver

Level	Attack Bonus	Class Feature	Level	Attack Bonus	Class Feature
1	+1	Defense bonuses, starting feats, talent	11	+11	Talent
2	+2	Bonus feat	12	+12	Bonus feat
3	+3	Talent	13	+13	Talent
4	+4	Bonus feat	14	+14	Bonus feat
5	+5	Talent	15	+15	Talent
6	+6	Bonus feat	16	+16	Bonus feat
7	+7	Talent	17	+17	Talent
8	+8	Bonus feat	18	+18	Bonus feat
9	+9	Talent	19	+19	Talent
10	+10	Bonus feat	20	+20	Bonus feat

Armor Training Talent Tree

Armor Mastery: *SWSE* p. 51. *Prerequisite:* Armored Defense.

Armored Defense: *SWSE* p. 52.

Block: As a swift action, you can set yourself up to block the next incoming melee attack from a designated foe until your next turn. You make an attack roll with your main weapon or using your shield (adding the shield bonus to the attack roll if you are proficient in shield use) against a DC of the incoming attack roll. If your roll succeeds, you block the attack; otherwise, it is resolved normally. If the incoming attack roll is a natural 20, you may not block it unless you spend a Fate point – and the attacker may then choose to spend their own Fate point to negate your Fate point. Each swift action you devote to this on a turn enables you to attempt to block another melee attack, from the same target or a different target (up to three swift actions for three different block attempts). If you are using a shield and are proficient in shield use, you may choose to block an incoming ranged attack instead. Using this talent does not alter your Reflex defense in any way.

Improved Armored Defense: *SWSE* p. 52. *Prerequisite:* Armored Defense.

Juggernaut: *SWSE* p. 52. *Prerequisite:* Armored Defense.

Phalanx: If you begin your turn adjacent to another target with the Phalanx talent, if you are both carrying shields, you may use a swift action to provide each other with cover, moving together as a single unit (the character with the higher initiative must delay), and both doubling your shield bonus to Reflex defense. The two of you may only make one move, one standard, or two swift actions on a turn and you must remain adjacent to each other to retain the benefit. *Prerequisite:* Shield Defense.

Second Skin: *SWSE* p. 52. *Prerequisite:* Armored Defense.

Shield Defense: You gain an additional +1 shield bonus to your Reflex defense when using a shield. You must be proficient in the type of shield you are using to gain this benefit. *Prerequisite:* Block.

Tower Shield Defense: You may, as a reaction, duck behind a target shield, completely protecting you from attacks from two adjacent sides of the square you occupy. However, you may not

move or act until you have taken two swift actions to get back into battle readiness. Against attacks from the other two sides, you lose both your shield and Dex bonuses to your Reflex defense. You may do this after an attack is announced, but before the result is revealed. Attacks that are strong enough to punch through the DR and hardness of the shield may still hit you. *Prerequisite:* Tower Shield Proficiency.

Brawler Talent Tree

Expert Grappler: *SWSE* p. 52.

Everything's a Weapon: You do not take any penalties for using improvised weapons (such as chairs, beer steins, the torn-off arms of your enemies) – in effect, you are considered to have Weapon Proficiency (Improvised Weapons). Most improvised weapons are treated as clubs or greatclubs, and take as much damage as they deal (giving them a very short lifespan, as they have DR 5 and either 5 or 10 hit points).

Melee Smash: *SWSE* p. 52.

Stunning Strike: *SWSE* p. 52. *Prerequisite:* Melee Smash.

Unbalance Opponent: *SWSE* p. 52. *Prerequisite:* Expert Grappler.

Master Tactician Talent Tree

Battle Analysis: *SWSE* p. 52.

Distraction: *SWSE* p. 52.

Harm's Way: *SWSE* p. 52. *Prerequisite:* Initiative as a trained skill.

Indomitable: *SWSE* p. 52.

Tough as Nails: *SWSE* p. 53.

Weapon Master Talent Tree

Devastating Attack: *SWSE* p. 53.

Greater Weapon Focus: Choose a single exotic weapon or weapon group with which you have the Weapon Focus feat. When using that weapon, you get +2 with attack rolls instead of +1. You may select this talent multiple times, applying it to a different exotic weapon or weapon group each time. *Prerequisite:* Weapon Focus feat, warrior level 5+.

Greater Weapon Specialization: Choose a single exotic weapon or weapon group with which you have Weapon Specialization. When using that weapon, you get a +4 bonus on damage rolls with such weapons instead of +2. You may select this talent multiple times, applying it to a different exotic weapon or weapon group each time. *Prerequisite:* Weapon Focus feat, Weapon Specialization, warrior level 5+.

Penetrating Attack: Choose a single exotic weapon or weapon group with which you have the Weapon Focus feat: whenever you make a successful attack against a target using such a weapon, you treat your target's damage reduction as if it were 5 points lower when determining the result of your attack You may select this talent multiple times, applying it to a different exotic weapon or weapon group each time. *Prerequisite:* Weapon Focus feat.

Weapon Specialization: Choose a single exotic weapon or weapon group with which you have Weapon Focus. When using that weapon, you get a +2 bonus on damage rolls with such weapons. You may select this talent multiple times, applying it to a different exotic weapon or weapon group each time. *Prerequisite:* Weapon Focus feat.

SKILLS

New Skills

The following skills have been added to *S&S Saga*, and are explained in the text to follow: Burglary, Craft, Heal, Knowledge (Arcana), Knowledge (Literacy), Knowledge (Religion), Knowledge (The Sciences), Knowledge (Worldly), Spellcraft.

Removed Skills

The following skills from *SWSE* do not exist in *S&S Saga*: Knowledge (Galactic Lore), Knowledge (any Sciences – these are combined), Knowledge (Technology), Mechanics, Pilot, Treat Injury, Use Computer, Use the Force. Some of their abilities have been shifted to other skills, as appropriate.

Acrobatics (Dex)

Armor Check Penalty: Yes.
As *SWSE*, p. 62, no changes.

Burglary (Int)

Armor Check Penalty: No.
You are skilled at getting into places you don't belong, bypassing locks, getting past traps, or finding unexpected passages (such as down chimneys).

Disable Traps: When you have found a trap (via the Perception skill), you may attempt to disable it before it goes off. The DC to disable the trap follows the same general guidelines as the "Disable Device" skill in the *d20 SRD*, as shown here:

Disable Trap DC[1]	Example
20	Disarm a trap, reset a trap
25	Disarm a complex trap, cleverly sabotage a clockwork device
30	Disarm a magical or incredibly elaborate trap or a trap to which you cannot directly access the workings

[1] If you attempt to leave behind no trace of your tampering, add 5 to the DC.

The check takes 2d4 rounds; the GM makes your Burglary check secretly, so that you don't necessarily know if you've succeeded. If your skill check succeeds, you have disabled the trap. If it succeeds by 10+, you may choose to disable the trap or to bypass it along with your companions, leaving it set behind you. If you fail by 4 or less, you fail but may try again. If you fail by 5+, you set off the trap, taking its effects immediately.

Special: You may take 10 on a check to disable traps, but you may not take 20.

Find Entrances (Trained only): If you are trained in Burglary, you may make a Perception check vs. DC 20 to search for overlooked or unusual means of entry into a place or object, such as climbing through ventilation holes for a place, or by removing the hinges of a locked chest, etc. You do not need to roll on Burglary for this; you roll on Search instead. The GM determines if there is any possibility of success or not.

Open Locks (Trained only): You know how to pick mechanical locks or otherwise open locked doors. You cannot make a check to open locks unless you have some kind of probe or implement to get to the workings, and you must have specialized tools to do it properly – without a lockpick set you suffer a -5 penalty to your Burglary skill check. It takes a full-round action to open a lock; the DC to open locks varies from 20 to 40, as shown below.

Lock	DC
Very simple lock	20
Average lock	25
Good lock	30
Amazing lock	40

Climb (Str)

Armor Check Penalty: Yes.

As *SWSE* p. 63, no changes.

Craft (Int)

Armor Check Penalty: No.

You are a craftsman, able to create gear and tools by use of the forge, the workbench, etc. Unlike *D&D*, this skill is not broken into separate categories in *S&S Saga* – all craftsmanship falls under the same skill.

Professional Craftsman: You can practice your trade and make a decent living, earning half your check result in silver coins per week of dedicated work. You know how to use the tools of your trade, how to perform the craft's daily tasks, how to supervise untrained helpers, and how to handle common problems. (Untrained laborers and assistants earn an average of 1 silver piece per week.)

Craft Item: The basic function of the Craft skill, however, is to allow you to make an item of the appropriate type. The DC depends on the complexity of the item to be created. The DC, your check results, and the price of the item determine how long it takes to make a particular item. The item's finished price also determines the cost of raw materials.

All crafts require artisan's tools to give the best chance of success. If improvised tools are used, the check is made with a -5 circumstance penalty. To determine how much time and money it takes to make an item, follow these steps.

1. Find the item's price in silver coins.
2. Find the DC from the table below.
3. Pay one-third of the item's price for the cost of raw materials.
4. Make an appropriate Craft check representing one week's work.

If the check succeeds, multiply your check result by the DC. If the result × the DC equals the price of the item in silver coins, then you have completed the item. (If the result × the DC equals double or triple the price of the item in silver pieces, then you've completed the task in one-half or one-third of the time. Other multiples of the DC reduce the time in the same manner.) If the result × the DC doesn't equal the price, then it represents the progress you've made this week. Record the result and make a new Craft check for the next week. Each week, you make more progress until your total reaches the price of the item in silver pieces.

If you fail a check by 4 or less, you make no progress this week.

If you fail by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.

Progress by the Day: You can make checks by the day instead of by the week. In this case your progress (check result × DC) is in copper pieces instead of silver pieces.

Creating Masterwork Items (trained only): You can make a masterwork item – a weapon, suit of armor, shield, or tool that conveys a bonus on its use through its exceptional craftsmanship, not through being magical. To create a masterwork item, you create the masterwork component as if it were a separate item in addition to the standard item. The masterwork component has its own price (3000 silver coins for a weapon or 1500 silver coins for a suit of armor or a shield) and a Craft DC of 20. Once both the standard component and the masterwork

component are completed, the masterwork item is finished. *Note:* The cost you pay for the masterwork component is one-third of the given amount, just as it is for the cost in raw materials.

Repairing Items: Generally, you can repair an item by making checks against the same DC that it took to make the item in the first place. The cost of repairing an item is one-fifth of the item's price.

When you use the Craft skill to make a particular sort of item, the DC for checks involving the creation of that item are typically as given on the following table.

Item	Craft DC
Acid	15
Armor or shield	15 + Reflex bonus
Longbow or shortbow	15
Composite longbow or composite shortbow	20
Composite longbow or composite shortbow with high strength rating	20 + (2 × rating)
Crossbow	20
Simple melee or thrown weapon	15
Martial melee or thrown weapon	20
Exotic melee or thrown weapon	25
Mechanical trap	Varies
Very simple item (wooden spoon)	10
Typical item (iron pot)	15
High-quality item (bell)	20
Complex or superior item (lock)	25

Enchant Item (trained only): If you have the Magician feat, you may cast spells to enchant items. See individual spells for details.

Deception (Cha)
Armor Check Penalty: No.
As *SWSE* p. 65, no changes.

Endurance (Con)
Armor Check Penalty: Yes.
As *SWSE* p. 66, no changes.

Gather Information (Cha)
Armor Check Penalty: No.
As *SWSE* p. 67, no changes.

Heal (Wis)
Armor Check Penalty: No.
In most respects, this skill acts as Treat Injury, *SWSE* p. 74, with the following changes:
Medpac: Everywhere in Treat Injury where it says "Requires a Medpac," this is instead replaced by a -5 circumstance penalty to your Heal check if you do not have proper healer's equipment such as

bandages, implements, and healing herbs. Typically, a dedicated healer will carry a medicine bag which contains these things. A seasoned, well-equipped adventurer typically carries them in their saddlebags.

Perform Surgery: This does not require a "surgery kit"as there isn't an equivalent item in *S&S Saga*. However, you do have to have a bed and relatively clean surroundings as well as proper healer's equipment (as noted above), or you take a -10 circumstance penalty to your Heal check.

Install a Cybernetic Prosthesis/Treat Radiation: These are not applicable to *S&S Saga*.

Initiative (Dex)
Armor Check Penalty: Yes.
As *SWSE* p. 68, no changes.

Jump (Str)
Armor Check Penalty: Yes.
As *SWSE* p. 68, no changes.

Knowledge (Int)
Armor Check Penalty: No.
Generally speaking, this works as in *SWSE* p. 68. However, the categories in *S&S Saga* are different.

Arcana: The principles, methods, and history of magic and the supernatural.

Bureaucracy: Mercantile and legal systems, regulations, and organizational structure – including who to bribe.

Literacy (trained only): You don't actually roll on Knowledge: Literacy – you either have it, or you don't. Characters who do not gain literacy from their race or class, must purchase it as a skill if they wish to be able to read, write, or do basic mathematics.

Religion: Gods and goddesses, mythic history, church structures, and holy symbols.

The Sciences: Scientific principles, astrology, higher math, physics and engineering.

Tactics: Techniques and strategies for combat, and the history of warfare.

Worldly: Politics, social mores, geography, history and culture.

Perception (Wis)
Armor Check Penalty: No.
As *SWSE* p. 70, no changes.

Perform (Cha)
Armor Check Penalty: No.
You know how to entertain, amuse, or inspire others by means of oratory, acting, singing, playing an instrument, etc. Unlike *D&D*, Perform is not broken into separate skills; all performance falls under this same category.

Entertainer: You can practice your trade and make a decent living, earning half your check result in silver coins per week of dedicated work, or half your check result in copper coins for a single performance.

Rites and Rituals: Some spells require a Perform check in order to correctly perform the rituals or incantations necessary.

Sing For My Supper: Depending on the kind of performance you give and the item or service being bartered for, you may use a Perform check to pay for some or all of an item or service – for example, agreeing to be the shipboard entertainment in return for passage or give a rousing performance of a famous poem in exchange for drinks at a tavern. Generally, the cost of the item or service you perform for should be equal to or less than the money you would earn as an entertainer, above, but the GM may alter this depending on circumstances.

Retry (trained only): If you fail a Perform check by 4 or less, you may immediately make a second check to recapture your audience's interest. If this second check fails, or you failed your first check by 5 or more, the audience is unimpressed by your performance and you get no benefits. You cannot retry until you find another audience or a

week has passed, in the case of earning money as an entertainer.

Special: You can take 10 on Perform checks, but you cannot take 20.

Persuasion (Cha)

Armor Check Penalty: No.
As *SWSE* p. 71, no changes.

Ride (Dex)

Armor Check Penalty: Yes.
As *SWSE* p. 72, no changes.

Special: Archery from horseback (or camelback, etc.) is very difficult; when attempting to use these weapons in mounted combat, you suffer a -5 circumstance penalty to your attack rolls unless you have the Mounted Archery feat.

Spellcraft (Int)

Requires the Magician feat.
Armor Check Penalty: No.

You are a trained wizard, able to cast magic spells, brew magic potions, and call upon powerful unseen forces. You must have the Magician feat to make Spellcraft checks or be trained in this skill. Its primary use is to cast magic spells, but it also has a few inherent applications:

Countermagic (trained only): If you are within line of sight of someone casting a spell, you may as a reaction attempt a Spellcraft check to counter it, sacrificing your next round's action to do so. You and your foe make opposed Spellcraft checks. If you win, the spell is disrupted unless your foe spends a Fate point – however, you may spend your own Fate point to counter your foe's Fate point. This can go on indefinitely, until one magician or the other runs out of Fate points. If you lose, the spell activates normally. If your rolls are equal, both parties are inadvertently locked in a Mage Duel, as below (regardless of distance, no Fate point expenditure required).

Mage Duel (trained only): As a standard action, you may spend a Fate point to choose another magician within 6 squares and force them into a Mage Duel. This is a psychic contest between the two magicians. Its physical manifestations may vary; psychic avatars may appear between the two magicians (such as the spectral image of a dragon fighting a lion), or they may simply stand there staring wildly and gasping – but everyone within line of sight knows exactly what is happening. On the challenged magician's next round, they are compelled to spend a full-round action to engage in the duel (or forfeit and take the damage as if they'd lost). Both magicians make opposed Spellcraft checks, and the winner gets a free Psychic Attack (as the spell) on their opponent. At the end of the challenged magician's round, both magicians must declare whether they want to continue the duel or disengage. If both want to continue or both want to disengage, that is what happens. If one wants to continue and the other wants to disengage, they must make another opposed Spellcraft check, and the winner decides which course they will take. Every round after the first the duel continues, requires a full-round action on the part of participants. If either participant takes damage from external sources during the duel, they automatically lose the Spellcraft contest, take the psychic attack from their opponent, and the duel is ended.

Magic Circle (trained only): As a full-round action that provokes attacks of opportunity, make a DC 20 Spellcraft check to draw or empower a pre-drawn small but almost impenetrable magic boundary. No spells, spell-like effects, supernatural abilities, or unnatural creatures (undead, demonic entities, etc.) may pass through unless specified otherwise, for weal or woe. The circle encompasses the area of one 5' square. You may increase the radius of the circle by one square for every +5 DC to the roll and one more standard action, up to a 3-square radius (making a circle 6 squares across) at DC 35 requiring two full round actions and one standard action. The creator must choose to be inside or outside of the circle; if they cross the circle's boundaries at any time, it is dispelled. The creator may also dispel the magic circle as a swift

action. The circle lasts until it is dispelled or the creator dies, whichever comes first.

Mage Hand (trained only): As a move action, you may telekinetically lift and move a relatively light object within your line of sight. A successful DC 10 Spellcraft check allows you to move an object weighing up to 10 pounds a distance of 6 squares in any direction. As a standard action, you can use the object as a projectile weapon, but the DC increases to 15. If your Spellcraft check beats the target's Reflex defense, the object hits and deals 1d6 of bludgeoning damage.

Prestidigitation: Once per encounter, you can create an impressive, if meaningless, show of magical power. As a move action, make a Spellcraft check against the Will defense of every non-ally within line of sight to distract, frighten, or entertain them. Anyone who fails the roll is distracted for the rest of the round and may only take a standard action or two swift actions on their next turn. Alternatively, you may use Spellcraft instead of Perform or Persuasion when attempting to use the Aid Another action, by adding a bit of magical "oomph" to your companions' efforts.

Sensitive (trained only): As a standard action, you may use your magic affinity to sense the power of magic and the supernatural around you. This will give you the rough distance and bearing, as well as the relative power and overall nature of strong sources of magic within a few miles – greater distances for extremely powerful sources. As a full-round action, you may make a DC 20 Perception check to narrow these emanations down to a specific item, person, creature, or location within your line of sight. This cannot be used to accurately determine the location of invisible objects, but it can narrow it down to a 4x4-square area.

Spark: Once per encounter, as a standard action, make a DC 15 Spellcraft check to create a small spark within 6 squares of your location, which can be used to light torches, ignite flammable objects, or give a little zap to sleeping apprentices. The spark itself does no real damage

(other than being painful), but may be used to set the clothes of a foe on fire (*SWSE* p. 255).

Special: The minimum DC for any Spellcraft check is always 10. Whenever you roll a natural 1 on a Spellcraft check, the check automatically fails and you may suffer backlash. See the Magic section for details.

Stealth (Dex)
Armor Check Penalty: Yes.
As *SWSE* p. 72, no changes.

Survival (Wis)
Armor Check Penalty: No.
As *SWSE* p. 73, no changes.

Swim (Str)
Armor Check Penalty: Yes.
As *SWSE* p. 74, no changes.

FEATS
New Feats
The following feats have been added to *S&S Saga*: Berserk, Bull Rush, Destiny, Gifted Magician, Improved Sunder, Magician, Mounted Archery, Mounted Combat, Shield Proficiency, Spells at Hand, Tower Shield Proficiency.

Removed Feats
The following feats from *SWSE* do not exist in *S&S Saga*, although some of their functions may have been moved to other feats or abilities: Bantha Rush, Burst Fire, Cybernetic Surgery, Dreadful Rage, Extra Rage, Force Boon, Strong In the Force, Surgical Expertise, Vehicular Combat.

Feat	Prerequisites	Benefit	Reference
Acrobatic Strike	Trained in Acrobatics	As *SWSE* p. 82, no changes.	
Armor Proficiency (Heavy)	Armor Proficiency (Light, Medium)	As *SWSE* p. 82, no changes.	
Armor Proficiency (Light)	–	As *SWSE* p. 82, no changes.	
Armor Proficiency (Medium)	Armor Proficiency (Light)	As *SWSE* p. 82, no changes.	
Berserk	–	Rage talent, access to Rage Talent Tree	See below.
Bull Rush	Str 13, BAB +1	push opponent 1 square after successful melee attack	Acts in every respect as the "Bantha Rush" feat on *SWSE* p. 83, except without the dumb name.
Careful Shot	Point Blank Shot, BAB +2	As *SWSE* p. 82, no changes.	
Charging Fire	BAB +4	As *SWSE* p. 82, no changes.	
Cleave	Str 13, Power Attack	As *SWSE* p. 83, no changes.	
Combat Reflexes	–	As *SWSE* p. 83, no changes.	
Coordinated Attack	BAB +2	As *SWSE* p. 83, no changes.	
Crush	Pin, BAB +1	As *SWSE* p. 83, no changes.	
Deadeye	Point Blank Shot, Precise Shot, BAB +4	As *SWSE* p. 84, no changes.	
Destiny	–	Roll d8s instead of d6s when you spend a Fate point	See below.
Dodge	Dex 13	+1 Reflex bonus as long as you have your Dex bonus	See below.
Double Attack	BAB +6, proficient w/ weapon	Extra attack during Full Attack, -5 to all attacks	As *SWSE* p. 84, no changes except that the weapon groups are Simple Melee, Simple Ranged, Martial Melee, or Martial Ranged.
Dual Weapon Mastery I	Dex 13, BAB +1	As *SWSE* p. 84, no changes.	
Dual Weapon Mastery II	Dex 15, BAB +6, Dual Weapon Mastery I	As *SWSE* p. 84, no changes.	

Feat	Prerequisites	Benefit	Reference
Dual Weapon Mastery III	Dex 17, BAB +11, Dual Weapon Mastery I-II	As *SWSE* p. 84, no changes.	
Exotic Weapon Proficiency	BAB +1	As *SWSE* p. 84, no changes.	
Extra Second Wind	Trained in Endurance	As *SWSE* p. 85, no changes.	
Far Shot	Point Blank Shot	As *SWSE* p. 85, no changes.	
Gifted Magician	Magician	three additional Fate points per level	See below.
Great Cleave	Str 13, Power Attack, Cleave, BAB +4	As *SWSE* p. 85, no changes.	
Improved Charge	Dex 13, Dodge, Mobility	As *SWSE* p. 85, no changes.	
Improved Defenses	–	As *SWSE* p. 85, no changes.	
Improved Disarm	Int 13, Melee Defense	As *SWSE* p. 85, no changes.	
Improved Damage Threshold	–	As *SWSE* p. 86, no changes.	
Linguist	Int 13	As *SWSE* p. 86, no changes.	
Magician	Int, Wis, or Cha 13	make Spellcraft checks and gain access to magic	See below.
Martial Arts I	–	As *SWSE* p. 86, no changes.	
Martial Arts II	Martial Arts I, BAB +3	As *SWSE* p. 86, no changes.	
Martial Arts III	Martial Arts I-II, BAB +6	As *SWSE* p. 86, no changes.	
Melee Defense	Int 13	As *SWSE* p. 86, no changes.	
Mighty Swing	Str 13	As *SWSE* p. 86, no changes.	
Mobility	Dex 13, Dodge	As *SWSE* p. 86, no changes.	
Mounted Archery	Trained in Ride, Mounted Combat, proficient with weapon	fire bow or crossbow from horseback with no penalty	See below.
Mounted Combat	Trained in Ride	negate one attack per round against your mount	See below.
Pin	BAB +1	As *SWSE* p. 87, no changes.	
Point Blank Shot	–	As *SWSE* p. 87, no changes. Note that in *S&S Saga*, "point-blank" range is considered to be 30 feet (6 squares).	

Feat	Prerequisites	Benefit	Reference
Power Attack	Str 13	As *SWSE* p. 87, no changes.	
Powerful Charge	medium size or larger, BAB +1	As *SWSE* p. 87, no changes.	
Precise Shot	Point Blank Shot	As *SWSE* p. 87, no changes.	
Quick Draw	BAB +1	As *SWSE* p. 87, no changes.	
Rapid Shot	Str 13, BAB +1, proficient w/ weapon	As *SWSE* p. 88, no changes.	
Rapid Strike	Dex 13, BAB +1, proficient w/ weapon	As *SWSE* p. 88, no changes.	
Running Attack	Dex 13	As *SWSE* p. 88, no changes.	
Shake It Off	Con 13, Trained in Endurance	As *SWSE* p. 88, no changes.	
Shield Proficiency	–	no penalty to attack and no armor check penalty while using a shield	See below.
Skill Focus	Trained in selected skill	As *SWSE* p. 88, no changes.	
Skill Training	–	As *SWSE* p. 88, no changes.	
Sniper	Point Blank Shot, Precise Shot, BAB +4	As *SWSE* p. 88, no changes.	
Spells at Hand	Magician feat	gain spells at hand equal to 1 + your Int bonus (minimum 1)	See below.
Throw	Trip, BAB +1	As *SWSE* p. 88, no changes.	
Toughness	–	As *SWSE* p. 88, no changes.	
Tower Shield Proficiency	Shield Proficiency	no penalty to attack and no armor check penalty while using a tower shield	See below.
Trip	BAB +1	As *SWSE* p. 88, no changes.	
Triple Attack	BAB +9, Double Attack (chosen weapon), proficient with chosen weapon	As *SWSE* p. 89, no changes except that the weapon groups are Simple Melee, Simple Ranged, Martial Melee, or Martial Ranged.	
Triple Crit	BAB +8, proficient with weapon	triple damage on a critical hit	See below.

Feat	Prerequisites	Benefit	Reference
Weapon Finesse	BAB +1	As *SWSE* p. 89, no changes.	
Weapon Focus	proficient with selected weapon	+1 bonus on attack rolls with selected weapon	See below.
Weapon Proficiency	–	As *SWSE* p. 89, except that the weapon groups are Simple Melee, Simple Ranged, Martial Melee, or Martial Ranged.	
Whirlwind Attack	Dex 13, Int 13, Melee Defense, BAB +4	As *SWSE* p. 89, no changes.	

Berserk

You are a *Berserk*, a rare kind of primal warrior who can launch themselves in a wild battle rage. You gain the Rage talent (below) and gain access to the Rage Talent Tree. At any level where you can choose a talent from your class, you may choose to select a talent from the rage tree as well.

Rage Talent Tree

Rage: Once per day, you can fly into a rage as a swift action. While raging, you gain a +2 rage bonus to melee attack rolls and melee damage rolls but cannot use skills that require patience and concentration, such as Craft, Spellcraft, or Stealth. A fit of rage lasts for a number of rounds equal to 5 + your Con modifier. At the end of that time, you move -1 persistent step along the condition track. The penalties imposed by this condition persist until you take at least 10 minutes to recuperate, during which time you can't engage in any strenuous activity.

Extra Rage: You may rage twice per day. You may take this talent multiple times; each time you do adds another rage/day. *Prerequisite:* Rage, Berserk feat.

Mighty Rage: Your rage bonus to attacks and damage increase to +4 each. *Prerequisite:* Rage, BAB +6, Berserk feat.

Tireless Rage: Your step down the condition track at the end of a rage is no longer persistent, and may be recovered via any of the usual methods. *Prerequisite:* Extra Rage, Rage, BAB +8, Berserk feat.

Bull Rush

Acts in every respect as the "Bantha Rush" feat on *SWSE* p. 83, except without the dumb name.

Destiny

You have a powerful destiny about you and are favored when circumstances are at their most dire.

Benefit: When you spend a Fate point to adjust the result of an attack roll, skill check, or ability check, you roll d8s rather than d6s.

Dodge

You are adept at dodging blows.

Prerequisite: Dex 13.

Benefit: You gain a +1 dodge bonus to your Reflex defense against all attacks. Any situation that makes you lose your Dexterity bonus to Reflex (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses. (Note that this is a change from the usual Dodge feat, which is only against a single designated target.)

Double Attack

As *SWSE* p. 84, no changes except that the weapon groups are Simple Melee, Simple Ranged, Martial Melee, or Martial Ranged.

Gifted Magician

Your gift with magic gives you greater control of your fate.

Prerequisite: Magician feat.

Benefit: You gain three additional Fate points at each level.

Magician

You have the gift (or curse) of true magic power, enabling you to cast spells, enchant items, and wield sorcerous power.

Benefit: You can make Spellcraft checks, learn magic spells, and be trained in the Spellcraft skill. You also have access to various feats, talents, or other special benefits that have Magician as a prerequisite.

Special: When you take the Magician feat, your learn a number of spells from the spell list equal to 1 + your Int modifier (minimum 1). These spells are not considered "at hand," you just have them in a book, on a scroll, or otherwise in your possession. You learn other spells by research or tutelage picked up over the course of your adventuring. (NPC magicians simply know as many spells as the GM decides they should know.)

Mounted Archery

You have learned to compensate for the motion and jarring of your mount when firing bows or crossbows from horseback (or camelback, etc.).

Prerequisite: Trained in Ride, Mounted Combat, proficient with weapon.

Benefit: You do not take the usual -5 penalty to your attack roll for firing a bow or crossbow while mount. You must be proficient with the weapon you are using at the time.

Mounted Combat

You can avoid attacks made to your mount.

Prerequisite: Trained in Ride

Benefit: Once per round as a reaction, when you are fighting from horseback (camelback, etc.), you may negate a hit scored on your mount by make a successful Ride check vs. the result of the attack roll you wish to negate.

Point Blank Shot

As *SWSE* p. 87, no changes. Note that in *S&S Saga*, "point-blank" range is considered to be 30 feet (6 squares).

Shield Proficiency

You are trained in shield use.

Benefit: You take no penalties to your attacks or armor check penalties to your skill checks for using a shield.

Spells At Hand

You have a certain number of spells ready to cast at a moment's notice.

Prerequisite: Magician feat

Benefit: Select a number of spells you know equal to 1 + your Int modifier (minimum one) that are able to be kept "at hand." From now on, you are considered to have those spells "at hand," meaning they can be cast once per encounter as either move or full-round actions, rather than taking the minutes or hours spells typically do. A spell at hand does not require you to have the book or scroll you learned it from, but you must have all the required components or other conditions required to cast it, including being able to make the appropriate gestures or incantations. Once the spell is cast, you have used it up for the duration of the encounter, *unless* you select the same spell multiple times.

Special: You may take this feat multiple times. Each time you do, it adds 1 + your Int modifier spells (minimum 1) to your spells at hand.

You can select different spells, the same spell multiple times, or any combination thereof.

If your Int modifier permanently increases (e.g., due to level increases), you immediately gain a number of spells at hand equal to the number of Spells at Hand feats you have taken.

Tower Shield Proficiency

You are trained in the use of tower shields.
Prerequisite: Shield Proficiency
Benefit: You take no penalties to your attacks or armor check penalties to your skill checks for using a tower shield.

Triple Attack

As *SWSE* p. 89, no changes except that the weapon groups are Simple Melee, Simple Ranged, Martial Melee, or Martial Ranged.

Triple Crit

As *SWSE* p. 89, *or* you may draw two Critical Hit Deck cards and choose between them and take the better benefit. (See Critical Hits in the combat section.)

Weapon Focus

As *SWSE* p. 89, except that rather than weapon groups, you must select a discrete weapon type, such as "broadswords" or "spears." You may also select "Unarmed Strike" or "Grapple." (Creatures with natural weapons may choose "Natural Weapons" for their focus.)

Weapon Proficiency

As *SWSE* p. 89, except that the weapon groups are Simple Melee, Simple Ranged, Martial Melee, or Martial Ranged.

MAGIC

There are many types of magic, all of which are mysterious and most of which are very dangerous – and every magician is unique, even though there are commonalities between them.

Magic in sword and sorcery is usually not the "bright flash and loud bang" magic of *Dungeons and Dragons*, and usually not of the "fire and forget" model (commonly referred to as "Vancian magic"). Generally speaking, once you know a spell in *S&S Saga*, you can cast it at any time, but this doesn't mean you'll just be casually tossing off fireballs and lightning bolts. Most spells take several rounds to perform unless you have them "at hand," and even then they tend to have difficult requirements.

Arcane Attack Bonus

Some spells, such as Psychic Attack, are "arcane attacks." These act like physical attacks, except instead of the character's base attack bonus (BAB), your attack roll is determined by your Arcane Attack Bonus (AAB). Your AAB is determined thus:

$$\text{(Character Level / 1.6) + Cha Modifier}$$

For ease of reference, (Character Level / 1.6) is the same formula as the BAB for the Noble, Rogue, Scholar, and Scout. So if you have a 5th level character, your AAB is the same as a 5th level Scholar's BAB (+3), plus your Charisma modifier.

Arcane attacks usually must overcome the target's Will defense, rather than their Reflex defense. If the arcane attack is against Reflex or Fort defense, this will be indicated in the attack description.

Sacrifice

Some spells require a sacrifice – i.e., giving up something precious in return for the power the spell imparts. This may take the form of items (destroying valuable treasures or hard-to-find objects) or, for darker spells, the flesh and/or blood of living beings (listed in the spell description as a

hit point total or "death" if the sacrificed creature must be slain).

Sacrificing a living being other than yourself is an evil act, even if the being is willing, and gives the spellcaster a Taint point. Sacrificing objects is not an evil act, and has no Taint cost.

Aid Another and Building Power

Some spells have very high DCs that are very difficult or almost impossible for a single person to achieve. These are often the most powerful spells – but they are also the most dangerous should the spellcaster suffer backlash. There are three common ways to get around this problem.

Aid Another: Aid Another works for Spellcraft checks just as it does for other skills. When a cabal of wizards gets together to cast a spell, they must all spend the required time to cast it. At the end of the preparation time, they can make their Spellcraft checks for the Aid Another action, and the person designated to be actually casting the spell can make their check. If any of the would-be assistants suffer backlash, it only affects them – but if the primary spellcaster suffers backlash on the actual skill check, it hits everyone involved in casting the spell. Magicians cannot work together to cast a spell from a magician's "at hand" suite unless *all* the magicians are casting it this way.

Building Power: Some spells can be cast over a longer period of time than that listed. Every time you pass a time increment, you make a Spellcraft check: the amount you roll is then subtracted from the DC of the spell. For example, if a spell has a DC of 50 and a buildup time of 20 minutes, you could spend 40 minutes to cast it instead of 20. After the first 20 minutes, you would make a Spellcraft check. If you rolled, say, a 27 on that check, you would subtract that from the DC of the spell, making the spell effectively DC 23 at the end of 40 minutes. Not all spells can be cast this way; those that can are indicated in the description. Aid Another works as described above, and

backlash works normally for each Spellcraft check. You cannot build up a spell that you're casting from your "at hand" spell suite.

Magical Foci: Certain talismanic objects act as magical foci. Having one of these objects in your possession adds to your Spellcraft check when casting spells. For example, a crystal ball might act as a magical focus for clairvoyance spells. If you had a Spellcraft skill of +15 and were casting a clairvoyance spell, but had a +5 crystal ball in your possession, your Spellcraft check would become +20 instead. Bonuses from foci do not stack – if you have a +5 crystal ball and a +10 magic staff, only the magic staff applies. *Note:* The minimum DC for any Spellcraft check is always 10.

Taint

Dark magic blackens the soul and damages the mind, eventually leading those who follow its call into a web of madness and evil from which they can never escape. Taint measures the darkness of a character's soul. When a character has become so tainted that they are completely evil, the character is generally considered lost and becomes an NPC villain under the GM's control.

Magicians are not the only characters who run the risk of taint – sadly there are legions of wicked people out there who have never once so much as worn an amulet around their neck. However, by dabbling with sorcerous powers, magicians tend to run the highest risk of it.

Your Taint score measure the extent to which you've been corrupted by dark magic or evil ways. A 1st-level character starts with a Taint score of 0; the Taint score increases if your character commits evil acts.

A character who commits an evil act increases their Taint score by 1. What constitutes an evil act is discussed below. Regardless of how many evil acts a character commits, the maximum Taint score a character can possess is equal to their Wisdom score. Thus, a character with a Wisdom of 15 can have a maximum Taint score of 15. A character whose Taint score equals their Wisdom

score has fully succumbed to evil and becomes an NPC.

Evil Acts

Many acts are cold, rude, or even cruel without actually being evil. One does not get a Taint point for snubbing their peers or mocking little old ladies, for instance. In the harsh world of a sword-and-sorcery setting, many unpleasant things must be done just to survive that do not count as evil acts. However, there are certain things that are more likely than others to gain a Taint point.

Performing a blatantly evil act: This includes deliberately killing or injuring another character who hasn't done anything wrong or who honestly seeks redemption for evil acts they performed in the past.

Living sacrifice: Sacrificing a living being other than yourself, even you merely spill some of their blood without slaying them, is an evil act and gains you a point of Taint. (This includes animal sacrifices, but does not include giving up some of the meat or blood of an animal that was slaughtered for food.)

Casting a tainted spell: Some spells are inherently evil, particularly those involved in diabolism or necromancy. Consorting with demons or gibbering horrors from beyond space and time does horrible things to your mind.

Causing undue harm or performing a questionably evil act: Some acts, while seemingly cruel, aren't necessarily evil. The intent behind the action may matter as much as the action itself in these cases. It may be a transgression to deliberately kill or injure (or allow someone else to do so) a character known to have committed evil acts without remorse but who is otherwise helpless – unless it is clear that the person is planning to do so again, for instance.

Performing a dubiously evil act: A character should get a point of Taint only when the act is out of proportion to the situation. For instance, a character who regularly kills opponents in combat while ignoring opportunities to end the

situation without loss of life might deserve an increased Taint score, though a specific situation might not appear so clear-cut.

Taint and Madness

Taint is not just a measure of a character's wickedness, although that is a major factor. Taint can also be an indicator of a character's sanity and humanity. Magic, and particularly dark magic, shows you things that can blast your mind and undermine your very understanding of the nature of reality. This is why some spells, while they may not inherently cause harm (or may not do as much harm as, say, just chopping someone's head off with an axe), still impart Taint. When a character gains a point of Taint from being exposed to such cosmic horror, they must make a DC 15 Wisdom check. If they fail, they succumb to some form of temporary insanity (roll on the table below). Spells that impart madness are indicated in the spell description.

2d6	Form of Madness	Duration
2	Screaming Fit (the character simply stays in place and screams horribly; they can be slapped out of it with a move action but lose their actions until this happens or the fit wears off)	d4 rounds
3-4	Panic (the character flees the scene via the fastest route possible – if flight is not possible, treat as Screaming Fit)	d6 rounds
5-6	Babbling Fit (the character must make a DC 15 Wisdom check every round to act, otherwise they stand and babble incoherently about the horror they've witnessed)	d6 rounds
7	Paranoia (the character believes that everyone, including their closest friends, wants to control or harm them, and that everyone is conspiring against them)	d6 rounds
8-9	Hallucinations (the character must make a DC 20 Perception check each round to discern reality from the surreal and frightening visions and sounds in their mind)	d8 rounds
10-11	Shock (roll a d20+5 attack against the character's Fort defense: if the attack succeeds, the character faints instantly, otherwise they move -1 step on the condition track)	d4 rounds
12	Catatonia (the character's mind simply "switches off" – they can be led or forced to do simple actions, but have no will or interest of their own and take no independent actions)	d10 rounds

Cleansing Your Soul

A character who has become tainted can find redemption by heroic deeds, the use of Fate points, and by atoning for past misdeeds.

Effectively, the character does this by reducing their Taint score. A character can sacrifice 1 Fate point to reduce their Taint score by 1. This form of atonement represents a period of medication, reflection, and absolution on the part of the character. This is usually at least addressed in-play, although the bulk of the actual activity may happen between adventures.

In addition, an act of dramatic heroism by the character – if performed without gaining any additional Taint – reduces the character's Taint score by 1. Such an act should require some form of personal risk or cost, be made in a selfless manner, and provide a significant benefit to those in need or the greater good. Some examples might be holding off an overwhelming force long enough for others to make their escape, deliberately putting yourself in harm's way to protect innocents, and so forth.

Note: Once you have gained at least one Taint point, your Taint score can never be lowered past 1. Even if you atone later, a part of that darkness will always be with you.

Backlash

Normally, if you fail at casting a spell, it simply doesn't work – nothing happens. However, if you roll a natural 1 on your Spellcraft check, not only does your spell fail, but you may suffer backlash – the natural laws of the universe punishing you for your transgression.

To determine the backlash of a spell, you roll 1d20 + the DC of the failed spell, and compare it to the chart below. When multiple characters are taking backlash simultaneously (such as after an Aid Another gone wrong), each character rolls separately. Dark magic (spells which give you Taint) add +5 to this roll.

1d20 + Spell DC	Backlash Suffered
less than 20	none
20-25	stunned for 1d4 rounds
26-30	as above plus take 2d6 damage
31-35	as above plus move -1 step on the condition track
36-40	as above except 4d6 damage
41-45	as above except move -2 steps on the condition track
46-50	as above except unconscious
51-55	as above except 6d6 damage
56-60	as above except move -3 steps on the condition track
61 or more	slain

Spells At Hand

The Spells at Hand feat gives you a certain number of spells (referred to as your "spell suite" or "spells at hand") that you can cast right off the top of your head, so to speak, taking much less time and not requiring a book, scroll, or other reference. The spells you choose for your spell suite must be declared when you select the feat and cannot be changed. Thus, if you learn a spell later that you would like to have in your spell suite, you are out of luck unless you choose to take the Spells at Hand feat again.

The time taken to cast a spell at hand is listed in the spell description, but is usually a move action or a full-round action. Casting a spell temporarily removes it from your spell suite for the duration of the encounter, whether or not the spell is cast successfully, like playing a card and placing it in the discard pile. You can place the same spell into your spell suite multiple times when you take the Spells at Hand feat – Psychic Attack and Wizard Shield are popular choices for this. A spell that is gone from your suite *may* still be cast taking the normal time if you wish, but you must concentrate (leaving yourself vulnerable) during the entire casting time. You may recover spells to your suite in these ways:

End of the Encounter: When a given encounter or scene is over and you have had the chance to rest for at least 10 minutes, you regain all of your spell suite.

Roll a Natural 20 on Spellcraft: If you roll a natural 20 on a Spellcraft check, you regain all cast spells at the end of your turn.

Spend a Fate Point: You can spend a Fate point as a reaction and immediately regain one cast spell.

Special Conditions: Some unique abilities or unusual situations (such as possessing certain powerful artifacts or casting spells in a high-mana area) allow you to regain cast spells in other ways.

The Spell List

The following list is simply some of the more common spells, which can be found in various tomes or commonly-copied scrolls across the world. When you take the Magician feat, you may choose 1 + your Int modifier of these (minimum 1) as your starter spellbook.

Name: The name of the spell. Most spells have many different names ... "Sorcerous Blast" may also be known as "Wrath of the Darkness" or "Sacred Fire of the Exalted" – but they're all still a Sorcerous Blast. If the name has an asterisk (*) after it, that means that this is a meta-description and that you have to specify something about the spell in question when you take it. For instance, Beast Shape* requires you to declare the *type* of beast you can shift to when you learn the spell.

Prerequisites: This lists any prerequisites necessary to cast the spell. *Note:* The Magician feat is assumed to be required for all spells unless listed otherwise. In the case of a spell that does not require the Magician feat, that will be indicated here.

Taint: This will usually say "Dark", "Madness", "Special", or n/a. Dark spells give you a point of Taint when you cast them, simply by virtue of their evil nature. Madness spells give you Taint because they expose you to mind-damaging cosmic horror – causing you to possibly suffer from temporary insanity (see Taint and Madness, above). Spells that have no taint do not affect your Taint score (unless you use the spell to perform an evil act as described above). Spells that may or may not taint you are listed as "Special" and have information in the spell description about the circumstances.

Difficulty: This is the DC to cast the spell. If it can be built up over time, "/build" is added to this listing. *Note:* The minimum difficulty for any Spellcraft check is always 10.

Requirements: This lists special conditions or equipment necessary to cast the spell, such as "at midnight" or "on hallowed ground."

Sacrifice: If a sacrifice is needed for the spell, that is listed here.

Talisman: If the spell can be put into a talisman or brewed into a potion, that is listed here with any special conditions. Unless specified otherwise, brewing a spell into a potion usually requires the Brew Potion talent and adds +5 to the DC of casting the spell.

Time Taken (At Hand): The time taken to cast the spell is listed here, with the "Spells at Hand" time in parentheses. When a spell can be built up over time, the increment is usually the same as the time taken. For spells in which this isn't the case, this is listed here as well.

Duration: This is how long the spell lasts. If a spell has (D) after the duration, it can be dismissed at will by the caster.

Special: If there are any special rules or considerations not listed elsewhere, they will be listed here.

Beast Shape*
You can take on the form of a particular beast for several hours.
Prerequisite: n/a
Taint: n/a
Difficulty: 10 + (level of beast changed to), +5 per size category larger or smaller than medium
Requirements: n/a
Sacrifice: n/a
Talisman: This can be made into a potion normally. It can also be woven into a belt, cloak, or cape with a Craft check DC equal to the spellcasting difficulty and an XP cost of DC x 10.
Time Taken (At Hand): 1 minute (standard action)
Duration: 1 hour/level (D)

This spell enables you to shapeshift into a natural beast, such as a wolf or a hawk. The type of beast must be determined when the spell is learned (or by the source from which you learn it) and cannot be changed. For instance, Beast Shape (wolf) is a different spell from Beast Shape (rat). In beast form you keep your own mind, but cannot speak unless the animal form also is capable of speech (such as a parrot). In animal form, your ability scores change to those of the animal, *except* for Int, Wis, and Cha. If you have more levels than the beast shape you are shifting into, your beast shape gains as many levels in the beast class to make you equal. For instance, a wolf is a 3rd level beast. If a 6th level scout casts Beast Shape (wolf), the

wolf he shifts to will gain an additional 3 levels of beast.

Statistics for common beasts are in the appendix. The beast class is described on *SWSE* p.273. Note that gaining levels in beast class does not impart any extra abilities, although it may involve raised ability scores and additional feats. You cannot raise your beast form's Int, Wis, or Cha higher than your own in natural form.

Body of Smoke

You can transform yourself into a cloud of smoke, enabling you to pass through small passages and escape your enemies.
Prerequisite: n/a
Taint: n/a
Difficulty: 30, +10 if you can interact with the world
Requirements: incantations
Sacrifice: 3 hit points (of your own) per round in smoke form, although this spell will not kill you
Talisman: This can be made into a potion normally. It cannot be made into other types of talismans.
Time Taken (At Hand): full round (n/a)
Duration: 1 round/level (D)

This spell transforms you and possessions on your person (but not any creatures you may be carrying) into a cloud of smoke. In this form you may pass through small openings, fit into tiny spaces, or even hide in plain sight masquerading as a creepy fog. You can fly 10 squares. However, you are prey to all the things a cloud of smoke would be prey to, including strong winds or being sucked into a bellows. If you are still in smoke form when the spell duration ends, you are trapped in that form until you can get into an open space, although some sorcerers have smuggled themselves in and out of guarded locations by getting someone else to carry them in a sealed bottle.

Normally, as a cloud of smoke, you cannot interact with the world (and few physical powers can harm you). However, you may choose to take on the shape of a creature of smoke with semi-solid hands or claws, enabling you to pick up, hit (as an unarmed attack), or carry things per your normal Strength score. You do not have fine control, and may not wield weapons or perform intricate motions such as crafting objects or picking locks. You may not speak or cast spells requiring incantations in this form. Any physical attack has a 50% chance of passing right through you even on a hit (but not a critical hit). Arcane attacks against your Will defense act normally against you.

Special: This spell cannot be kept "at hand," but takes a full round to cast, during which time you are immobile. It drains 3 hit points (of your own) per round you spend in smoke form, as bits of you are blown off or evaporate away. However, this spell will not kill you. Even if you are trapped in a bottle for 100 years, you will come out of the bottle with 1 hit point. You do not need to eat or breathe in smoke form, although you do still need to sleep, which has led to some very interesting philosophical discussions.

Call Outsider*

You can summon a particular type of outsider (supernatural creatures from outside normal reality) to commune or possibly command.
Prerequisite: Trained in Knowledge (Arcana)
Taint: Special
Difficulty: 15 + level of outsider called, +5 if not in presence of an altar
Requirements: varies by outsider; good outsiders usually require prayer or hallowed ground, while evil outsiders tend to demand sacrifice; many can only appear under certain conditions (when the stars are right, once every three months, etc.)
Sacrifice: if the outsider calls for it, generally tribute of 100 silver x level of outsider called *or* 2 hp of blood spilled per level of outsider called
Talisman: This spell cannot be made into a potion. However, some outsiders may give you a talisman that will enable you to call them additional times as a move action (usually one or three times, and not if they've been dominated).

Time Taken (At Hand): 3 minutes x level of outsider (n/a)

Duration: 1 minute/level, although some outsiders may choose to remain longer (D)

This spell enables you to summon a particular type (or a particular individual) outsider from whatever far-flung plane of existence they call home. The type or individual must be designated when the spell is learned (or by the source from which you learn the spell). You may attempt to dominate (as the Domination spell) the outsider upon their arrival by making an arcane attack at +5 against their Will defense – if the domination attempt fails, you are likely to be left with a very angry outsider on your hands. Dominated outsiders are automatically aware that they are being dominated and will know their actions were not of their own volition.

If you do not wish to dominate the outsider, the two of you may freely communicate … it is entirely possible that you may reach an agreement or develop a rapport with the outsider, especially if your beliefs and desires are in sympathy. Outsiders who wish to stay of their own accord may usually do so until the next boundary between day and night (i.e., until nightfall or until dawn), although outsiders who have been dominated will not choose to stay.

The summoned creature appears at a place you designate within 6 squares of your current location. If you are trained in Spellcraft, you may summon the outsider into the boundaries of a magic circle (see the Spellcraft skill), effectively containing them, but the magic circle must be large enough to hold them. You may even do this from inside a *different* magic circle, just for that extra level of protection if you so desire.

Special: This spell cannot be kept "at hand." Summoning demons and gibbering horrors from beyond space and time are dark magic or cause taint of madness, respectively. Summoning good outsiders does not cause you to gain taint, but dominating them and bending them to your will might, depending on the circumstances.

Clairvoyant Blast

Blast an area you are viewing through clairvoyance.

Prerequisite: Remote Viewing (or the equivalent), Sorcerous Blast

Taint: n/a

Difficulty: 20, +5 for each additional +1d6 or additional 1 square radius, up to DC 40

Requirements: as Remote Viewing

Sacrifice: You must destroy your Remote Viewing focus.

Talisman: n/a

Time Taken (At Hand): attack action (n/a)

Duration: Instantaneous

When you are viewing an area through a crystal ball or other such method, you may blast the area you are viewing by destroying the Remote Viewing focus. This is treated as an arcane attack against Reflex defense and does a base 6d6 damage in a single square (5'); each additional 5' radius or +1d6 damage adds +5 to the DC of the spell, up to DC 40 maximum. Once DC 40 is reached, the spell cannot be expanded further. The blast takes the same form as your Sorcerous Blast spell (usually lighting or fire). As this spell destroys your Remote Viewing focus, it also ends the Remote Viewing spell – so you will not be able to see the results. Note that any creatures unaware that you are scrying them when you cast this spell are automatically surprised by the attack.

Special: This spell cannot be kept "at hand."

Cloud Mind

Hide yourself and your companions from the perceptions of others.

Prerequisite: Reading, Sending, Wilt the Spirit talents

Taint: n/a

Difficulty: 25, +5 per additional person hidden besides yourself

Requirements: All targets to be hidden must be within your line of sight.

Sacrifice: n/a

Talisman: n/a
Time Taken (At Hand): 3 rounds (standard action)
Duration: 1 minute (D) or until dispelled

With your powerful hypnotic powers, you hide yourself and any allies you choose from the perceptions of others as a mind-affecting effect. You hide a number of creatures in line of sight equal to your scholar + sorcerer levels. Make a Spellcraft check against the Will defense of any opponent that moves into line of sight of any creature hidden by the Cloud Mind effect. The effect lasts for up to one minute, but is dismissed immediately if anyone so hidden makes an attack or moves more than 2 squares in a single round. Note that this spell does not actually make you invisible – it makes your enemies fail to see you.

Curse of Long Death

Your touch turns your target's own blood into a poison that will kill them over time.
Prerequisite: Brew Poison talent, Remove Poison talent, Trained in Heal
Taint: Dark
Difficulty: 30
Requirements: touch
Sacrifice: n/a
Talisman: n/a
Time Taken (At Hand): special
Duration: Instantaneous / up to 32 hours

By touching your target in a vital spot and applying your sorcerous knowledge, you turn their own blood into a poison that will kill them over time.

First, you must spend a full-round action with your target in line of sight, to study them and find their weak spot. At the end of that round, you make your Spellcraft check. Make a note of the amount you rolled, as that will be the DC for anyone attempting to counter the poison effect (see below). If successful, you have until the end of the encounter to deliver an arcane touch attack vs. Reflex defense (armor bonuses do not apply but dodge bonuses do). If the attack fails, the spell is lost and you must start again. If the attack is successful, your target immediately moves down -1 persistent level on the condition track. If this takes them to -5, they die instantly (and in agony).

At the end of 1 hour, make another arcane attack vs. Fort defense. If successful, the target moves down another -1 persistent level on the condition track, otherwise, no change.

At the end of 2 hours, make another attack. Then again after 4 hours, again after 8, again after 16, and again after 32, or until the effect is dispelled or the target dies. If the target has not died after the 32 hour attack, the conditions stop being persistent and may be healed normally.

Dispelling/Countering: A healer attempting to counter the effects of this spell must succeed at a DC 20 Knowledge: Arcana check to recognize it for what it is. Assuming they do, they may make a Heal check vs. a DC equal to your initial Spellcraft check every time one of your subsequent attacks (against Fort defense) succeeds to keep the target from moving down the condition track until the end of the 32 hours.

Special: This spell is effectively always "at hand" without requiring the Spells at Hand feat.

Dire Transformation

You can change someone into a beast, or alter their size, perhaps permanently.
Prerequisite: Brew Potion, Dispel Potion, Transubstantiation talent, Trained in Craft
Taint: None usually (see text)
Difficulty: 40, or 50 if the change is permanent
Requirements: cauldron or mortar and pestle, bottle
Sacrifice: ingredients worth at least 5 gold coins and 1 Fate point
Talisman: this spell automatically creates a potion which must be ingested or inhaled by the target (tossing the potion onto live coals in front of the target or infusing it in a fast-burning candle which is burned in their immediate presence is sufficient for this)

Time Taken (At Hand): ½ hour to brew the potion, full round to administer in whatever form (full round)

Duration: 1 hour/level, or permanent

There are two versions of this spell. In the first, a living target is transformed from one type of natural creature (e.g., a human) into another (e.g., a housecat). In the second, a person's size may be changed up to three steps in either direction, such as from medium to diminutive, or from medium to gargantuan.

Changing a Creature: If the target is willing, no attack roll is needed; assuming the Spellcraft check is successful, the target is automatically transformed. Otherwise, you must succeed at an arcane attack against the target. The creature becomes a normal specimen of the new creature type except they retain their Int, Wis, and Cha. Humans transformed into other creatures lose the power of speech unless the new creature is *also* capable of speech, such as a parrot. If the spell has been cast using the permanent option, the target's Int, Wis, and Cha change by 1 point per week (up or down) until they are also those of a normal specimen of the new creature. If a transformed human's Int goes below 3, all memory of their human life is lost and they will remain a beast forever. On the other hand, an animal transformed into a human is as smart as a human but has no education and must be trained to speak and behave in a civilized manner.

Changing Size: If the target is willing, no attack roll is needed; assuming the Spellcraft check is successful, the target is automatically transformed. Otherwise, you must succeed at an arcane attack against the target. The target (and any items on their person) change over the course of the next round to the new size. Their statistics alter as per the chart on *SWSE* p. 274. Their movement speed is altered by +2/-2 per size category larger or smaller respectively, minimum speed 1 square. Their weapon and unarmed damage alters to reflect the new size as well, moving down 2 damage ranks per size category smaller, or up 2 damage ranks per

size category larger (see the Equipment section for weapon damage ranks).

Special: Being transformed in this way is very disorienting, and on the first round the target is transformed, they must make a DC 15 Wis check or be stunned for the duration of their turn. They remain stunned until they can succeed the Wis check. If the spell has been cast with the permanent option, the only way to counter it is to cast it *again* on the same target with the permanence option. Casting this spell on an unwilling target with the permanent option (essentially cursing them to life as a baboon or whatever) gives you a point of Taint. Most other uses of this spell do not.

Having this spell in your spell suite indicates that you have cast it "offstage" so to speak before the encounter begins. Recovering it to your spell suite simply means you've pulled another potion out of your sleeve. The sacrifice cost must be paid and a Spellcraft check attempted every time you use the spell, however.

Domination

You can dominate a target's mind with sorcerous power.

Prerequisite: Reading, Wilt the Spirit talents

Taint: None usually (see text)

Difficulty: 25, +10 if the target does not realize they are dominated

Requirements: line of sight, target must be able to see and understand you

Sacrifice: n/a

Talisman: This spell may be brewed into a potion: the person who drinks the potion will fall into a semi-catatonic state and will be dominated by the first person who gives them a command. It can also be put into an amulet or item of jewelry such as a ring worth at least 50 gold coins (effectively putting the spell "At Hand" for anyone who carries the talisman) with a DC 20 Craft check and an XP cost of DC x 10.

Time Taken (At Hand): 1 minute (full-round action)

Duration: concentration

You control a target's mind via magic. If your Spellcraft check is successful, make an arcane attack against the target's Will defense. They get a +2 morale bonus to their defense if they are "unfriendly," or a +5 morale bonus to their defense if they are "hostile." If your attack succeeds, they will follow your commands and do their best to carry out your will as they understand it, even to the point of suicide, for as long as you maintain the spell. If your attack fails, they shrug off the effects and you cannot attempt to dominate them for 24 hours. They are also likely to be more than a little annoyed.

Every round after the first that you wish to maintain the spell, you must make another arcane attack, but you do not need to make another Spellcraft check.

Normally the target will know after the fact that they've been dominated. If you wish them to forget or to believe their actions were of their own accord and perfectly reasonable, add +10 to your Spellcraft check DC.

Special: If you dominate someone and force them to harm or kill themselves, or to step into harm's way to shield you, you gain a point of Taint. Commanding someone to do something that might have annoying but not actually harmful consequences (e.g., a guard will get in trouble later for letting you go but is not likely to get more than a tongue-lashing) does not generally cause Taint.

Dread Sending

You force horrifying visions into your foes' minds, immobilizing them with fear.
Prerequisite: Reading, Sending, Wilt the Spirit talents
Taint: Madness
Difficulty: 25 /build
Requirements: line of sight, gestures, incantations
Sacrifice: n/a
Talisman: n/a
Time Taken (At Hand): 1 minute (standard action)
Duration: 1 round *or* 1 round/level (D) (see text)

Make an arcane attack against up to (your heroic levels) targets within line of sight. If successful, the target's mind is filled with terrifying visions (typically an enormous, monstrous version of yourself, or possibly reliving some traumatic event or confronted with a particular phobia) that immobilizes them with fear for a round, rendering them helpless. If the attack roll fails, they see the vision, but realize that it is an illusion and overcome it.

The basic effect lasts a single round; if you wish, you may maintain the attack on any effected target by taking a move action and a new arcane attack roll each round (although you do not need to make a new Spellcraft check). The effect ends if line of sight is broken or if you attack your target, or after a number of rounds equal to your heroic levels.

This spell is commonly used by sorcerers to cover an escape or to immobilize a would-be attacker and slay them instead.

Elemental Ring*

You create a ring of elemental energy around yourself, damaging anyone who tries to attack you.
Prerequisite: Trained in Knowledge: Arcana
Taint: n/a
Difficulty: 20, +5 per +1d6 up to DC 30 /build
Requirements: gestures, incantations
Sacrifice: n/a
Talisman: This can be brewed into a potion (which is smashed at your feet rather than ingested) per the normal rules.
Time Taken: 5 rounds (standard action)
Duration: 1 round/level (D)

This spell enables you to create a ring of elemental energy around yourself that acts as a damage shield around you. The type of energy must be determined when you learn the spell (or by the source you are learning it from). Thus, Elemental Ring (fire) is a different spell from Elemental Ring (electricity).

Any time somebody enters one of your threatened squares (or attacks you with a melee weapon, even if it has reach), make an arcane attack vs. their Reflex defense. If successful, they take 2d6 points of elemental damage, which can be increased by +1d6 or +2d6 by raising the difficulty. The shield moves with you as you move and damages friend and foe alike.

Enhanced Ability*

You can brew a magic potion that will enhance the ability of whoever takes it.
Prerequisite: at least one talent from the Alchemy or Herbalism trees
Taint: n/a
Difficulty: 20 /build
Requirements: cauldron or mortar and pestle, bottle, potion ingredients, incantations
Sacrifice: 20 xp or 1 Fate point; ingredients worth at least 5 silver coins
Talisman: This spell inherently creates an oil or potion with no increase in the DC. It can also be put into an amulet or item of jewelry such as a ring worth at least 100 gold coins (giving the person wearing the item the benefits of the spell with no Spellcraft check required) with a DC 25 Craft check and an expenditure of 500 xp.
Time Taken (At Hand): ½ hour, plus standard action to ingest/apply (standard action)
Duration: 1 round/level

You can brew a potion that will increase one ability of whomever imbibes it. The ability must be determined when you learn the spell (or by the source you are learning it from). For instance, Enhanced Strength is a different spell from Enhanced Running. You may choose any of the ability scores (Str, Dex, Con, Int, Wis, Cha) or a mode of movement (run, climb, swim, fly). It takes half an hour to brew the potion, but only a standard action to drink the potion (or apply the salve, as appropriate).

An ability score is increased by +4, with all the attendant benefits. A movement mode is increased by +3 squares per turn. If you do not have the movement mode, there is no benefit. (A character who cannot fly would not learn to fly 3 squares per turn from drinking the potion.)

Special: Having this spell in your spell suite indicates that you have cast it "offstage" so to speak before the encounter begins. Recovering it to your spell suite simply means you've pulled another potion out of your sleeve. The sacrifice cost must be paid and a Spellcraft check attempted every time you use the spell, however.

Evil Eye

By meeting's someone's gaze, you place a hex on them, making them unlucky for a day.
Prerequisite: n/a
Taint: n/a
Difficulty: 15 /build
Requirements: line of sight, incantations, your opponent must be able to see you
Sacrifice: n/a
Talisman: n/a
Time Taken (At Hand): 5 rounds (attack action)
Duration: until the next dawn (D)

Make an arcane attack against a target in line of sight who can see you. If successful, they take a -3 penalty to attacks, ability or skill checks, and damage until the next dawn. If it fails, there is no effect.

Special: You can only make one attempt to give the Evil Eye to a particular target in any 24-hour period.

Flame Pillar

You call up a pillar of sorcerous flame that engulfs your foes.
Prerequisite: n/a
Taint: n/a
Difficulty: 25, +5 for each additional +1d6 or additional 1 square radius, up to DC 50 /build
Requirements: line of sight, gestures, incantations
Sacrifice: components worth 5 silver coins
Talisman: This may be brewed into a potion that is thrown as a grenade-like object following the normal rules. However, the potion is extremely

unstable – any critical hit made to the person carrying it, or a physical skill check made by the carrier that comes up as a natural 1, may cause it to explode prematurely. When these situations come up, make an attack at +10 against the carrier's Reflex defense. If the attack succeeds, the potion explodes with the carrier at the center.

Time Taken (At Hand): 5 rounds (attack action)
Duration: instantaneous

Target one 5' square and make an arcane attack vs. the Reflex defense of anyone in it. Every target hit takes 4d6 damage. Each additional 5' radius or +1d6 damage adds +5 to the DC of the spell, up to DC 50 maximum. Once DC 50 is reached, the spell cannot be expanded further. On a critical hit (natural 20), each target hit also catches fire per the rules on *SWSE* p. 255.

Greater Enhanced Ability*

Your mastery of the Enhanced Ability spell provides you with greater benefits.
Prerequisite: Enhanced Ability (it must be the same ability), at least one talent from the Alchemy or Herbalism trees
Taint: n/a
Difficulty: 25 /build
Requirements: cauldron or mortar and pestle, bottle, potion ingredients, incantations
Sacrifice: 20 xp or 1 Fate point; ingredients worth at least 10 silver coins
Talisman: This spell inherently creates an oil or potion with no increase in the DC. It can also be put into an amulet or item of jewelry such as a ring worth at least 200 gold coins (giving the person wearing the item the benefits of the spell with no Spellcraft check required) with a DC 30 Craft check and an expenditure of 750 xp.
Time Taken (At Hand): ½ hour, plus standard action to ingest/apply (special)
Duration: 1 round/level

You can brew a potion that will increase one ability of whomever imbibes it. The ability must be determined when you learn the spell (or by the source you are learning it from). For instance,

Greater Enhanced Strength is a different spell from Greater Enhanced Running. You may choose any of the ability scores (Str, Dex, Con, Int, Wis, Cha) or a mode of movement (run, climb, swim, fly). It takes half an hour to brew the potion, but only a standard action to drink the potion (or apply the salve, as appropriate).

An ability score is increased by +6, with all the attendant benefits. A movement mode is increased by +5 squares per turn. If you do not have the movement mode, there is no benefit. (A character who cannot fly would not learn to fly 5 squares per turn from drinking the potion.)

Special: Having this spell in your spell suite indicates that you have cast it "offstage" so to speak before the encounter begins. Recovering it to your spell suite simply means you've pulled another potion out of your sleeve. The sacrifice cost must be paid and a Spellcraft check attempted every time you use the spell, however.

Greater Mage Hand

You are a master of telekinesis.
Prerequisite: Trained in Spellcraft, Wis or Cha 15
Taint: n/a
Difficulty: special /build
Requirements: line of sight, incantations
Sacrifice: n/a
Talisman: n/a, but see also "Wizard Carriage"
Time Taken (At Hand): 2 rounds (standard action)
Duration: concentration

By focusing all your will upon an object, you can levitate or move that object up to 6 squares in any direction. If the object is a creature that resists your attempt, you must succeed at an arcane attack against them to lift them, or the spell fails. You may hurl the lifted object or creature at (or drop it on top of) another target in range with an arcane attack vs. their Reflex defense. Both targets take damage according to your Spellcraft check. The difficulty is shown below:

DC	Object Size	Damage
15	Medium or smaller	2d6
20	Large	4d6
25	Huge	6d6
30	Gargantuan	8d6
35	Colossal	10d6

You may maintain your concentration on the targeted object and continue moving it from round to round, unless you hurl it. Maintaining the spell is a standard action.

Special: If you cast Greater Mage Hand on a flying or hovering target (such as a dragon), the target can oppose your Spellcraft check with a grapple check as a reaction. If the target wins the opposed check, you are unable to move them, even if you beat their size DC *and* succeed in your initial arcane attack.

Imbue Focus

You can create a magical focus that helps you concentrate your spell energy.
Prerequisite: Trained in Craft, Knowledge: Arcana, and Spellcraft
Taint: n/a
Difficulty: 25 for +5, 30 for +10 /build
Requirements: item worth at least 5 gold coins (which is retained as the focus)
Sacrifice: 10 hit points of (your own) blood spilled and 1 Fate point
Talisman: special
Time Taken (At Hand): 4 hours for +5, 8 hours for +10 (n/a)
Duration: instantaneous

By making a DC 25 Craft check, you imbue an item, such as a staff or an amulet, with some of your magic power. The bonus of the focus is determined by your Spellcraft check and time spent during the creation process. While the focus is in your possession and easily accessible, you get the appropriate bonus to any Spellcraft checks you make. The item's magical nature is obvious when you cast a spell, even if it can be used for any other purposes (such as a weapon or a brooch), and it can be attacked or destroyed using the usual rules for attacking a held object (*SWSE* p. 151). You cannot make the object any harder to destroy by putting it under your clothes or armor, or by making the focus a small gem and swallowing it, etc. For the focus to work, it has to be in your hand or prominently displayed. That's simply part of how foci work.

Any given magician can only have one "active" focus at a time; if you imbue a new focus, your previous focus loses its magical properties. Foci are transferable, however – if you defeat a sorcerer and take his imbued staff, you may use it as a focus. (If the sorcerer lives and creates a new focus for themselves, the focus you took will lose its magical benefit at that time, as described above.) Bonuses from foci do not stack. If you have a +5 focus and a +10 focus, only the +10 focus applies. (However, you are certainly able to hold onto the +5 focus as a backup in case the +10 focus is lost or destroyed.)

Special: This spell cannot be kept "at hand."

Inhabit Shell

In disembodied form, you can inhabit an inanimate object and force it to your will.
Prerequisite: Body of Smoke or equivalent
Taint: n/a

Difficulty: 20 + ½ level of construct/creature, or 10 + ½ level of construct/creature if you abandon your body

Requirements: a statue or other suitable target, you must be disembodied

Sacrifice: none, or the destruction of your body

Talisman: this can be made into a potion by combining it with Body of Smoke or equivalent; the DC is the higher of the two spells' DC + 10, and it requires the expenditure of a Fate point

Time Taken (At Hand): full-round action, or reaction (n/a)

Duration: 1 minute/level or permanent (D)

If you are in disembodied form (such as through Body of Smoke), you may suffuse your essence into a statue, automaton, or stuffed creature. If you take the form of a statue or other non-organic object, you effectively become a construct, built as a homunculus of the appropriate level. (For example, if you took the form of a large, winged statue, that would be treated as a homunculus of at least 11th level with the flight ability.)

If you take on the form of a once-living creature (such as possessing a stuffed bear), you become a typical specimen of that creature (unless the body at hand was an atypical specimen), giving the once-dead creature unnatural life and restoring it to health while you inhabit the body. You retain your own Int, Wis, and Cha but lose the power of speech unless the creature could also speak (such as a parrot) and may not be able to cast spells that require gestures and incantations. If you take on the form of a supernatural creature, you gain any of its supernatural or spell-like abilities, but not any spells it may have known if it was intelligent. This spell can be used to inhabit the body of a slain ally or foe, but you do not have access to that person's mind or memories and must make successful Deception checks to pass as that person.

You may choose to forsake your body when casting this spell. If you do, your former body is destroyed, but the duration becomes permanent.

Special: Characters who know this spell may choose to cast it as a reaction if they are slain, even if the spell that normally puts them in the disembodied state requires a longer casting time (e.g., Body of Smoke normally requires a full-round action). Choosing this option automatically destroys their previous body and makes the duration of the spell permanent.

Lotus Touch

You can make a poison from the juice of the mysterious lotus that instantly incapacitates a foe with a single touch.

Prerequisite: one talent from the Alchemist or Herbalist tree

Taint: n/a

Difficulty: 30 /build

Requirements: needle, dart, or other sharp implement to deliver poison; natural, living target of size huge or smaller

Sacrifice: components worth 1 gold coin, 20 xp or 1 Fate point

Talisman: special

Time Taken (At Hand): ½ hour, plus attack action to deliver poison (attack action)

Duration: 10 minutes/level, or 1 hour/level if you spend a Fate point

By making an arcane touch attack against a single target's Reflex defense (or a ranged arcane attack at -5 against their Reflex defense with a poisoned dart within 6 squares of your target), you inject them with poison made from the juice of the dark lotus. Any living, natural target of medium size or smaller is instantly moved down -5 steps on the condition track and knocked unconscious. A living, natural target of size large or huge is knocked -2 persistent steps down and will move an additional -1 persistent step every round on your action until they fall unconscious. Targets of gargantuan size or larger are not affected.

At the end of the spell's duration, your target recovers to full consciousness (the persistent conditions are lifted) as if they had not suffered the attack at all, and gains a free second wind

(regardless of their usual daily limit), unless they have been injured or slain while unconscious. Any previous persistent conditions remain.

Special: Having this spell in your spell suite indicates that you have cast it "offstage" so to speak before the encounter begins. Recovering it to your spell suite simply means you've pulled another potion out of your sleeve. The sacrifice cost must be paid and a Spellcraft check attempted every time you use the spell, however.

Manifest

You can reshape the very fabric of reality around you through the power of magic.
Prerequisite: Trained in Knowledge: Arcana and Spellcraft.
Taint: Madness, the first time you cast it only (plus any for sacrifice)
Difficulty: 50+ (see text) /build
Requirements: gestures, incantations, you must have a Focus
Sacrifice: 2 Fate points and 5,000 xp (which can come from different spellcasters if Aid Another is being used); also, DC is reduced by 5 per 10 hit points of blood spilled up to 15 for 30 hit points or a person slain, but blood sacrifice is not necessary
Talisman: n/a
Time Taken (At Hand): ½ hour/10 DC (n/a)
Duration: instantaneous

By casting this spell, you make reality your will manifest. This spell can do many things, though all may be refused by the GM. The GM will tell you if your intended use is denied before you begin casting the spell or pay any sacrifice costs.

Emulate Other Spells: You can use this to cast another spell that you do not know (i.e., that the player knows of but that the character does not have ready access to) with a Spellcraft check DC of that spell's DC + 10 or DC 50, whichever is higher.

Counter Other Spells: You can use this to remove the effects of another spell with a Spellcraft check DC of that spell's DC + 10 or 50, whichever is higher.

Lift Afflictions: This spell can remove insanity, disease, or even raise the dead. (If the dead body is lost or destroyed, the spell must be cast twice, once to restore the body, and once to return the character from the dead.) DC 50 to restore a living person to health or restore a lost body, DC 60 to raise the dead.

Worldly Riches: This spell may create a treasure (or several treasures) worth 5,000 gold coins. DC 50.

Create Magical Artifact: This effect must be arbitrated on a case-by-case basis.

Raise an Ability Score: You may grant a character an inherent ability bonus of +1 to one ability score. A particular ability can only be raised by a total of +5 via this method, requiring 5 separate castings. DC 60.

Transport Travelers: You may send one creature per level to any place on the map you desire, or possibly to other realities. If you are doing this against their wishes, you must have them in line of sight and succeed at an arcane attack against them. This option can also be used to create a gateway to Outside that lasts 1 round/level, enabling gods or demons to enter the world. DC 60.

Undo the Past: This spell can undo a single recent event, essentially "rewinding time" to just prior to that event. It must have taken place within the past 24 hours. Every character present when the spell is cast will remember the previous series of events (and have lost the sacrifice costs of the spell, as appropriate) – this may create strange phenomena where a person suddenly drops dead where they are, having been slain as a sacrifice in a future they will never get to see. DC 60.

Special: This spell cannot be kept "at hand."

Mind Link

You form a direct mind-to-mind connection with your target.
Prerequisite: Reading, Sending talents
Taint: None

Difficulty: 20 /build
Requirements: touch to establish, target must see or hear you
Sacrifice: n/a
Talisman: This spell can made into a potion via the regular rules. It can also be put into matching amulets or items of jewelry such as rings worth at least 20 gold coins (giving the pair of you the ability to link your minds at will) with a DC 25 Craft check and an expenditure of 100 xp.
Time Taken (At Hand): full-round to establish; once established, communication on any given round is a swift action (n/a)
Duration: 10 minutes/level (D)

You establish a psychic link with your target by touching them. If they are unwilling, you must succeed at a psychic attack against them. You may then communicate directly mind-to-mind, and you are considered to have line of sight with the target even if they move out of your *actual* line of sight. You may also see and hear through their eyes and ears, or send them what you see and hear through your own.

It is very difficult to hide your true thoughts from someone you have a psychic link with. Any Deception checks, made by either person in the link, are at -5. Also, the spellcaster may choose to use their Spellcraft check rather than their Perception check for this purpose.

Special: This spell cannot be kept "at hand." You may only have a mind link with one target at a time.

Psychic Attack

You attack a target's psyche directly with the power of your own mind.
Prerequisite: Reading, Sending talents
Taint: n/a
Difficulty: 25 /build
Requirements: line of sight, incantations
Sacrifice: n/a
Talisman: n/a
Time Taken (At Hand): 5 rounds (attack action)
Duration: instantaneous

Make an arcane attack against a selected target within line of sight. If successful, they take 1d6 points of damage for every three levels you have, rounded down (minimum 2d6). This damage is nonlethal, but bypasses any physical DR they may have. This spell only affects targets that have a mind – an automaton performing the will of another (such as a statue animated with the False Life talent) is not vulnerable to this type of attack.

Remote Viewing

You can see and hear things from far away by gazing into a mirror, crystal, or other focus.
Prerequisite: n/a
Taint: n/a
Difficulty: by range and relationship (see text); minimum DC 10 /build
Requirements: reflective surface
Sacrifice: n/a, or 1 Fate point to gain "line of sight"
Talisman: This spell cannot be made into a potion. However, it can be put into a mirror, crystal, or other appropriate item worth at least 20 gold coins with a DC 25 Craft check and an expenditure of 500 xp. The enchanted item has an effective Spellcraft check and arcane attack bonus of +15 each or your own values, whichever is lower.
Time Taken (At Hand): 3 rounds (standard action)
Duration: 1 round/level (D)

By concentrating on a person or a place and staring into a reflective surface, you gain a vision of that person or place as long as it's within range. Normally you can only see approximately the area of a small room. You do not gain any unnatural senses this way – someone in an unlit windowless room at midnight is still going to be hidden by the darkness. If the person you are attempting to view does not wish to be seen, you must succeed at an arcane attack against them, on top of the Spellcraft check. The DC of the Spellcraft check is determined as follows:

Range	DC
100 feet (20 squares) or less	10
100 feet to 1 mile	15
2 - 5 miles	20
5-25 miles	25
26+ miles	30
another dimension	45
Relationship	**Modifier**
strangers	+10
acquaintances	+5
colleagues	+0
good friends	-5
family or like family	-10
Area Viewed	**Modifier**
person only (no surroundings)	-5
small room (up to 15 x 15)	+0
large room (up to 40 x 40)	+5
large chamber or outdoor vista (up to 100 x 100)	+10

Characters with the Magician feat may make a Perception check vs. your Spellcraft check as a reaction to detect your mental presence. If successful, they will not know exactly who is scrying them or where from, only that they are being viewed.

This spell normally does not confer "line of sight" for any spells or effects that require it, even though technically you can see the target. However, you may spend a Fate point to gain a false "line of sight" this way. Any spells cast this way have an additional +5 DC on top of their regular DC.

Special: Some magicians have been known to spontaneously cast this spell as a swift action in times of duress, without any conscious knowledge of how it's done.

Sorcerous Blast

You attack your foes with a blast of pure magic.

Prerequisite: Trained in Knowledge: Arcana and Spellcraft

Taint: Dark, the first time you cast it only (not counting any Taint for circumstances)

Difficulty: 25 for a single target, +5 for a 5' square, +5 per additional 5' radius; +5 per +1d6 damage, up to DC 60 /build

Requirements: line of sight, incantations, target within 6 squares

Sacrifice: fatigue moves you -1 step down the condition track
Talisman: n/a
Time Taken (At Hand): 1 minute (full round)
Duration: instantaneous

You call forth a blast of energy from your fingertips which looks vaguely like lightning but is in fact pure magic. Make an arcane attack against your target (or all characters within the designated area): if successful, they take 5d6 points of damage. Normally, this spell only affects a single target within 6 squares of your position, but by concentrating your energy you may shape the spell into an area effect. The center of the spell can still be no further than 6 squares away, so if you cast the spell with a 6 square radius (DC 55) or larger, you must make an arcane attack against yourself, applying damage to yourself if successful! You may also increase the damage of the spell by +1d6 per +5 DC; however, once the spell has reached any combination of area and damage adding up to DC 60, it cannot be expanded further.

This is a very difficult and exhausting spell even for those well-trained in the magic arts. The fatigue of casting it moves you -1 step down the condition track every time you cast it. It is possible to render yourself unconscious this way.

Summon Storm

You command the very elements, summoning a storm to harry and bedevil your foes.
Prerequisite: Divine Power *or* Signs of the Wild talent
Taint: n/a
Difficulty: 45 /build
Requirements: line of sight (at least to within a broad area of your target) or Remote Viewing of target; target must be outdoors; environment must be suitable; gestures, incantations
Sacrifice: DC is reduced by 5 per 10 hit points of blood spilled up to 15 for 30 hit points or a person slain, but blood sacrifice is not necessary
Talisman: n/a
Time Taken (At Hand): 15 minutes (n/a)

Duration: 1 minute/2 levels (up to 10 minutes) (D)

You cover an area of 1 square mile (+1 mile radius for every 3 heroic levels you have, rounded down) with a ferocious storm. Besides the inherent difficulties of travel or operation in storm conditions, any enemies you designate within the area of the storm will be subject to environmental attacks as long as the storm continues. You must be able to see the area you wish to "place" the storm, whether by remote viewing or by simple dead reckoning. (If you know the targets are "on that mountain," for instance, you can cast the spell from miles away if the mountain is visible.) The nature of the environment will determine the type of storm:

Temperate: Lightning, rain, wind. Once per minute, a random lightning strike or knocked-over tree or rocks will attack a randomly-determined foe. Make an arcane attack against the target's Reflex defense. If hit, they take 5d6 damage.

Cold: Ice and driving snow. Once per minute, every designated enemy in the storm suffers a d20+5 attack against their Fortitude defense. If the attack succeeds, the character takes 2d6 points of damage and moves -1 persistent step down the condition track; if it fails, the character takes half damage and does not move down the condition track. Heavy clothing or armor provides a +5 circumstance bonus to your defense against this attack. Persistent conditions brought on by the cold can not be healed nor hit points restored until the character spends at least 1 hour in a normal environment.

At Sea: Torrential downpours and heavy winds will heavily damage or even sink ships.

Desert: Ferocious winds call up a devastating sandstorm. Visibility is reduced to almost nothing and blowing sands tear at flesh. Once per minute, every designated enemy in the storm suffers a d20+10 attack against their Fortitude defense. If the attack succeeds, the character takes 2d6 points of damage. If it fails, the character takes half damage. Heavy clothing (such

as worn by desert nomads) provides a +5 circumstance bonus to your defense against this attack, but armor does not.

True Sight

You can see invisible, hidden, or illusioned things.
Prerequisite: n/a
Taint: None, although seeing some things may impart Madness
Difficulty: 15
Requirements: you must carry a burning candle close enough to your face that its light falls upon you, incantations
Sacrifice: burning a magically-prepared candle worth at least 5 silver coins
Talisman: You may craft candles that act as stored True Sight spells using the same rules as for brewing potions.
Time Taken (At Hand): ½ hour to prepare the candle, full round to burn the candle (full round)
Duration: 10 minutes

You may make normal Perception checks to see things that would otherwise be invisible, or have +10 to your Perception checks to spot hidden things or see through illusions.

Special: Having this spell in your spell suite indicates that you have cast it "offstage" so to speak before the encounter begins. Recovering it to your spell suite simply means you've pulled another candle out of your sleeve. The sacrifice cost must be paid and a Spellcraft check attempted every time you use the spell, however.

Unslain

Through necromancy, when hit with what should be a fatal wound, you do not die.
Prerequisite: one talent from the Necromancy tree
Taint: Dark
Difficulty: 45
Requirements: n/a
Sacrifice: 2000 xp
Talisman: n/a
Time Taken (At Hand): reaction (n/a)

Duration: 2 hours/level

When you are dealt a blow that would kill you, you may cast this spell as a reaction. You are not slain, even though the damage to your body remains. No matter how dire the wound, even a sword through the heart or decapitation, does not kill you. If your body is dismembered, you retain control of all the pieces, which continue to move and operate independently of your body. Your body may be so hacked to pieces that it can no longer operate, however; if it is burned to ashes, pulverized, or otherwise completely destroyed, this effectively renders your body unusable as well (although you remain "alive" until the duration of the spell ends).

During the time between the "fatal" blow and the end of the spell, you must somehow heal the wound, or you will simply die when the spell duration ends. The Manifest spell will do this; some other powerful necromantic magics will as well. A DC 40 Heal check may also work in the case of a "simple" wound (such as a skewered heart or a severed head) – this is up to the GM.

Note that any piece of your body that is "missing" when the spell duration ends dies. If any necessary parts of you are gone, you are instantly slain.

Special: This spell may not be kept "at hand."

Weather the Storm

You may use magic to resist elemental attacks.
Prerequisite: n/a
Taint: n/a
Difficulty: 20 for +5, 40 for +10
Requirements: incantations
Sacrifice: n/a
Talisman: The +5 option of this spell may be made into a potion using the normal rules.
Time Taken (At Hand): 3 rounds (reaction)
Duration: 1 round/level

You gain either a +5 or a +10 bonus to your Fortitude defense to resist "elemental" attacks,

including fire, ice, electricity, acid, and smoke. Against an elemental attack that targets your Reflex or Willpower defense instead (including magic attacks such as Pillar of Flame), you gain DR 5/–. Note that having rocks thrown at you does not count as an "earth element" attack.

Special: If you have this spell "at hand," you may cast it as a reaction to an incoming elemental attack. You may declare that you wish to do this *after* the attack is rolled, but you must do so *before* the result is revealed.

Wizard Carriage

You enchant an object to carry you or your possessions.
Prerequisite: Trained in Spellcraft, Greater Mage Hand
Taint: n/a
Difficulty: 20 for a single-person object (e.g., broom), 30 for a multi-person object (e.g., rug) /build
Requirements: object to be enchanted, gestures, incantations
Sacrifice: n/a
Talisman: This spell cannot be made into a potion. However, it can be permanently cast into an object with a +10 DC Spellcraft check and an expenditure of (DC x 100) xp.
Time Taken (At Hand): 5 rounds (standard action)
Duration: 5 minutes/level (D)

You enchant an object to levitate and then simply ride around on it as it does so. The traditional targets for this spell are a broom (for one person) or a rug (for several people), but it can be any nonliving object that is the right size and has the structural integrity. The object has a fly speed of 10 with average maneuverability and moves at the direction of the spellcaster.

The maximum size object that can be enchanted this way is approximately 10' x 10' and can hold up to ten people.

Wizard Shield

You create a shell of magic around you that protects you from attack, but prevents you from attacking others.
Prerequisite: n/a
Taint: n/a
Difficulty: 20 /build
Requirements: gestures, incantations
Sacrifice: n/a
Talisman: n/a
Time Taken (At Hand): 3 rounds (reaction)
Duration: 1 round/level (D)

Any time an attack (of any kind) is made against you while you have this spell active, you may oppose the incoming attack with a Spellcraft check. If you beat the attack, it is automatically a miss, even if the attack roll is a natural 20. Effects that would normally do damage or have another effect even on a miss (by doing half damage, for instance) do not harm you. If you do not beat the attack, it still has to overcome your defenses normally. However, anything you do that forces you to make an attack roll against someone else instantly ends the spell.

Special: Normally, this spell only protects you. However, you may extend the spell to up to two allies touching you by spending a Fate point. If contact is broken or they make an attack roll against someone, they lose the benefit.

Wizard Speech

You may communicate with any intelligent creature within line of sight.
Prerequisite: Trained in Knowledge: Arcana and Spellcraft
Taint: n/a
Difficulty: 15 /build
Requirements: line of sight, gestures, incantations (in the form of speech)
Sacrifice: n/a
Talisman: n/a
Time Taken (At Hand): 3 rounds (standard action)
Duration: 1 round/level (D)

By speaking to a creature you can see, they understand you and you can understand them. Observers see and hear the target creature speaking in their own language (or making beast noises, if the creature is an animal), but you understand their meaning perfectly as if they were speaking in your native tongue. This spell also makes a handy way to deliver messages at long distance, by casting it at a target on the far side of a field or via remote viewing. (The target of a remote viewing spell still cannot see you, but if they know you will recognize your voice.)

Note that beasts and other creatures are still limited by their intelligence – being able to speak to a dog may provide insights on local conditions, but it's also going to be liberally peppered with "I'm hungry, do you have food?" and "I'm a good doggy! Let's play!"

Creating New Spells

Magicians are unique, extraordinary individuals, and their magic spells are as unique as they are. What distinguishes the truly great wizard or sorcerer from the dabbler is the creation of their own spells.

Creating new spells can only be done by characters trained in both Spellcraft and Knowledge (Arcana); the nature of the spell in question will probably suggest other limitations as well. Also, you cannot create a spell with a higher DC than your maximum Spellcraft check.

When creating spells, keep in mind that this is *sword and sorcery*, a genre in which magic tends to be subtle, mysterious, strange, and downright dangerous. Only a very few select spells should go off with the pyrotechnic flash and bang of something like Sorcerous Blast or Pillar of Flame – most should be at the very least peculiar and a bit creepy, such as Unslain.

This is not to say that *S&S Saga* magic can't be as powerful as magic in other games – the ability to raise a gem-encrusted tower overnight or put an entire city to sleep for centuries (to pick some examples from Robert E. Howard at random)

certainly ranks right up there with anything that Mordenkainen may have pulled out of his hat. But such large displays of power are rarities and not something the average sorcerer can just cast at will.

The GM is the final arbiter of whether a player-created spell is allowable or not, but look to the spells listed above for guidance. Manifest is the most powerful and difficult of the lot – the *S&S Saga* equivalent of a *wish* spell, and you'll notice that the spell DC is squarely in the 50s. Only the highest-level characters should be able to wield power on that kind of scale.

Numbers – Character Levels and Spell DC

A 20th level sorcerer w/ 20 Int and Skill Focus: Spellcraft will have a Spellcraft check of +35 – if they have a +10 focus, that makes it +45. An average Spellcraft check for them will be a roll of 55, plus any free reroll attempts etc. A 1st level Scholar with Spellcraft trained, Int 16, and no focus, will have a Spellcraft check of +8. Thus, the general difficulty range for most spells should fall between 15 and 60, averaging +2 to +3 DC per level of the character you're expecting to be able to cast it.

Spells From Other Sources

You may wish to "import" spells from *D&D* or other sources when "creating your own spells." When converting spells from *D&D*, the DC should be somewhere in the range of 15 + (spell level x 5). However, you should probably also increase the time taken, as most *D&D* spells are designed to be cast in combat, whereas in *S&S Saga* it's much more difficult to cast spells in a combat situation. The normal *D&D* casting time will often work for the "at hand" casting time. As for prerequisites, requirements, sacrifice, etc., these will have to be judged on a case-by-case basis. Just keep in mind that *S&S Saga* magic should be subtle, mysterious, and preferably creepy. It's one of the core items that makes sword and sorcery different!

HEROIC TRAITS

Fate Points

Heroes are masters of their own fate. As such, they have Fate points, which they may choose to spend at critical moments to gain various benefits. Many spells and several talents are dependent on Fate points, but any character is likely to have use for them.

Characters gain a fixed number of Fate points per level, based on their class. Common men also gain an extra Fate point at every level, and some feats or other abilities also increase your Fate points. When you gain a new level, you gain the fixed amount again, *but* any unspent points from your previous level are lost.

Mastering Your Fate

This is the most basic use of Fate points. On your turn, you may spend a Fate point as a free action to roll 1d6 and add the result to a single attack roll, skill check, or ability check. If you roll a 1, you may *add and reroll*, which can continue indefinitely (or until you stop rolling 1). (This is an alteration from the usual "Action point/Force point" model.) You can do this once per round. At 8th level, when you spend a Fate point, you instead roll 2d6 and take the best die result as your bonus; at 15th level, you roll 3d6 and take the best die result as your bonus. (If any die is a 1, you may choose to keep that one and reroll it if you wish, discarding the other results.)

Character Level	Number of Dice Rolled
1st - 7th	1d6
8th - 14th	2d6*
15th or higher	3d6*

Only count the highest die result.

Luck On Your Side

As a reaction or a swift action, you may spend a Fate point to add to your Defense scores by +2 for one round. You may declare this use after a foe has attacked you, but before the result is revealed.

No Critical Hit Draw From the Critical Hit Deck

When hit by a critical, player characters (only) may spend 1 Fate point to simply "take the hit" for double damage, preventing NPCs or monsters from drawing from the Critical Hit Deck (see Combat for details).

Cheat Death

If you are reduced to 0 hit points and would be killed, you can spend a Fate point as a reaction to avoid death and instead fall unconscious.

EQUIPMENT

Easy Come, Easy Go

Don't get too attached to your money or equipment. Characters in *S&S Saga* tend to gain and lose vast amounts of wealth over the course of their adventures, and it is not uncommon for a session to begin with your characters having lost everything and having to acquire new equipment. (Plus, there's just not as much "stuff" for them to buy in terms of magic items and other equipment.)

How many stories began with Fafhrd and the Gray Mouser totally destitute, having spent all their ill-gained goods on wild times and high living in Lankhmar? How many stories began with Conan

on the run, the last survivor of a massive battle, escaping with only what he could take with him?

Expect that at least once, and perhaps multiple times, the adventure will begin with something like, "You wash up on the forbidding shore, just happy to be alive ... with merely a pang of regret for the sword, armor, and spell scrolls that went down with your ill-fated ship..."

The good news is that there *is* one piece of compensation for this: when this happens, all of your character's spent Fate points will be returned. If the character has not spent any, they will gain a bonus Fate point for the rest of their current level.

Starting Coin

Your starting coin is determined by your class. Most transactions take place in silver coins, although there are plenty of other types. The next most common is gold, which has an exchange rate of 1 gold for 10 silver. If creating a character of a starting level higher than 1st who has multiclassed, you may pick the highest starting coin option among the various classes, but you do not

otherwise gain extra wealth for your level. (Among other reasons, the "easy come, easy go" nature of wealth, as described above.)

Weapons

Attack Bonus and Critical Hits

Weapons do slightly more damage in *S&S Saga* than they do in other games, mostly for game-mechanic reasons. However, as critical hits are handled differently in *Saga* (see the Combat section for details), weapons no longer have variable critical hit multipliers – all weapons are considered to be "x2." Weapons that would have a x3 or higher multiplier in other games (such as a battleaxe) simply do more base damage, while weapons that would have a 19-20 or higher critical threat range gain an equipment bonus to attack rolls.

Masterwork Weapons

Masterwork weapons give a +1 circumstance bonus to attack rolls, and cost an additional 3,000 silver coins.

Weapons List

Simple Weapons	Silver	Attack Bonus	Range Increment (squares)	Damage	Type
Hand-to-Hand					
Unarmed Attack[4]	–	–	–	d4[1]	B
Gauntlet[4]	(see armor)	–	–	d6	B
Light Melee Weapons					
Dagger[2] [4]	20	+1	2	d6	P or S
Punching Dagger	20	–	–	d8	P
Spiked Gauntlet	50	–	–	d6	P
Light Mace[4]	50	–	–	d8	B
Sickle[4]	60	–	–	d8	P or S

Simple Weapons	Silver	Attack Bonus	Range Increment (squares)	Damage	Type
One-Handed Melee Weapons					
Club	2	–	–	d8	B
Heavy Mace	120	–	–	d10	B
Morningstar	80	–	–	d10	B and P
Shortspear[2]	10	–	4	d10	P
Two-Handed Melee Weapons (remember to double Str bonus)					
Longspear	50	–	–	d12	P, reach
Quarterstaff	5	–	–	d8/d8	B
Spear	20	–	4	d12	P
Ranged Weapons					
Heavy Crossbow[3]	500	+1	24	d12	P
Light Crossbow[3]	350	+1	16	d10	P
Dart[2]	5	–	4	d6	P
Javelin[2]	10	–	6	d8	P
Sling	1	–	10	d6	B
Thrown Rock	–	–	2	d6	B

Martial Weapons	Cost	Attack Bonus	Range Increment (squares)	Damage	Type
Light Melee Weapons					
Throwing Axe[2]	80	–	2	d8	S
Light Hammer	10	–	4	d6	B
Handaxe	60	–	–	d10	S
Light Pick	40	–	–	d8	P
Sap[4]	10	–	–	d8[1]	B
Short Sword[4]	100	+1	–	d8	P
One-Handed Melee Weapons					
Battleaxe	100	–	–	d12	S

Martial Weapons	Cost	Attack Bonus	Range Increment (squares)	Damage	Type
Flail	80	$-^5$	–	d10	B
Longsword	150	+1	–	d10	S
Heavy Pick	80	–	–	d12	P
Scimitar	150	+2	–	d8	S
Shield Bash	(see shields)	–	–	d6	B
Shield Spike	(see shields)	–	–	d8	P
Trident	150	–	2	d10	P
Warhammer	120	–	–	d12	B
Two-Handed Melee Weapons (remember to double Str bonus)					
Falchion	750	+2	–	d10	S
Glaive / Guisarme	85	–	–	2d6	S, reach
Greataxe	200	–	–	2d6	S
Greatclub	50	–	–	d12	B
Heavy Flail	150	$+1^5$	–	d12	B
Greatsword	500	+1	–	2d8	S
Halberd	100	$-^5$	–	2d6	P or S
Scythe	180	–	–	2d6	P or S
Ranged Weapons					
Longbow[6]	750	–	20	d12	P
Composite Longbow[6]	1000	–	22	d12	P
(per +1 Str bonus up to +5)[7]	+1000 silver	–	–	+1	P
Shortbow	300	–	12	d10	P
Composite Shortbow	750	–	14	d10	P
(per +1 Str bonus up to +5)[7]	+1000 silver	–	–	+1	P

Exotic Weapons	Cost	Attack Bonus	Range Increment (squares)	Damage	Type
One-Handed Melee Weapons					
Bastard Sword	350	+1	–	d12	S
Whip[4][5]	10	–	–	d4[1]	S, reach
Two-Handed Melee Weapons (remember to double Str bonus)					
Spiked Chain[5]	250	–	–	d10	P, reach
Ranged Weapons					
Bolas	50	–[5]	2	d6[1]	B
Horsebow	500	–	16	d12	P
Composite Horsebow	900	–	20	d12	P
(per +1 Str bonus up to +5)[7]	+1000 silver	–	–	+1	P
Net	200	–	2	[8]	–

[1] Does nonlethal damage.

[2] Thrown weapons (other than splash weapons) add your Strength bonus to damage when used at range.

[3] Heavy crossbows require three swift actions to reload. Light crossbows require two swift actions to reload. The actions do not all have to fall on the same turn. The initial purchase price of a crossbow includes 10 bolts; more bolts must be purchased separately.

[4] Finessable.

[5] +2 to disarm or trip attempts. Bolas may perform trip attempts at range.

[6] Cannot be used from horseback.

[7] If the wielder's Str bonus is lower than that of the bow, the wielder takes a -2 penalty to attack rolls.

[8] As per the standard *SWSE* rules, p. 130.

Weapons From Other Sources

Weapons from most d20 sources can imported using the guidelines listed under "Attack Bonus and Critical Hits" above. (Move weapons up one damage rank, plus extra damage ranks for critical multipliers, and give them attack bonuses for extra critical hit multipliers.) Note that weapons from *Conan* do not gain extra damage, as that game also increases the average damage.

Weapon Damage Progression Chart

For reference, here is the weapon damage progression that *S&S Saga* uses; it is slightly simplified from the standard d20 model. To increase or decrease a weapon's damage based on its size category, you move up or down two steps on this chart. For example, if a normal-sized (medium) character with a longsword (d10) has a spell cast on them that makes them tiny (two size categories smaller), their tiny longsword moves down four levels on the damage rank chart (1d3). If a weapon is reduced below 1 pip, it is simply too small to inflict any harm on most creatures.

Damage Rank	Dice	Damage Rank	Dice	Damage Rank	Dice
1	1 pip	6	1d8	11	3d6
2	1d2	7	1d10	12	3d8
3	1d3	8	1d12	13	4d6
4	1d4	9	2d6	14	4d8
5	1d6	10	2d8	15	5d6

Armor

Pieces vs. Full Suits

A fine suit of armor provides unparalleled protection – but is expensive and requires careful fitting. This is why many adventurers end up with random bits and pieces cobbled together. To represent this, partial armor is listed by body area.

Normally, armor bonuses don't stack – but for the purposes of determining the protection of partial armor, armor bonuses from different body regions *do*. For example, a full helm (head) provides +2 armor to Reflex defense, a steel cap (head) provides +1 armor to Reflex defense, and a leather coat (body and arms) provides +2 armor to Reflex defense. Wearing both the steel cap and the full helm wouldn't provide you with any more benefit than just wearing the full helm, as they're both head armor and do not stack. But wearing either one with the leather coat would give you the full benefit of both pieces.

You cannot add pieces from partial armor to full suits. Full suits of armor are considered fitted, fully-optimized suits. However, you could theoretically wear partial pieces *over* a full suit. In this case, their armor bonuses would not stack (a breastplate over quilted armor doesn't protect you any more than a breastplate by itself), but other abilities do (quilted armor provides DR 2 vs. piercing, so if you wore a breastplate over quilted armor, you would gain the armor benefit of the breastplate and the DR benefit of the quilted armor.

There is a price to doing this, however: layered armor is nonstandard, and as such you cannot have Armor Proficiency for it, and take the largest armor check penalty of the various types of armor you may have stacked, regardless of any armor proficiencies you may have.

Some types of armor are only available as pieces or as full suits.

Masterwork Armor

Only full suits can be made masterwork. Masterwork armor costs an extra 1,500 silver coins and gains an additional +1 armor bonus to Reflex defense.

Partial Armor	Cost	Coverage	Armor Bonus to Ref defense	Max Dex Bonus	Speed	DR
Light Armor (-2 Armor Check Penalty)						
Leather coif	100	head	+1	+6	–	–
Steel Cap	100	head	+1	+6	–	–
Leather Jerkin	600	body and arms	+1	+6	–	–

Partial Armor	Cost	Coverage	Armor Bonus to Ref defense	Max Dex Bonus	Speed	DR
Quilted Jerkin	400	body and arms	+1	+6	–	P 1
Leather Gauntlets	150	arms	+1	–	–	–
Chain Shirt	600	body	+2	+4	–	S 1
Quilted Leggings	350	legs	+1	+6	–	P 1
Leather Leggings	250	legs	+1	+6	–	–
High Leather Boots	250	legs	+1	+6	–	–
Medium Armor (-5 armor check penalty)						
Chain Cowl	250	head	+1	+5	–	1/–
Full Helm	350	head	+2	+4	–	–
Chain Jerkin	1,500	body and arms	+3	+3	2/3	S 1
Hide Coat	900	body and arms	+2	+4	2/3	B 1
Scale Corselet	1,500	body	+2	+2	2/3	2/–
Bracers	100	arms	+1	–	–	–
Armored Gauntlets	200	arms	+2	–	–	–
Greaves	100	legs	+1	–	–	–
Chain Skirt	1,000	legs	+1	+3	–	S 1
Heavy Armor (-10 armor check penalty)						
Full Helm	900	head	+3	+4	–	–
Breastplate	900	body	+3	+4	2/3	–
Banded	750	body	+2	+3	2/3	–

Full Armor	Cost	Armor Bonus to Ref defense	Max Dex Bonus	Speed	DR
Light Armor (-2 armor check penalty)					
Quilted	1,500	+3	+6	–	P 2
Leather	2,000	+4	+6	–	–
Medium Armor (-5 armor check penalty)					
Chainmail	5,000	+6	+4	2/3	S 2

Full Armor	Cost	Armor Bonus to Ref defense	Max Dex Bonus	Speed	DR
Scale	5,000	+7	+3	2/3	3/–
Heavy Armor (-10 armor check penalty)					
Ringed Plate	15,000	+10	+1	1/2	3/–

Shields

Shields provide a shield bonus to your Reflex defense. They also impose an armor check penalty if you are not proficient. You cannot use a two-handed weapon while you have a shield equipped, but you can carry some small items in the same hand as your shield. To ready or loose a shield takes 2 swift actions. To simply discard a shield only takes 1 swift action.

Note that the armor check penalties for armor and shields do not stack; you simply take the highest one that applies. Shield Proficiency or Tower Shield Proficiency negates the armor check penalty for carrying that type of shield.

Shield	Silver	Bonus to Ref Defense	Armor Check Penalty
Buckler[1]	150	+1	-2
Small Shield	70	+1	-2
Large Shield	100	+2	-5
Tower Shield[2]	300	+4	-10

[1] You may use a bow or crossbow without penalty while equipped with a buckler. You can also use your shield arm to wield a weapon (whether you are using an off-hand weapon or using your off hand to help wield a two-handed weapon), but you take a -1 penalty on attack rolls while doing so. This penalty stacks with those that may apply for fighting with your off hand and for fighting with two weapons. In any case, if you use a weapon in your off hand, you don't get the buckler's armor bonus for the rest of the round. If you use the buckler to "shield bash," it acts as a gauntlet rather than a shield.

[2] Tower Shield Proficiency is a separate feat from Shield Proficiency. When using the Full Defense maneuver, you gain complete cover from one side of the square you occupy (you must declare which side when you choose the maneuver).

Other Equipment

Mundane gear can be bought using the same prices in the *Dungeons and Dragons Player's Handbook*. Keep in mind that most of the prices there are listed in gold coins – so multiply the cost by ten to determine the price in silver. Items on the "Special Substances and Items" chart (such as Alchemist Fire) are *not* available unless the GM declares otherwise. Spellcasting services are also generally not available, which is a good thing for the general populace considering how many sorcerers are corrupted by Taint!

Statistics for mounts, guard animals, etc., are in the Appendix under "Beasts."

EXPERIENCE AND GAINING LEVELS

Overall, experience is given roughly as per the guidelines on *SWSE* p. 248. However, there are additional ways to gain experience beyond the typical "beat up mooks and get past traps" methods. (It's worth noting here that *SWSE* explicitly mentions that all you need to do is

"overcome obstacles" – you don't have to beat up mooks to get by them. Trickery, bribery, or intimidation gain you full XP just as well.)

Good Roleplaying

A really good scene or neat "in character" bit will gain you XP points. It can be humorous, dramatic, or even just kick-butt cool. Note that to gain this bonus, the moment has to be "genre-appropriate." Having your sorcerer pull out a cellphone and call "Demons'R'Us" is funny, but completely *not* sword-and-sorcery, and gains no bonus. Having your warrior brood about the fact that civilization is but the whim of circumstance and that barbarism must ultimately triumph, on the other hand, very much *is* sword-and-sorcery, and may gain you a roleplaying bonus. The bonus amounts will generally be as shown below:

Roleplaying Event	Bonus
Minor (a good line, a clever maneuver)	50 XP x your level
Major (an extended roleplaying scene, a major combat tactic)	100 XP x your level
Amazing (a major character development, guiding an epic battle)	200 XP x your level

Training, Research, and High Living

In between adventures, your character is assumed to spend time practicing their skills (or learning new ones). Warriors train, scholars pore over tomes in libraries, and heroic characters of all types spend their treasures on carousing or living well.

Between game sessions, you may exchange wealth for experience points, at the rate of 1 gold coin per 1 xp.

COMBAT

CRITICAL HIT DECK

This game uses the Critical Hit Deck from Paizo Publishing, with the following options/modifications:

Who Draws From the Deck: Player characters, named NPCs with heroic levels, and supernatural creatures (ghosts, demons, monsters) draw from the deck on a critical hit.

Negating Effects: Player characters only (no NPCs or monsters) who are hit by a critical may spend 1 Fate point to simply "take the hit" for double damage, preventing an NPC or monster from drawing from the Critical Hit Deck. This must be done *before* the card is drawn from the deck.

Magic Does Not Use the Deck: A critical hit on a magic attack simply does the normal x2 damage.

Saving Throws: *SWSE* does not use the normal saving throw mechanic. In cases where a save DC is listed, this is resolved as an attack against the appropriate defense score at + (DC - 10) every round until the condition is healed or one attack misses, whichever comes first. For example, the "Crushed Intestines" result reads, "Normal damage and 1d4 Con bleed (DC 15 Fort negates, save each round)." This should be interpreted as a +5 attack vs. Fortitude defense.

If a save is called for but no DC is listed, the attack bonus of the condition is the same as the attack that triggered the critical.

Triple-Crit Feat: A character with the Triple Crit feat can draw from the deck even if they are a non-named NPC with no heroic levels, should such a rarity appear. The character draws *two* cards from the deck, rather than one, and chooses the preferable of the two choices. Alternatively, they may choose not to draw from the deck, but instead simply do x3 damage.

PRESTIGE CLASSES

The prestige classes are still under construction at this stage, as the game is just beginning. For the time being, I am simply listing some rough ideas here.

ARCHER

Prerequisites: Fast Movement *or* Long Stride talent, Careful Shot, Point Blank Shot, Precise Shot, Base Attack Bonus +6
Deadly Marksman Talent Tree
Fell Shot Talent Tree
Mobile Archer Talent Tree

ASSASSIN

Prerequisites: Heroic Level 7th, Trained in Stealth and Survival, at least one talent each from the Awareness and Burglary talent trees
abilities as Bounty Hunter (stealthier variation)
TBD

HORSEMAN

Prerequisites: Trained in Ride, Mounted Archery, Mounted Combat
abilities TBD

MARTIAL ARTIST

Prerequisites: Martial Arts I and II, at least one talent from the Brawler talent tree, Base Attack Bonus +6
Martial Artist Talent Tree

NONHEROICS AND THE CONDITION TRACK

Sword and sorcery is a harsh genre. Any characters who have no heroic levels and are reduced to 0 hit points are considered slain, even if they did not sustain enough damage to move down the condition track, unless the attack specifically does nonlethal damage.

Acrobatic Recovery (as Jedi Talent)
Deflect Arrows
Snatch Arrows
Elusive Target (as Jedi Talent)
Resilience (as Jedi)
Zen Defense (choose higher of Ref or Will defense)

ORACLE

Prerequisites: Wisdom 16+, Trained in Perception and Spellcraft, Decipher Speech talent, Arcane Attack Bonus +5
Prophecy Talent Tree TBD

SORCERER

Prerequisites: Arcane Attack Bonus +5, Magician, one talent from the Adept or Herbalism tree.
Spell Secrets TBD

Diabolism Talent Tree

Banish Outsider
Call Outsider
Command Outsider
Demonic Mount
Demonic Servant
Turn Outsider

Dominion Talent Tree

Domain of Power
Fortress of Power
Jewels of the Earth
Minions

Necromancy Talent Tree

Command Undead
Create Undead
Destroy Undead
Speak With the Dead
Turn Undead

THIEF LORD

Prerequisites: Heroic level 7th, Trained in Deception and Persuasion, Guildman talent, at least one talent from the Influence or Lineage talent trees
benefits as Crime Lord (variation) TBD

WARLORD

Prerequisites: Weapon Proficiency (Martial), at least one talent each from the Influence and Master Tactician talent trees, Base Attack Bonus +6
Followers
Command abilities (as Officer?) TBD

APPENDIX – GAMEMASTER MATERIALS

CREATURES AND CONTEMPORARIES

The following stat blocks are meant as a handy resource for the GM or for players who want to buy mounts, animals companions, etc. The NPCs are intended for ready-made encounters, but also as a baseline for players to compare their characters to. ("How good a fighter am I? Well, let's see how I compare to a Competent Mercenary...")

Beasts

Beasts are built using the rules in *SWSE*, p. 273. Generally, I have used the *Dungeons and Dragons Monster Manual* or *d20 SRD* as the baseline when available. Beasts in *SWSE* seem to have higher ability scores generally than in most *d20* variations, so I have raised some stats from the standard creature writeup.

Note that any creature that has a Climb or Swim speed listed was given Skill Training and Skill Focus in the appropriate skill. Also, several creatures were given bonus feats, particularly Skill Training, as *SWSE* beasts are woefully short on skills compared to their standard *d20* counterparts.

As it is, many *d20* writeups that had Improved Initiative or Toughness lost them due to the dearth of skills for beasts. When these bonus feats occur, they are indicated in the special abilities block.

Camel CL 2

Large desert beast 3

Init +4; **Senses** Perception +6, Low-Light Vision, Scent

Defenses Ref 13 (flat-footed 10), Fort 14, Will 10

hp 28; **Threshold** 19

Speed 10 squares

Melee bite +6 (1d4+5)

Fighting Space 2x2; **Reach** 1 square

Base Atk +2; **Grp** +11

Abilities Str 18/+4, Dex 16/+3, Con 18/+4, Int 2/-4, Wis 11/+0, Cha 4/-3

Feats Skill Training (Perception), Toughness

Skills Endurance +10, Perception +6

Low-light vision: Camels ignore concealment (but not total concealment) from darkness.

Natural armor: Camels get a +1 natural armor bonus to Reflex defense (but -1 for size).

Scent: Camels ignore concealment and cover when making Perception checks to notice opponents within 10 squares and take no penalties from poor visibility when tracking.

Cat CL 0

Tiny beast 1

Init +3; **Senses** Perception +7, Low-Light Vision, Scent

Defenses Ref 15 (flat-footed 13), Fort 10, Will 12

hp 4; **Threshold** 10

Speed 8 squares, **climb** 2 squares

Melee 2 claws +3 (1d2-4) *and*
  bite +3 (1d3-4)

Fighting Space ½ square; **Reach** none

Base Atk +0; **Grp** -14

Abilities Str 3/-4, Dex 16/+3, Con 10/+0, Int 2/-4, Wis 14/+2, Cha 7/-2

Feats Skill Focus (Climb), Skill Training (Climb, Perception), Weapon Finesse

Skills Acrobatics +8, Climb +6, Perception +7, Stealth +13

Hunter's senses: Cats gain Skill Training: Perception as a bonus feat.

Low-light vision: Cats ignore concealment (but not total concealment) from darkness.

Movement modes: Cats gain Skill Training (Climb) and Skill Focus (Climb) as bonus feats.

Scent: Cats ignore concealment and cover when making Perception checks to notice opponents within 10 squares and take no penalties from poor visibility when tracking.

Dog CL 0
Small beast 1
Init +3; **Senses** Perception +6, Low-Light Vision, Scent

Defenses Ref 15 (flat-footed 12), Fort 12, Will 11
hp 6; **Threshold** 12

Speed 8 squares
Melee bite +2 (d4+1)
Fighting Space 1 square x 1 square; **Reach** 1 square
Base Atk +0; **Grp** -4

Abilities Str 13/+1, Dex 17/+3, Con 15/+2, Int 2/-4, Wis 12/+1, Cha 6/-2
Feats Skill Focus (Survival), Skill Training (Perception)
Skills Perception +6, Stealth +8, Survival +11

Low-light vision: Dogs ignore concealment (but not total concealment) from darkness.
Natural armor: Dogs get a +1 natural armor bonus to Reflex defense.
Scent: Dogs ignore concealment and cover when making Perception checks to notice opponents within 10 squares and take no penalties from poor visibility when tracking.
Tracker: Dogs gain Skill Focus (Survival) as a bonus feat.

Donkey CL 1
Medium beast 2
Init +2; **Senses** Perception +1, Low-Light Vision, Scent

Defenses Ref 13 (flat-footed 12), Fort 11, Will 10
hp 13; **Threshold** 11

Speed 6 squares
Melee bite +3 (d6+3)
Fighting Space 1 square; **Reach** 1 square
Base Atk +1; **Grp** +3
Abilities Str 15/+2, Dex 13/+1, Con 12/+1, Int 2/-4, Wis 10/+0, Cha 4/-3
Feats Toughness
Skills Endurance +7

Low-light vision: Donkeys ignore concealment (but not total concealment) from darkness.
Natural armor: Donkeys get a +2 natural armor bonus to Reflex defense.
Scent: Donkeys ignore concealment and cover when making Perception checks to notice opponents within 10 squares and take no penalties from poor visibility when tracking.

Hawk CL 0
Tiny beast 1
Init +3; **Senses** Perception +11, Low-Light Vision

Defenses Ref 18 (flat-footed 15), Fort 10, Will 12
hp 4; **Threshold** 10

Speed 2 squares, **fly** 12 squares (average maneuverability)
Melee talons +3 (d2-2)
Fighting Space ½ square; **Reach** none
Base Atk +0; **Grp** -12

Abilities Str 6/-2, Dex 17/+3, Con 10/+0, Int 2/-4, Wis 14/+2, Cha 6/-2
Feats Skill Focus (Perception), Weapon Finesse
Skills Perception +11, Stealth +13

Acute senses: Hawks get Skill Focus (Perception) as a bonus feat.
Low-light vision: Hawks ignore concealment (but not total concealment) from darkness.
Natural armor: Hawks get a +3 natural armor bonus to Reflex defense.

Horse CL 1
Large beast 3
Init +2; **Senses** Perception +2, Low-Light Vision, Scent

Defenses Ref 13 (flat-footed 12), Fort 12, Will 11
hp 22; **Threshold** 12

Speed 10 squares
Melee two hooves +5 (d6+5)
Fighting Space 2 squares; **Reach** 1 square
Base Atk +2; **Grp** +11

Abilities Str 18/+4, Dex 13/+1, Con 15/+2, Int 2/-4, Wis 12/+1, Cha 6/-2
Feats Run, Toughness
Skills Endurance +8

Low-light vision: Horses ignore concealment (but not total concealment) from darkness.
Natural armor: Horses get a +3 natural armor bonus to Reflex defense (but -1 for size).
Scent: Horses ignore concealment and cover when making Perception checks to notice opponents within 10 squares and take no penalties from poor visibility when tracking.

Leopard CL 3

Medium beast 3

Init +5; **Senses** Perception +7, Low-Light Vision, Scent

Defenses Ref 15 (flat-footed 11), Fort 12, Will 11

hp 19; **Threshold** 12

Speed 8 squares, **climb** 4 squares

Melee bite +6 (d6+4) *and*
2 claws +6 (d4+4)
plus rake

Fighting Space 1 square; **Reach** 1 square

Base Atk +2; **Grp** +2

Abilities Str 16/+3, Dex 19/+4, Con 15/+2, Int 2/-4, Wis 12/+1, Cha 6/-2

Feats Skill Focus (Climb), Skill Training (Acrobatics, Climb, Perception, Stealth)

Skills Acrobatics +10, Climb +14, Perception +7, Stealth +10

Hunter's senses: Leopards gain Skill Training: Perception as a bonus feat.

Improved grab: To use this ability, a leopard must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Low-light vision: Leopards ignore concealment (but not total concealment) from darkness.

Movement modes: Leopards gain Skill Training (Climb) and Skill Focus (Climb) as bonus feats.

Natural armor: Leopards get a +1 natural armor bonus to Reflex defense.

Pounce: If a leopard charges a foe, it can make a full attack, including two rake attacks.

Rake: Attack bonus +6 melee, damage 1d4+2.

Scent: Leopards ignore concealment and cover when making Perception checks to notice opponents within 10 squares and take no penalties from poor visibility when tracking.

Lion / Tiger CL 4

Large beast 5

Init +5; **Senses** Perception +8, Low-Light Vision, Scent

Defenses Ref 15 (flat-footed 12), Fort 14, Will 11

hp 42; **Threshold** 19

Speed 8 squares

Melee 2 claws +8 (d6+7) *and*
bite +8 (d8+7)
plus rake

Fighting Space 2 squares; **Reach** 1 square

Base Atk +3; **Grp** +13

Abilities Str 21/+5, Dex 17/+3, Con 18/+4, Int 2/-4, Wis 12/+1, Cha 6/-2

Feats Power Attack, Run, Skill Training (Perception)

Skills Perception +8, Stealth +5

Hunter's senses: Lions gain Skill Training: Perception as a bonus feat.

Improved grab: To use this ability, a lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Low-light vision: Lions ignore concealment (but not total concealment) from darkness.

Natural armor: Lions get a +3 natural armor bonus to Reflex defense (but -1 for size).

Pounce: If a lion charges a foe, it can make a full attack, including two rake attacks.

Rake: Attack bonus +8 melee, damage 1d6+2.

Scent: Lions ignore concealment and cover when making Perception checks to notice opponents within 10 squares and take no penalties from poor visibility when tracking.

Changes for Tiger: Str 23/+6, Con 20/+5: +1 to attacks and damage, +5 hit points

Pony CL 0

Medium beast 2

Init +2; **Senses** Perception +6, Low-Light Vision, Scent

Defenses Ref 13 (flat-footed 12), Fort 10, Will 10

hp 11; **Threshold** 10

Speed 8 squares

Melee 2 hooves +2 (d4+2)

Fighting Space 1 square; **Reach** 1 square

Base Atk +1; **Grp** +2

Abilities Str 13/+1, Dex 13/+1, Con 12/+1, Int 2/-4, Wis 11/+0, Cha 4/-3

Feats Skill Training (Perception)

Skills Endurance +7, Perception +6

Low-light vision: Ponies ignore concealment (but not total concealment) from darkness.

Natural armor: Ponies get a +2 natural armor bonus to Reflex defense.

Scent: Ponies ignore concealment and cover when making Perception checks to notice opponents within 10 squares and take no penalties from poor visibility when tracking.

Raven CL 0

Tiny beast 1

Init +2; **Senses** Perception +7, Low-Light Vision

Defenses Ref 14 (flat-footed 12), Fort 10, Will 12

hp 4; **Threshold** 10

Speed 2 squares, **fly** 8 squares (average maneuverability)

Melee talons +2 (d2-5)

Fighting Space ½ square; **Reach** none

Base Atk +0; **Grp** -15

Abilities Str 1/-5, Dex 15/+2, Con 10/+0, Int 2/-4, Wis 14/+2, Cha 6/-2

Feats Weapon Finesse

Skills Perception +7, Stealth +12

Low-light vision: Ravens ignore concealment (but not total concealment) from darkness.

Rat CL 0

Tiny beast 1

Init +2; **Senses** Perception +1, Low-Light Vision, Scent

Defenses Ref 14 (flat-footed 12), Fort 10, Will 11

hp 4; **Threshold** 10

Speed 3 squares, **climb** 3 squares, **swim** 3 squares

Melee bite +2 (d3-4)

Fighting Space ½ square; **Reach** none

Base Atk +0; **Grp** -14

Abilities Str 2/-4, Dex 15/+2, Con 10/+0, Int 2/-4, Wis 12/+1, Cha 2/-4

Feats Skill Focus (Climb, Swim), Skill Training (Climb, Swim), Weapon Finesse

Skills Acrobatics +7, Climb +6, Stealth +12, Swim +6

Low-light vision: Rats ignore concealment (but not total concealment) from darkness.

Movement modes: Rats gain Skill Training (Climb, Swim) and Skill Focus (Climb, Swim) as bonus feats.

Scent: Rats ignore concealment and cover when making Perception checks to notice opponents within 10 squares and take no penalties from poor visibility when tracking.

Snake (Constrictor)   CL 1

Medium beast 3

Init +9; **Senses** Perception +7, Deaf, Scent

Defenses Ref 15 (flat-footed 12), Fort 11, Will 11

hp 19; **Threshold** 11

Speed 4 squares, **climb** 4 squares, **swim** 2 squares

Melee bite +5 (d6+4)

     plus constrict

Fighting Space 1 square; **Reach** 1 square

Base Atk +2; **Grp** +5

Abilities Str 17/+3, Dex 17/+3, Con 13/+1, Int 1/-5, Wis 12/+1, Cha 2/-4

Feats Skill Focus (Climb, Swim), Skill Training (Acrobatics, Climb, Initiative, Perception, Swim)

Skills Acrobatics +9, Climb +14, Initiative +9, Perception +7, Stealth +9, Swim +14

Deaf: Snakes are deaf, but may detect vibrations in surfaces with a normal Perception check.

Constrict: On a successful grapple check, a constrictor snake deals 1d4+4 points of damage.

Improved grab: To use this ability, a constrictor snake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Lithe serpent: Snakes gain Skill Training (Acrobatics) as a bonus feat.

Low-light vision: Snakes ignore concealment (but not total concealment) from darkness.

Movement modes: Snakes gain Skill Training (Climb, Swim) and Skill Focus (Climb, Swim) as bonus feats.

Natural armor: Constrictor snakes get a +2 natural armor bonus to Reflex defense.

Scent: Snakes ignore concealment and cover when making Perception checks to notice opponents within 10 squares and take no penalties from poor visibility when tracking.

Snake (Viper, tiny)   CL 1

Tiny beast 1

Init +8; **Senses** Perception +6, Deaf, Scent

Defenses Ref 15 (flat-footed 12), Fort 10, Will 11

hp 4; **Threshold** 10

Speed 3 squares, **climb** 3 squares, **swim** 3 squares

Melee bite +3 (d3-3)

     plus poison

Fighting Space ½ square; **Reach** none

Base Atk +0; **Grp** -13

Abilities Str 4/-3, Dex 17/+3, Con 11/+0, Int 1/-5, Wis 12/+1, Cha 2/-4

Feats Skill Focus (Climb, Swim), Skill Training (Acrobatics, Climb, Perception, Swim), Weapon Finesse

Skills Acrobatics +8, Climb +7, Initiative +8, Perception +6, Stealth +13, Swim +7

Deaf: Snakes are deaf, but may detect vibrations in surfaces with a normal Perception check.

Hunter's senses: Viper snakes gain Skill Training (Perception) as a bonus feat.

Lithe serpent: Snakes gain Skill Training (Acrobatics) as a bonus feat.

Movement modes: Snakes gain Skill Training (Climb, Swim) and Skill Focus (Climb, Swim) as bonus feats.

Natural armor: Tiny viper snakes get a +2 natural armor bonus to Reflex defense.

Poison: On a successful bite attack, the snake immediately makes a free attack at +0 against the target's Fort defense. If the attack is successful, the target moves -1 persistent step down the condition track.

Scent: Snakes ignore concealment and cover when making Perception checks to notice opponents within 10 squares and take no penalties from poor visibility when tracking.

Snake (Viper, large)   CL 2

Large beast 3
Init +9; **Senses** Perception +7, Deaf, Scent
Defenses Ref 15 (flat-footed 12), Fort 10, Will 11
hp 13; **Threshold** 10
Speed 4 squares, **climb** 4 squares, **swim** 4 squares
Melee bite +6 (d8+1)
     plus poison
Fighting Space ½ square; **Reach** none
Base Atk +2; **Grp** +7
Abilities Str 10/+0, Dex 17/+3, Con 11/+0, Int 1/-5, Wis 12/+1, Cha 2/-4
Feats Skill Focus (Climb, Swim), Skill Training (Acrobatics, Climb, Perception, Swim), Weapon Finesse, Weapon Focus (bite)
Skills Acrobatics +9, Climb +11, Initiative +9, Perception +7, Swim +11

Deaf: Snakes are deaf, but may detect vibrations in surfaces with a normal Perception check.
Hunter's senses: Viper snakes gain Skill Training (Perception) as a bonus feat.
Lithe serpent: Snakes gain Skill Training (Acrobatics) as a bonus feat.
Movement modes: Snakes gain Skill Training (Climb, Swim) and Skill Focus (Climb, Swim) as bonus feats.
Natural armor: Large viper snakes get a +3 natural armor bonus to Reflex defense, but -1 for size.
Poison: On a successful bite attack, the snake immediately makes a free attack at +2 against the target's Fort defense. If the attack is successful, the target moves -1 persistent step down the condition track.
Scent: Snakes ignore concealment and cover when making Perception checks to notice opponents within 10 squares and take no penalties from poor visibility when tracking.

Weasel   CL 0

Tiny beast 1
Init +2; **Senses** Perception +1, Low-Light Vision, Scent
Defenses Ref 14 (flat-footed 12), Fort 10, Will 11
hp 4; **Threshold** 10
Speed 4 squares, **climb** 4 squares
Melee +2 bite (d3-4)
     plus attach
Fighting Space ½ square; **Reach** none
Base Atk +0; Grp -14
Abilities Str 3/-4, Dex 15/+2, Con 10/+0, Int 2/-4, Wis 12/+1, Cha 5/-3
Feats (1 for 1st, +2 movement) Skill Focus (Climb), Skill Training (Climb), Weapon Finesse
Skills (1 beast, -4 Int (negated), +1 training) Acrobatics +7 (+5 training, +2 Dex), Climb +6 (+5 training, +5 focus, -4 Str), Stealth +12 (+10 size, +2 Dex)

Attach: If a weasel hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached weasel loses its Dexterity bonus to Reflex defense and has a Reflex defense of 12. An attached weasel can be struck with a weapon or grappled itself. To remove an attached weasel through grappling, the opponent must succeed in a grab against the creature and make an opposed grapple check.
Low-light vision: Weasels ignore concealment (but not total concealment) from darkness.
Scent: Weasels ignore concealment and cover when making Perception checks to notice opponents within 10 squares and take no penalties from poor visibility when tracking.

Wolf CL 1

Medium beast 3

Init +3; **Senses** Perception +7, Low-Light Vision, Scent

Defenses Ref 14(flat-footed 12), Fort 12, Will 11

hp 19; **Threshold** 12

Speed 10 squares

Melee bite +4 (d6+3) *and* Trip

Fighting Space 1 square x 1 square; **Reach** 1 square

Base Atk +2; **Grp** +4

Abilities Str 14/+2, Dex 15/+2, Con 15/+2, Int 2/-4, Wis 12/+1, Cha 6/-2

Feats Skill Focus (Survival), Skill Training (Perception), Trip

Skills Perception +7, Survival +12

Improved Trip: Wolves that succeed with their bite attack may make a free trip attempt on the same round without provoking an attack of opportunity.

Low-light vision: Wolves ignore concealment (but not total concealment) from darkness.

Natural armor: Wolves get a +2 natural armor bonus to Reflex defense.

Pack tactics: Two or more wolves working in concert will always concentrate their efforts on the smallest or weakest-looking member of the party and attempt to get into flanking position. Wolves who cannot flank will use the Aid Another action in an attempt to assist those who can.

Scent: Wolves ignore concealment and cover when making Perception checks to notice opponents within 10 squares and take no penalties from poor visibility when tracking.

Tracker: Wolves gain Skill Focus (Survival) as a bonus feat.

Folk

Most run-of-the-mill NPCs have half or all of their levels in the Nonheroic class (*SWSE* p. 277), but as the NPCs increase in skill, they're more likely to gain heroic classes. Very few nonheroic characters achieve or pass 10th level – anyone exceptional enough to do so would probably start out in a heroic class to begin with.

Fate Points/Taint: NPCs with heroic classes gain Fate points just as player-characters do. The amount listed in the stat block is the maximum an NPC of that type *could* have, but it's entirely up the GM how many any given NPC *does* have at any given time. If in doubt, simply roll 1d4, and assign the NPC that many.

NPCs of all varieties may gain Taint; some are more likely than others for obvious reasons. Most of the time, an NPC's Taint score is irrelevant anyway, but there may be spells or other effects that vary according to Taint. In these cases, for important NPCs, the GM should simply assign an appropriate Taint score; NPCs encountered randomly can simply take the amount listed in the stat block. Note that a character's maximum possible Taint score is equal to their Wisdom.

Aristocrat (Petty Noble)   CL 1

Medium common man nonheroic 2/noble 1
Fate Points 5; **Taint** 0
Init +1; **Senses** Perception +6

Defenses Ref 11 (flat-footed 11), Fort 9, Will 12
hp 5; **Threshold** 9

Speed 6 squares
Melee short sword +3 (d8) *or*
       dagger +2 (d6)
Ranged shortbow +1 (d10+1)
Fighting Space 1 square; **Reach** 1 square
Base Atk +1; **Grp** +0

Abilities Str 8/-1, Dex 10/+0, Con 8/-1, Int 12/+1, Wis 10/+0, Cha 12/+1
Talents Rank, Wealth
Feats Melee Defense, Skill Training (Knowledge: Bureaucracy, Perception, Ride), Weapon Finesse, Weapon Focus (short sword), Weapon Proficiency (Simple, Martial)
Skills Gather Information +7, Knowledge (Bureaucracy) +7, Knowledge (Literacy), Knowledge (Worldly) +7, Perception +6, Persuasion +7, Ride +6
Possessions Short sword, dagger, shortbow, fine clothes, horse, 2d6 x 100 silver coins worth of gems and silver

Aristocrat (Royalty)   CL 4

Medium common man nonheroic 2/noble 4
Fate Points 6; **Taint** (1d4-2)
Init +3; **Senses** Perception +8

Defenses Ref 13 (flat-footed 13), Fort 11, Will 14
hp 16; **Threshold** 11

Speed 6 squares
Melee masterwork short sword +7 (d8+2) *or*
       dagger +5 (d6+2)
Ranged shortbow +4 (d10+3)
Fighting Space 1 square; **Reach** 1 square
Base Atk +4; **Grp** +3

Abilities Str 8/-1, Dex 10/+0, Con 8/-1, Int 13/+1, Wis 10/+0, Cha 13/+1
Talents Diplomat, Rank, Wealth
Feats Melee Defense, Skill Focus (Persuasion), Skill Training (Bureaucracy, Perception, Ride, Tactics), Weapon Finesse, Weapon Focus (shortsword), Weapon Proficiency (Simple, Martial)
Skills Gather Information +9, Knowledge (Bureaucracy) +9, Knowledge (Literacy), Knowledge (Tactics) +9, Knowledge (Worldly) +9, Perception +8, Persuasion +14, Ride +8
Possessions Masterwork short sword, dagger, shortbow, fine clothes, horse, 2d6 x 100 silver coins worth of gems and silver

    High man variant: Remove Melee Defense feat, Knowledge (Tactics) and one Fate point, add Cha 14, Will Defense 16, Gather Information +10, Persuasion +15, and Magnetic Presence

Child   CL 0
Small common man nonheroic 1
Fate Points 5; **Taint** 0
Init +0; **Senses** Perception -1
Defenses Ref 13 (flat-footed 12), Fort 9, Will 10
hp 1; **Threshold** 9
Speed 4 squares
Melee unarmed -3 (d4-3 nonlethal)
Ranged thrown rock +0 (d6-3)
Fighting Space ½ square; **Reach** none
Base Atk +0, **Grp** -5
Abilities Str 5/-3, Dex 11/+0, Con 7/-2, Int 9/-1, Wis 9/-1, Cha 9/-1
Feats Dodge, Improved Defenses, Mobility, Skill Training (Climb)
Skills Acrobatics +5, Climb +2, Persuasion +4
Possessions peasant garb, a small toy or good luck charm

Gifted by Fate: Children gain Fate points as if they had levels in heroic classes.

Farmer   CL 0
Medium common man nonheroic 2
Fate Points n/a; **Taint** 0
Init +1; **Senses** Perception +6
Defenses Ref 10 (flat-footed 10), Fort 10, Will 10
hp 7; **Threshold** 10
Speed 6 squares
Melee sickle +2 (d8+2)
Ranged thrown rock +1 (d6+2)
Fighting Space 1 square; **Reach** 1 square
Base Atk +1; **Grp** +2
Abilities Str 12/+1, Dex 10/+0, Con 11/+0, Int 8/-1, Wis 11/+0, Cha 8/-1
Feats Skill Training (Endurance, Perception, Survival), Toughness, Weapon Proficiency (Simple)
Skills Craft +5, Endurance +6, Knowledge (Agriculture) +5, Perception +6, Survival +6
Possessions sickle, peasant garb, sun hat

Guardsman/Mercenary (Competent)   CL 1
Medium common man nonheroic 4
Fate Points n/a; **Taint** 0
Init +9; **Senses** Perception +3
Defenses Ref 18 (flat-footed 18), Fort 12, Will 9
hp 18; **Threshold** 12
DR 3/– (armor)
Speed 4 squares
Melee longsword +7 (d10+5) *or*
      longspear +6 (d12+8) (Ref defense becomes 17)
Ranged shortbow +5 (d10+2) (Ref defense becomes 17)
Fighting Space 1 square; **Reach** 1 square (2 with longspear)
Base Atk +3; **Grp** +5
Abilities Str 16/+3, Dex 14/+2, Con 14/+2, Int 10/+0, Wis 12/+1, Cha 8/-1
Feats Armor Proficiency (Light, Medium), Power Attack, Shield Proficiency, Weapon Proficiency (Simple, Martial)
Skills Endurance +9, Initiative +9
Possessions Scale armor, small shield, longsword, longspear, shortbow, clothing, 3d6 silver coins

Guardsman/Mercenary (Elite)   CL 4

Medium common man nonheroic 4/warrior 2
Fate Points 6; **Taint** (1d4-2)
Init +5; **Senses** Perception +9
Defenses Ref 20 (flat-footed 20), Fort 15, Will 12
hp 29; **Threshold** 15
DR 3/– (armor)

Speed 4 squares
Melee longsword +9 (d10+7) *or*
        longspear +8 (d12+10) (Ref defense
becomes 19)
Ranged shortbow +7 (d10+3) (Ref defense
becomes 19)
Fighting Space 1 square; **Reach** 1 square (2 with
longspear)
Base Atk +5; **Grp** +7

Abilities Str 16/+3, Dex 14/+2, Con 14/+2, Int
10/+0, Wis 12/+1, Cha 8/-1
Talents Block, Melee Smash, Shield Defense
Feats Armor Proficiency (Light, Medium), Power
Attack, Shield Proficiency, Skill Training
(Perception), Weapon Proficiency (Simple,
Martial)
Skills Endurance +10, Perception +9
Possessions Scale armor, small shield, longsword,
longspear, shortbow, clothing, 3d8 silver coins

Guardsman/Mercenary (Captain)   CL 6

Medium common man nonheroic 4/warrior
3/noble 1
Fate Points 7; **Taint** (1d6-3)
Init +11; **Senses** Perception +10
Defenses Ref 24 (flat-footed 24), Fort 18, Will 17
hp 37; **Threshold** 18
DR 3/– (armor)

Speed 4 squares
Melee masterwork longsword +11 (d10+8) *or*
        longspear +9 (d12+11) (Ref defense
becomes 22)
Ranged composite shortbow (+3 Str bonus) +8
(d10+7) (Ref defense becomes 22)
Fighting Space 1 square; **Reach** 1 square (2 with
longspear)
Base Atk +6; **Grp** +8

Abilities Str 16/+3, Dex 14/+2, Con 14/+2, Int
11/+0, Wis 12/+1, Cha 9/-1
Talents Block, Born Leader, Melee Smash, Shield
Defense
Feats Armor Proficiency (Light, Medium), Power
Attack, Shield Proficiency, Skill Training
(Perception, Tactics), Weapon Proficiency (Simple,
Martial)
Skills Endurance +11, Initiative +11, Knowledge
(Literacy), Knowledge (Tactics) +9, Perception
+10
Possessions Scale armor, small shield, masterwork
longsword, longspear, composite shortbow (+3 Str
bonus), clothing, 3d8 silver coins

Merchant (Competent)   *CL 2*
Medium common man nonheroic 2/rogue 2
Fate Points 6; **Taint** 0
Init +2; **Senses** Perception +8
Defenses Ref 15 (flat-footed 11), Fort 11, Will 14
hp 8; **Threshold** 11

Speed 6 squares
Melee dagger +1 (d6+1)
Ranged dagger +1 (d6+1)
Fighting Space 1 square; **Reach** 1 square
Base Atk +2; **Grp** +1

Abilities Str 8/-1, Dex 10/+0, Con 8/-1, Int 12/+1, Wis 12/+1, Cha 12/+1
Talents Connections, Fast Talk
Feats Dodge, Skill Focus (Persuasion), Skill Training (Deception, Knowledge: Bureaucracy, Knowledge: Literacy, Perception), Weapon Proficiency (Simple), Weapon Finesse
Skills Deception +8, Gather Information +8, Knowledge (Bureaucracy) +8, Knowledge (Literacy), Knowledge (Worldly) +8, Perception +8, Persuasion +8
Possessions dagger, merchant's clothing, wares, 2d6 silver coins

Merchant (Master)   *CL 6*
Medium common man nonheroic 2/rogue 3/noble 2
Fate Points 7; **Taint** (1d4-2)
Init +2; **Senses** Perception +8
Defenses Ref 18 (flat-footed 17), Fort 14, Will 18
hp 15; **Threshold** 14

Speed 6 squares
Melee dagger +4 (d6+2)
Ranged dagger +4 (d6+2)
Fighting Space 1 square; **Reach** 1 square
Base Atk +4; **Grp** +3

Abilities Str 8/-1, Dex 10/+0, Con 8/-1, Int 12/+1, Wis 12/+1, Cha 12/+1
Talents Connections, Fast Talk, Favor, Wealth
Feats Dodge, Skill Focus (Knowledge: Bureaucracy, Persuasion), Skill Training (Deception, Knowledge: Bureaucracy, Knowledge: Literacy, Perception), Linguist, Weapon Proficiency (Simple, Martial), Weapon Finesse
Skills Deception +9, Gather Information +9, Knowledge (Bureaucracy) +14, Knowledge (Literacy), Knowledge (Worldly) +9, Perception +9, Persuasion +9
Possessions dagger, merchant's clothing, wares, coins and gems worth 3d8 silver coins

Priest (Acolyte)   CL 0

Medium common man nonheroic 2
Fate Points n/a; **Taint** 0
Init +0; **Senses** Perception +7

Defenses Ref 10 (flat-footed 10), Fort 11, Will 12
hp 7; **Threshold** 11

Speed 6 squares
Melee unarmed +0 (d4-1 nonlethal)
Fighting Space 1 square; **Reach** 1 square
Base Atk +1; **Grp** +0

Abilities Str 8/-1, Dex 10/+0, Con 12/+1, Int 13/+1, Wis 14/+2, Cha 15/+2
Feats Skill Training (Gather Information, Heal, Knowledge: Arcana, Perception), Weapon Proficiency (Simple)
Skills Gather Information +7, Heal +7, Knowledge (Arcana) +6, Knowledge (Bureacracy) +6, Knowledge (Literacy), Knowledge (Religion) +6, Perform +7, Perception +7
Possessions acolyte robes

Priest (Ordained)   CL 3

Medium common man nonheroic 2/scholar 3
Fate Points 6; **Taint** 0
Init +2; **Senses** Perception +9

Defenses Ref 14 (flat-footed 14), Fort 14, Will 17
hp 20; **Threshold** 14

Speed 6 squares
Melee unarmed +2 (d4+1 nonlethal)
Fighting Space 1 square; **Reach** 1 square
Base Atk +3; **Grp** +2

Abilities Str 8/-1, Dex 10/+0, Con 12/+1, Int 14/+2, Wis 14/+2, Cha 16/+3
Talents Clerical Investment, Decipher Script, Skilled Advisor
Feats Skill Focus (Knowledge: Religion), Skill Training (Bureaucracy, Gather Information, Heal, Knowledge: Arcana, Perception), Weapon Proficiency (Simple)
Skills Gather Information +10, Heal +9, Knowledge (Arcana) +8, Knowledge (Bureaucracy) +8, Knowledge (Literacy), Knowledge (Religion) +13, Knowledge (Worldly) +8, Perception +9, Perform +10
Possessions priestly robes, holy symbol

Priest (High)   CL 7

Medium common man nonheroic 2/scholar 4/noble 2

Fate Points 8; **Taint** (1d8-5)

Init +4; **Senses** Perception +11

Defenses Ref 17 (flat-footed 17), Fort 17, Will 20

hp 34; **Threshold** 17

Speed 6 squares

Melee unarmed +2 (d4+1 nonlethal)

Fighting Space 1 square; **Reach** 1 square

Base Atk +5; **Grp** +2

Arcane Attack +9 (+6 AAB, +3 Cha)

Abilities Str 8/-1, Dex 10/+0, Con 12/+1, Int 14/+2, Wis 15/+2, Cha 17/+3

Talents Clerical Investment, Decipher Script, Rank, Skilled Advisor

Feats Magician, Melee Defense, Skill Focus (Knowledge: Religion), Skill Training (Bureaucracy, Gather Information, Heal, Knowledge: Arcana, Perception, Spellcraft), Weapon Proficiency (Simple)

Skills Gather Information +12, Heal +11, Knowledge (Arcana) +10, Knowledge (Bureaucracy) +10, Knowledge (Literacy), Knowledge (Religion) +15, Knowledge (Worldly) +10, Perception +11, Perform +12, Spellcraft +10

Spells Known Call Outsider, True Sight, Wizard Shield

Possessions priestly robes, holy symbol, masterwork dagger

       High man variant: Remove Melee Defense feat, Decipher Script talent, and one Fate point, add Int 16, Knowledge (Arcana, Bureaucracy, and Worldly) +11, Knowledge (Religion) +16, and Magnetic Presence

Savage (Rabble)   CL 1

Medium barbarian nonheroic 2

Fate Points n/a; **Taint** (1d4-1)

Init +1; **Senses** Perception +1

Defenses Ref 12 (shield) (flat-footed 12), Fort 11 (Con), Will 10

hp 9; **Threshold** 11

Speed 6 squares

Melee spear +2 (d12+3)

Ranged spear +1 (d12+2)

Fighting Space 1 square; **Reach** 1 square

Base Atk +1; **Grp** +2

Abilities Str 13/+1, Dex 11/+0, Con 12/+1, Int 6/-2, Wis 10/+0, Cha 6/-2

Feats Shield Proficiency, Skill Training (Jump) *or* Skill Training (Swim), Toughness, Weapon Proficiency (Simple)

Skills Climb +7, Jump *or* Swim +7

Possessions Spear, dagger, large shield, skins or rags

Ferocity of the Wild: Barbarians may make Persuasion checks to Intimidate as a swift action rather than a full-round action.

Natural Climber: Barbarians may Take 10 on any Climb check, even untrained.

Outsider: Anyone attempting to use Deception, Persuasion to haggle, or otherwise using the rules or ways of civilized society to manipulate a barbarian gets a +4 circumstance bonus.

Tempered by Nature: Barbarians may reroll any Endurance check, but must take the second roll even if it's worse.

Savage (Scourge) CL 2
Medium barbarian nonheroic 6
Fate Points n/a; **Taint** (1d8-2)
Init +3; **Senses** Perception +3

Defenses Ref 13 (shield, +1 feat) (flat-footed 12), Fort 11 (Con), Will 10
hp 27; **Threshold** 11

Speed 6 squares
Melee spear +6 (d12+7)
Ranged spear +4 (d12+3)
Fighting Space 1 square; **Reach** 1 square
Base Atk +4; **Grp** +6

Abilities Str 14/+2, Dex 11/+0, Con 12/+1, Int 6/-2, Wis 10/+0, Cha 6/-2
Feats Dodge, Shield Proficiency, Skill Training (Jump, Swim), Toughness, Weapon Proficiency (Simple)
Skills Climb +10, Jump +10, Swim +10
Possessions Spear, dagger, large shield, skins or rags

Ferocity of the Wild: Barbarians may make Persuasion checks to Intimidate as a swift action rather than a full-round action.
Natural Climber: Barbarians may Take 10 on any Climb check, even untrained.
Outsider: Anyone attempting to use Deception, Persuasion to haggle, or otherwise using the rules or ways of civilized society to manipulate a barbarian gets a +4 circumstance bonus.
Tempered by Nature: Barbarians may reroll any Endurance check, but must take the second roll even if it's worse.

Thief (Footpad) CL 1
Medium common man nonheroic 2
Fate Points n/a; **Taint** (1d4-2)
Init +3; **Senses** Perception +5

Defenses Ref 12 (flat-footed 10), Fort 10, Will 9
hp 5; **Threshold** 10

Speed 6 squares
Melee short sword +4 (d8+2) *or*
    sap +2 (d8+2 nonlethal) *or*
    dagger +4 (d6+2)
Ranged light crossbow +4 (d10+1) *or*
    dagger +4 (d6+2)
Fighting Space 1 square; **Reach** 1 square
Base Atk +1; **Grp** +2

Abilities Str 12/+1, Dex 15/+2, Con 10/+0, Int 14/+2, Wis 8/-1, Cha 13/+1
Feats Armor Proficiency (Light), Skill Training (Perception), Weapon Proficiency (Simple, Martial), Weapon Finesse
Skills Burglary +8, Climb +7, Deception +7, Perception +5, Stealth +8
Possessions short sword, sap, light crossbow, lockpicks, clothing and cloak, 1d6 silver coins

Thief (Scoundrel) **CL 5**
Medium common man nonheroic 2/rogue 4
Fate Points 7; **Taint** (1d12-3)
Init +10; **Senses** Perception +7

Defenses Ref 19 (flat-footed 17), Fort 14, Will 14
hp 19; **Threshold** 14

Speed 6 squares
Melee short sword +8 (d8+4) *or*
      sap +5 (d8+4 nonlethal) *or*
      dagger +8 (d6+4)
Ranged light crossbow +8 (d10+3) *or*
      dagger +8 (d6+4)
Fighting Space 1 square; **Reach** 1 square
Base Atk +4; **Grp** +5

Abilities Str 12/+1, Dex 16/+3, Con 10/+0, Int 14/+2, Wis 8/-1, Cha 14/+2
Talents Guildsman, Sneak Attack +1d6, Streetwise
Feats Armor Proficiency (Light), Dodge, Mobility, Skill Training (Acrobatics, Initiative, Perception), Weapon Proficiency (Simple, Martial), Weapon Finesse
Skills Acrobatics +10, Burglary +10, Climb +9, Deception +9, Initiative +10, Perception +7, Stealth +10
Possessions short sword, sap, light crossbow, lockpicks, clothing and cloak, 3d6 silver coins

Thug (Brute) **CL 1**
Medium common man nonheroic 2
Fate Points n/a; **Taint** (1d6-2)
Init +6; **Senses** Perception +0

Defenses Ref 10 (flat-footed 10), Fort 11, Will 9
hp 9; **Threshold** 11

Speed 6 squares
Melee unarmed strike +3 (d4+3 nonlethal) *or*
      club (2-handed) +3 (d8+5) *or*
      short sword +4 (d8+3)
Ranged thrown rock +1 (d6+3)
Fighting Space 1 square; **Reach** 1 square
Base Atk +1; **Grp** +3

Abilities Str 14/+2, Dex 10/+0, Con 12/+1, Int 8/-1, Wis 8/-1, Cha 8/-1
Feats Bull Rush, Pin, Toughness, Weapon Proficiency (Simple, Martial)
Skills Initiative +6, Jump +8
Possessions club or short sword, 1d6 silver coins, peasant garb

Thug (Rowdy) **CL 3**
Medium common man nonheroic 6
Fate Points n/a; **Taint** (2d6-2)
Init +8; **Senses** Perception +2

Defenses Ref 12 (flat-footed 12), Fort 11, Will 9
hp 27; **Threshold** 11

Speed 6 squares
Melee unarmed strike +6 (d4+5 nonlethal) *or*
      club (2-handed) +6 (d8+7) *or*
      short sword +6 (d8+5)
Ranged thrown rock +4 (d6+5)
Fighting Space 1 square; **Reach** 1 square
Base Atk +4; **Grp** +6

Abilities (+1 at 4th) Str 15/+2, Dex 10/+0, Con 12/+1, Int 8/-1, Wis 8/-1, Cha 8/-1
Feats Armor Proficiency (Light), Bull Rush, Pin, Power Attack, Toughness, Weapon Proficiency (Simple, Martial)
Skills Initiative +8 (+5 training, +3 levels), Jump +10 (+5 training, +2 Str, +3 levels)
Possessions club or short sword, leather jerkin and leggings, 1d6 silver coins, peasant garb

Supernatural Entities

Homunculus

Strictly speaking, a "homunculus" is a tiny, artificial man made by alchemy. For rule purposes, however, the term "homunculus" refers to the classical kind, golems, or any independent, animated object. (This can include skeletons or corpses given a semblance of life by alchemy but which are not truly "undead".)

A basic homunculus starts out at 1st level, diminutive size, with one movement mode (usually but not necessarily walking) and a slam attack. It has the following abilities:

Ability Scores: Homunculi have no Con score, and get no bonus to hit points for having a high Constitution. They apply their Str modifier to determine their Fort defense. Homonculi have 10 points to spend on ability scores, or a default array of 12, 11, 11, 10, 8. You may opt to spend one of the homunculus's 1st level talents on heroic-level ability scores, thus gaining 21 points (or a default array of 15, 14, 13, 12, 10). The Wis and Cha scores of a homunculus may not exceed those of the person who created it. Homunculi gain +1 to a single ability score at 4th, 8th, 12th, 16th, and 20th level.

A homunculus with Dex of 2 or lower cannot manipulate items. Homonculi with a Dex of 3 or higher may only manipulate items if they take the Manipulation talent.

Defense Scores: Homunculi do not gain class bonuses to their defense scores. Their Fortitude defense is determined by their Str modifier rather than their Con modifier.

Hit Die: d10. A homunculus gains 5.5 hit points per level (rounded down).

Skills: Homunculi gain (1 + their Int modifier) skills. Unless they have the Learning Ability talent, they may only use the following skills untrained: Acrobatics, Climb, Initiative, Jump, and Perception.

Feats: Homunculi gain feats normally at 1st, 3rd, 6th, 9th, 12th, 15th, and 18th levels. They may take any feat they have the prerequisites for except Magician, which they may never take.

Talents: Homunculi gain talents from the list below at 1st, 2nd, and every even-numbered level thereafter.

Nonliving: Homunculi are not truly living creatures and are immune to poison, disease, extreme temperatures (although they may still freeze or melt), mind-affecting or stunning effects, and do not need to breathe. Homunculi, while created of magic, are not able to wield it themselves and may never take the Magician feat or make Spellcraft checks.

Homunculi normally cannot heal damage, but must be repaired by someone with training in both Craft and Spellcraft. The person may use the higher of the two skills in place of the Heal skill. If the person in question is the creator, they get a +5 circumstance bonus to this roll.

Increasing Size: As the homunculus goes up in level, it gets larger. Homunculi made out of pre-existing objects may not increase in level past their initial size, but must be at least equal in level to the minimum for their size. Thus, an animated dagger (diminutive) may only be up to 3rd level. An animated longsword (small) *must* be at least 4th level and may only be up to 6th.

Creator Dependence: Unless specified otherwise, a homunculus is an extension of its creator and has only as much will as its creator desires it to have. If the creator is killed, the homunculus instantly becomes inert. If the homunculus is destroyed (rather than being dismissed by the creator), the creator loses all of their fate points for the remainder of their current level and immediately moves -1 step on the condition track. They may not create a replacement homunculus until they gain a new level.

Level	Attack Bonus	Class Feature	Level	Attack Bonus	Class Feature
1	+0	Diminutive or tiny size, one movement mode, slam attack, Talent	11	+8	Large size
2	+1	Talent	12	+9	Talent
3	+2		13	+9	
4	+3	Small size, Talent	14	+10	Talent
5	+3		15	+11	Huge size
6	+4	Talent	16	+12	Talent
7	+5	Medium size	17	+12	
8	+6	Talent	18	+13	Gargantuan size, Talent
9	+6		19	+14	
10	+7	Talent	20	+15	Talent

Homunculus size	Ability Modifiers	Size Modifier to Ref Defense	Size Modifier to Stealth	Size Bonus to Damage Threshhold	Size Modifier to Grapple Checks
Gargantuan	+24 Str, -4 Dex	-5	-15	+20	+15
Huge	+16 Str, -4 Dex	-2	-10	+10	+10
Large	+8 Str, -2 Dex	-1	-5	+5	+5
Medium	–	+0	+0	–	+0
Small	-2 Str, +2 Dex	+1	+5	–	-5
Diminutive - Tiny	-4 Str, +4 Dex	+2	+10	–	-10

Homunculus Talents

Armor: Your homunculus gains a +2 armor bonus to its Ref defense. This talent may be taken multiple times.

Attack Type: Your homunculus gains a new attack type. Its damage is determined by its size. *Prerequisite:* You must take one attack type other than slam before you can take sting.

Attack Type	Fine – Diminutive	Tiny	Small	Medium	Large	Huge	Gargantuan
Bite (P)	1d2	1d3	1d4	1d6	1d8	2d6	3d6
Claw (S)	1	1d2	1d3	1d4	1d6	1d8	2d6
Gore (P*)	1d2	1d3	1d4	1d6	1d8	2d6	3d6
Slam (B)	1	1d2	1d3	1d4	1d6	1d8	2d6
Sting (P*)	1	1d2	1d3	1d4	1d6	1d8	2d6
Weapon**	by type	by type	by type	by type	by type	by type	by type

* Ignores 1 point of DR up to Small, 2 DR at Medium, 3 DR at Large or bigger. Sting may also deliver poison. This acts as an immediate second attack using the homunculus's base attack bonus (only) against the target's Fort defense. If the attack is successful, the target immediately moves −1 persistent step down the condition track.

** Acts as a normal weapon of its type, but it is part of the homunculus and can not be dropped or lost. Use this option for animated objects made from weapons, or for a grafted weapon. The homunculus gains Weapon Proficiency with the weapon (and only that weapon) as a bonus feat.

Constrict: The homunculus wraps a flexible part of itself (or its entire self in the case of a flexible animated object) around its target, doing Slam damage based on its size, plus 1½ times its Str bonus with a successful Grapple attack. An object of large size or bigger can make constriction attacks against multiple creatures at once, if they are all at least two sizes smaller than the object and within reach. *Prerequisite:* Pin feat.

Damage Resistance: Your homunculus gains DR 1/--. This talent may be taken multiple times, up to DR 3/--.

Healing: Your homunculus can heal as if it were a living creature. Use its Str score if its Con score would be called for.

Heroic Ability Scores: Your homunculus begins with 21 points to spend on ability scores, instead of 10, or a default array of 15, 14, 13, 12, 10.

Learning Ability: Your homunculus may use reason and intellect to figure out new things. This allows it to attempt to use untrained skills.

Manipulation: Your homunculus has hands or other manipulatory appendages that enable it to do things requiring fine motor control, such as turn doorknobs or pick up small objects.

Mind Link: You may establish a mind link with your homunculus, as per the spell, even if you do not know the spell. This requires a Spellcraft check. *Prerequisite:* Creator must have the Reading and Sending talents.

Movement Mode: Your homunculus gains a new movement mode. Its speed is determined by its size. If the mode is Climb or Swim, the homunculus gains Skill Training and Skill Focus with the appropriate movement skill as bonus feats. *Prerequisite:* Your homunculus must take Walk before it can take Climb, and Hover before it can take Fly.

Movement Mode	Up to Small	Medium	Large or Bigger
Walk	4 squares	6 squares	8 squares
Wheels	6 squares	8 squares	10 squares
Hover	6 squares	6 squares	6 squares
Fly	9 squares	12 squares	12 squares
Climb	4 squares	6 squares	8 squares
Swim	4 squares	6 squares	8 squares

Speech: Your homunculus is capable of speech; the personality it exhibits will be either a reflection of its creator, or of the object it was animated from. Whether it's any good as a conversationalist depends upon its Int score. *Prerequisite:* Int 3.

BEHIND THE CURTAIN – WHY CERTAIN CHOICES?

Arcane Attack Bonus vs. Spellcraft Checks

One significant change I made between *SWSE* and *S&S Saga* is the "attack roll" nature of activating powers. In *SWSE*, when using a Force power against an unwilling target, you make a single Use the Force check and compare that to both the difficulty of the power, *and* the target's appropriate Defense score. In *S&S Saga*, spells against unwilling targets use the Arcane Attack Bonus. I made this change for two major reasons.

Spellcasters Need Int *and* Cha: Spellcraft is modified by Int, as is the number of spells your character learns when they take the Magician feat. Having the attack roll also based on Int both punished "natural" spellcasters (e.g., witch-doctor types) *and* made Int too much a powerhouse ability. Therefore, I decided to have an attack roll that was modified by Charisma to give would-be sorcerers a mechanical reason to *invest* in Charisma. Sorcerers should have hypnotic gazes and intimidating presences, right?

Power Balance: Using the skill check provides a big power boost at the beginning (particularly if Skill Focus is brought into play), but then eventually gets outrun as characters' Defense scores go up with level. On the other hand, I wanted sorcery to be something that was very difficult for the initiate, but rapidly scaled up as the magician became more powerful. By having the Arcane Attack Bonus parallel the lowest Base Attack Bonus, but then giving Scholars the ability to increase their Arcane Attack Bonus through talents, the dedicated magician can overcome most Defense scores somewhere in the middle levels, and retains that ability over time.

Backlash and Taint

In most sword-and-sorcery fiction, magic is difficult, dangerous stuff to play with, and even those with the purest of intentions can be twisted or destroyed by it. As opposed to *Dungeons and Dragons*, where magic is for all intents and purposes just another skill that a surprisingly large number of people can quickly learn and activate without fail, in *S&S Saga* magic becomes something that you have to weigh your options in. Even if you never cast a single spell that imparts taint, there's still a chance that you might roll a natural 1 and suffer backlash. The more powerful the spell, the more devastating the backlash you'll suffer.

Race and Genre Conventions

A lot of classic sword-and-sorcery fiction was written for the pulp magazines of the '30s purely as popular entertainment and reflected the beliefs or stereotypes of the time – many of which come off as horribly racist, or at least embarrassingly stereotypical. The pulps were a place where all Chinese were inscrutable and tended to say, "This humble one is velly solly, but reglet must kill you now!" or something similar, and where the worst crime that a black man could commit was to touch a white woman.

I neither condone nor want to continue this, which is why a character of any background may choose from the "Barbarian," "Common Man," or "High Man" races. However, it's also part of the color and flavor of a fantasy background to have varied and exotic abilities for people from distant lands. Thus, I have included "race" packages for people of certain regions and backgrounds that players may take if they desire, based on archetypes from classical history or fiction. Note that not everybody from a given region matches the archetype – you could have a Horse Lord who had never touched a saddle for instance – in which case you'd simply take one of the generic race packages.