

1.4 General Mechanics

There are many actions and conditions in all the role playing games that require special explanation. When other sections use one of these special conditions it will be written in bold. Many of the conditions have variables associated with them (like damage) and these are placed next to the condition in documents. For an example, acid burns have the variable of its potency so in documents it would say '**acid burns (Potency: 20)**'. In some case this will only be a modifier. For an example, a flamethrower might say its damage followed by '**(fire damage)**'. The variable doesn't necessarily need to be a number. In the case of grappling there are two types of grapples (flexible and rigid) so grappling weapons would simply say **grapple (flexible)** or **grapple (rigid)**. In this case the weapon's damage would be the damage variable. Some of the conditions only apply to one of the role playing games and if this is the case it will say so.

Acid Burns (Potency)

When anything is burnt with an acid it is dealt a small and continual amount of damage until it is washed off. Acid damage is almost always done with potions so there is a potency associated with it (this is the same as potion potency). The game master will need to decide how difficult the acid is to wash or wipe off based on its potency. If the acid is rubbed off rather than washed then it is likely that they will spread the damage more than end it. Even so, by spreading out the acid they can eventually lower the potency enough to no longer be harmed.

The potency is the amount of damage that the acid deals each round. This damage doesn't have any defense applied to it against flesh and lowers the durability (without toughness being applied) of armor and equipment. If the character's defense or an item's toughness is over five times the acid's potency then it has no effect.

Armor Penetration (Amount)

Attacks neglect a certain amount of the character's defense. Usually this is either because the attack is especially effective at piercing armor or accurate enough to strike at weak points. As the name implies this applies to armor, not the defense provided from their strength or natural armor (scales).

Blunt

Weapons that lack a cutting edge are considered to be blunt weapons. This includes things like training swords, hammers, maces, and staves. This makes little difference in how the weapon initially functions, but with disciplines they show considerable differences in terms of **armor penetration**, disabling rather than killing enemies, and harming certain creatures like undead by making use of the greater striking area.

Cold Damage (Damage)

Quite often, especially through spells and artifacts, an attack is made of of a sharp wave of cold or ice. This can have additional effects beyond the simple damage. However, like fire damage, the damage dealt by these attacks are halved against creatures that can't be harmed through ice (abominable snowman, ice elemental, diamond golems, etc) and none of the special effects are applied. Some creatures may be especially effected such as fire elementals (though by the damage, not the effects) and those with malleable surfaces like reptiles, a primal ooze, or water elementals (though they are harmed by the effects, not the damage).

Unlike fire damage whose effects are based on the damage dealt, the effects for cold damage are based on the percentage of hit points lost in the attack. All the effects lower than the current effect are in effect as well. Each effect lasts for a specified amount of time, then goes to the next lower effect (it doesn't end until it passes the lowest effect). If more cold damage is applied then it has no special effect unless it's higher than the effect currently occurring (then it replaces or restarts the conditional effect). The effects are:

0 - 9% - The attack causes a light frost that stiffens movement for two rounds. This causes the character or creature's speed and other aspects of agility rolls to be halved. This halves endurance rolls, as well, for those effected are numb with cold and unable to feel through the sense of touch.

10 - 14% - If the attack had a specific target (such as an arm) then that limb is frozen solid and can't be moved for two rounds. Head and neck hits are treated as general hits in this case. In either case, a general or specific strike, the character is covered with a thin sheet of ice that makes it very difficult to move. Any combat subskill or agility roll are halved for two rounds.

15-19% - The cold is causing the character to shake uncontrollably, breath irregularly, and want to huddle for warmth. This makes it difficult to speak, causing their to be a half chance that any spell being cast will fail. The spell has this chance of failing for each round that it's being cast, thus higher level spells are harder. Failed spells don't cost any mana.

>19% - The character or creature is frozen solid for a number of rounds equal to a tenth of the percentage amount over 10% (in other words, one round for 20-29%, two rounds for 30-39%, etc). While frozen the character or creature are in suspended animation, unable to move or take any actions (even use knowledge based subskills). Any damage dealt to them are halved (before defense is applied) because of the thickness of the ice. However, if an attack still does at least 25% of their total hit points and this is lethal damage (having been damaged before) then they are shattered and can't regenerate, reanimate, or be revived though means that require that the body is in fair condition.

Dark Vision (Distance)

The character can see up to a certain distance in pitch black environments. This doesn't allow the character to see through magically created darkness nor does it help in dim light. Within the range of this ability the character can see just as well as if it was day.

Electrical Damage (Damage)

The harm done by electrical currents and bursts of power can be tricky to figure out, for they have varying effects based on insulation, what they're affecting, and where the path of least resistance lies. This type of harm is most often done in sci-fi games, caused by tesla coils, damaged electronics, and a variety of other devices and situations. Still, there are a few special circumstances in which this occurs in the fantasy section, coming in the form of lightning bolts, shocking lizards, and the like.

In the sci-fi, if this sort of damage is dealt to a computer then it will most likely scramble some or all of its data. This is dependent on how well the computer's built and protected verses the electrical damage.

The first trick is to figure out what is actually harmed by the electricity. Energy always finds the path of least resistance to the ground. For example, if a power source is connected to a person and a conductive metal pole (both of which leading to the ground), the person would be dealt very little harm, for the electricity would find it easier to travel through the pole. Generally at least some electricity travels through all paths, the amount depending on the resistance that it finds. It is up to the game master to determine, based on the original location of the energy and the conductivity of the things between it and being grounded, just who or what is harmed and how much. Usually this isn't much of an issue, for things that deal electrical damage (like lightning bolts and tesla coils) deal damage directly to someone or something, rather than the metal structure on which they may be standing or some other complicated thing.

When determining the harm this type of damage deals to creatures and characters, the first step is figuring the damage done to them. If in water, encased in metal armor, or otherwise especially conductive then the damage can be increased up to 50%. Especially protective insulation (such as thick or plastic clothing) decreases the damage up to 50%. In the case of leather and padded armors, the percentage decreased is equal to the armor's defense (up to 50%). Other than this armor doesn't provide any protection.

After the damage is figured out and applied, there is a chance that characters or creatures damaged by it will be **stunned (1r)**. The percentage chance of being **stunned** is equal to the damage dealt (after defense is applied). If **stunned**, then the next round there is half that percentage chance of being **stunned** again. For an example, say that a character is dealt 67 electrical damage. There is a 67% chance that they will be **stunned** for one round. If this happens, then there is a 34% chance of being **stunned** for a second round. If so, then a 17% chance of being **stunned** for a third, and so on.

If **stunned** for over a single round the electricity has unpleasant physiological effects on characters. These effects are:

| Time: | Effect: |
|-------|---|
| 2r | The character's muscles spaz and tense, making the character drop anything that they were holding. |
| 3r | Whatever area area was dealt the harm is temporarily paralyzed for 1d6 rounds after the stunning ends. If forced to move then they feel a great sense of pain equal to the electrical damage (after defense had been applied). |
| 4r | The character is globally paralyzed for 1d4 rounds, feeling half the electrical damage as pain if they are forced to move. This adds to the duration of the local paralysis from the previous effect. |
| 5r | The shock is enough to make the character collapse unconscious for 1d8 rounds. The duration of the paralysis doesn't start until after the character awakens. |
| >5r | Their nervous system is shot and the character collapses into a deep coma. All muscle control is lost and they lie there drooling unless they somehow recover. This is a very tricky condition to cure, and they are generally best left until they wake up naturally. Each day they have a 1% chance of waking up. This may be less if dealt incredibly great electrical harm. |

Fear (Effect)

There are a few things in the game which are especially terrifying. This could be monsters or aliens with grotesque or fearsomely powerful forms. The fear's effect is usually a dice amount to be rolled. If the game master feels like the character's resolve should be tested in a certain situation then they may determine an appropriate fear effect from the general difficulty chart. Often fear is the effect of spells, abilities, or artifacts. The fear is rolled against the character's willpower (resolve) and the effects depend on the percentage of difference between the rolls. This percentage is found by taking the fear effect minus the character's willpower (resolve). Then, divide this by the fear's effect. The fear has no effect if the willpower (resolve) is higher than the fear's effect.

The effects are:

| Difference: | Effect: |
|-------------|--|
| 50%-99% | The character will cautiously retreat, only willing to defend themselves. They will fight anything that engages them, even if it is whatever is scaring them. If cornered they will fight whatever they need to in order to get away. They |

won't, however, pursue and fight anyone on their own accord. If they are engaged by whatever is scaring them and they find that they are stronger than it (or at least able to hold their own) the fear's effects end and they can take actions normally. If not engaged, they will move away to about fifty yards. They won't get closer than this but otherwise they can take any actions they wish. Once this far away they begin to build their courage. Every round they roll their willpower (resolve). If it is lower than what they had they keep their old roll. Otherwise it replaces their roll. They keep rolling until the difference between their willpower (resolve) and the fear's effect is low enough that they can attack or take any other actions they wish.

100%-149% This has the same effect as before except that the character runs away rather than making a cautious retreat. They can't use their methods of defense (shield, parry, and dodge) but they will still retaliate against anything that engages them.

150%-199% This has the same effect as before except that the character won't retaliate. Their mind is only on getting away from whatever is scaring them with little rational regard. Before retreating they will drop anything heavy that they're carrying (like shields) that will slow them down. If the difference is at least 175% the character will scream as they run, adding 1d6 to the fear effect against anyone else nearby (this doesn't stack if multiple people scream). The character's so distracted by terror that they can't use any high level spells and abilities that state that require a fair deal of concentration. If cornered they will still fight but only enough to get away. They will still be fearful, even if they do well against whatever is scaring them. The fear's effect, however, will be reduced to the lowest effect.

200%-249% The character will stop any actions they were taking, drop their weapons, and cower on the ground, paralyzed with fear. They'll be unable to make sounds understandable as speech as long whatever is causing the fear is near. If the thing that is causing the fear is immobile then the character will scramble away, leaving their equipment behind.

>249% The character will faint, remaining unconscious for 1d6 rounds. When they wake up, they feel nervous and re-roll their willpower (resolve), adding an amount equal to their level times the number of times they've fallen unconscious to the roll. This makes it so the character will, after a time, have a high enough willpower (resolve) to stay awake (having a lower fear effect).

Fire Damage (Damage)

One of the many types of damage that can be dealt is fire damage. This sort of damage is caused by hot or fiery sources like fire spells and flamethrowers. They have the advantage of often catching things on fire, but the downside of having very little effect against anything or anyone that's fireproof. The game master will need to determine the damage of existing fires (like entering a burning building).

Initially fire damage is dealt normally except that anyone who is fireproof (such as encased in full plate mail, scaled or stone creatures, etc) are dealt half the normal damage. If those being damaged are dealt at least ten damage (after defense is applied) and aren't fireproof they catch on fire. Inanimate things that aren't fireproof (like wood doors) can catch on fire the same way. Very light materials, like paper, are assumed to incinerate almost instantly.

Each round who or whatever is on fire is dealt a number of d4s of damage equal to a tenth of the initial damage (after defense is applied and round down). This damage is dealt at the very start of the character's turn (or simply once a round for inanimate things) and defense isn't applied. This damage stacks if they continue to be dealt fire damage, increases slightly by movement, and go down if the character tries to put the flames out. Some other notes on fire damage are:

-If the character uses water or has some other means of putting the fire out, then it doesn't deal any more burning damage.

-If the character tries to put the flames out by rolling, beating the flames out, etc. then roll a d4. The number of dice of burning damage are reduced by this amount.

-If the character runs around or in some other way feeds the flames, then the game master should increase the number of dice of damage.

-If more fire damage is done, then the damage stacks. For an example, a character being dealt 3d4 fire damage each round is engulfed by a flame that does 24 damage. They are then dealt 5d4 fire damage each round.

Flight (Skill)

Flight can be provided by all sorts of things including abilities, spells, artifacts, and often equipment in the sci-fi game. This concerns all types of flight except levitation and piloting crafts. This is because with levitation there is little control over the vertical movement (such as with hover crafts) and piloting uses the character's mechanical skill. The skill of the flight is used to judge the speed in the air, maneuverability, and how proficient the character is (performing tricky maneuvers). When controlling something that flies the skill determines how well the flying thing can be controlled. There are two types of flight that need to be taken into account: hovering and in motion. A flying character can easily switch between the two though for every round the character must be doing one or the other, for an example they can't move for part of the round and hover for the rest.

Hovering characters are essentially still in the air. They can use missile weapons or use pole arms (if within range), cast spells, or take most other actions, though any action they take while flying gets a -10 penalty except flying, dealing, or receiving damage. If hovering within weapons range they can be attacked like a normal character (except they can't dodge and any melee parry or shield rolls get the -10 penalty). If hovering at a long range, then missile weapons shot by and at the flying character get the loss for long range as well.

Characters in motion move at the maximum speed of a third of the flying roll in feet each round. They can't take

actions, being treated similar to a sprinting character. Weapons may get a loss of accuracy for long range as well as the movement. If the character is moving especially quickly then the accuracy loss for motion may be very large.

The only method of attack the character can performing while moving through the air is to dive. Dives can take several rounds depending on the distance to the enemy and the flying speed. The distance divided by double the speed the character's flying at (doubled due to gravity) is the number of rounds it'll take to hit the enemy. Dives increase the damage by adding momentum when slamming into the enemy or striking with a melee weapon.

Slamming into the enemy is the same as the bull rush so this discipline can be used to increase the damage. The slam deals the character's strength plus 1d6 damage for each round the character's been diving (up to 5d6). This also deals half of the damage to the flying character and stops their flight (they're now on the ground).. Both the flying and the hit characters are stunned for the next round unless their defense blocks all of the damage. If the diving character misses (usually due to the target dodging) then they still lands on the ground as normal except that they are dealt the full amount of damage that they would deal rather than only half (and may still be stunned for a round).

Diving and using a melee weapon is an attempt to fly by the enemy, striking them on the way and using their momentum to increase the blade's damage. This attack can be a stab or slash and can't be done with short weapons. The attack suffers a -15 accuracy penalty since the enemy can see the flying character coming long in advance (giving them time to prepare their defense) and making a strike in the split second while passing and also avoiding crashing into the ground is very difficult. If the flying character succeeds then they add the number of rounds they've been diving in d4s to the damage (up to 5d4 extra damage).

At the end of the dive the attacked character (if still able to retaliate) can make a single strike against the flying character before they move out of range. This strike has a loss due to movement. If the flying character made an attack with a melee weapon then they can now regain their altitude if they want (if they did a smash then they're on the ground now).

Flying characters can fight each other in the air. They can do this by either hovering and fighting each other (same as ground combat except that all skills have the -10 penalty) or by making diving attacks. If two characters are diving at each other then damages are dealt at the same time on contact. For an example, two flying characters that are trying to slam into each other would both be dealt both their enemy's attack damage as well as half of their own at the same time (see the Multiple Damages in a Turn in the game rules section (1.3)). Melee weapons strike at the same time as smashing characters unless the melee weapon has initiative (which is often the case with polearms). If, a character dives after another who's flying away then the time it takes to reach the enemy is the distance divided by the diver's speed minus the other flying character's speed (the diver must be moving faster than the other character for this to work). In this case the diving character doesn't get any bonus damage for momentum.

Fortune (Luck)

This only applies to the fantasy game. When searching slain enemies for items there is a chance that they will find items or artifacts. Fortune is a mystic and chaotic that the game master doesn't need to take into account if it doesn't fit for the situation (such as finding items on a wyvern). Often, this is used to determine the treasure in chests or a hoard rather than what is actually on the character or creature.

The luck is given as a percentage and multiple sources of fortune stack with each other. To determine what the character finds (if anything at all) roll two d10s (or a d100) to find a percent. When seeing what the character finds use the chart below where first they roll for the first level (cheap items or crude gems), then if that's successful roll for the second level, etc. The luck percentage may be increased or decreased for especially weak or strong enemies, or the game master may have it rolled multiple times (so the character finds more things).

Percentage chance: Found:

| | |
|-----------|--|
| Full luck | Cheap item (equal to or less than ten gold) or crude gem |
| 1/2 luck | Expensive item (over twenty five gold) or cracked gem |
| 1/3 luck | Common artifact or chipped gem |
| 1/4 luck | Uncommon artifact, tarot card, or flawed gem |
| 1/5 luck | Rare artifact, set artifact, or flawless gem |

An example, a character has the luck of 42%. The first level percentage is rolled and it rolls a 35. This is less than 42 so the character gets, at least, a common item or crude gem. The percentage chance is then rolled and has a 12. This is less than 21 (half of 42) so instead of finding a cheap item or crude gem the character finds, at least, an expensive item or cracked gem. The percentage is rolled for the third time and has a 61. This is far more than a 14 (a third of 42) so the character either has a random expensive item or a cracked gem (game master decides randomly).

Grappling (Flexible/Rigid)

Some weapons specify that they can be used for grappling. This means that they are able to grab onto the enemy in some way and hold them. When attempting to grapple the character rolls their accuracy as normal without any hit x. If they hit then they grab or latch onto the enemy. Grappling itself doesn't cause any damage though the results of the grapple (like being dismounted) may cause injury. There are two types of grapple, flexible (like rope or chain) and rigid (usually hooks). When the

'grappling character' is referred to this means the character who is holding the item that was used to grapple with.

Flexible grapples attempt to lasso or in some way wrap the enemy and hold them fast. If their limbs are bound together then they can make a physique roll to try to break it (it holds if the material's toughness is higher than the roll). If the wrap doesn't bind their legs together the character is free to approach the grappling character. If they try to move away they need to roll their physique versus the physique of the grappling character. If the defender wins then they are able to move away, dragging the grappling character with them (slowed down an amount depending on the grappling character's physique). If the grappling character is higher then the defender can't move away. It requires a great deal of accuracy to wrap two limbs together and this can't be done (unless under unusual circumstances) against anyone larger than a demi-human. When used to dismounting riders the character's physique is rolled against a difficulty set by the game master to see if the rope is pulled from their hands. It requires a great deal of accuracy to wrap the grapple around a riding enemy but if they succeed with both rolls (the accuracy and physique) then they are able to pull the rider from horseback.

Rigid grapples, unlike flexible ones, are only used for a single round to trip or dismount the enemy (unlike flexible grapples that hold them). To trip the enemy the grappling character must make a targeted strike toward the legs, the character must be unaware of the grappling character's intent (or simply has their back turned), and must be moving away from the grappling character. This is most useful against enemies that are running away. If a character within range decides to retreat during their turn the character with the grappling weapon can attempt to trip them before they move away (but this takes up the grappling character's next turn). Tripped characters stop moving and take a round to get back up. Dismounting riders work much the same way as flexible grapples except that they are easier to hit with and have a +7 bonus to the physique roll.

Holy Damage (Damage)

This only applies to the fantasy game. Positive energy commonly found through light magic and the artifacts of good characters, this type of damage is selective in how it deals damage. Good characters can't be harmed by it and neutral characters only take half the normal damage without any of its special effects. Evil characters and creatures, however, take the full damage. For five rounds after being harmed the character or creature is unable to heal (including regeneration or resurrection) and they can't concentrate if their willpower roll is lower than the amount of holy damage taken (after defense is applied). This is especially destructive for minions of darkness, dealing double damage to undead and triple to demons. Weapons enchanted with holy damage are able to strike enemies with **shadow**. When doing this only the holy damage is dealt, though no defense is applied.

Immortal

This is a very rare condition, meaning that the character or creature can't be killed. Unless stated otherwise, this is very similar to being **invulnerable**, except that the character also can't be killed by indirect harm, like being buried or instant death effects. It is also generally a permanent effect. There are a few spells and abilities that specifically state that they can kill those who are immortal, though these too are rare.

Instant

This means that the spell, ability, or whatever happens can take place at great speed, even between the turns of other characters. If multiple instants take place at the same time then the order is in the favor of whoever's turn is closest to being next. For an example, say that there are three instants taking place after one particular turn. One character's three turns away, another seven, and the third is ten. The one who's turn is ten way has their effect placed there. Then the person who's turn is five away may chose to go before or after it. Then the person who's turn is three away can chose to go at the start, end, or in between.

Instant Death

There are some effects, like the removal of a character's soul or being crushed by an avalanche, that kills the character without regard to remaining vitality. This can't harm those blessed with **immortality**, but it can still kill those who are **invulnerable** to harm.

Interrupt

This is the fastest sort of effect, taking place in the middle of a person's turn, between actions. At any time an interrupt effect can take place either before or after the last action to take place. They can't take place for actions earlier than this unless it went by so quickly that the player hadn't had time to state their intentions. Interrupts are treated as actions themselves, so others can react to an interrupt with another interrupt, possibly creating a complicated string of cause and effect.

Invulnerability

This only applies to the fantasy game. Invulnerability means the characters immune to being dealt any damage. No matter what, the character's hit points won't go down. They can still be effected by spells but if part of the spell would deal damage the damage is reduced to zero. Alternative forms of death can still kill the character like drowning, spells that cause the character to instantly die (rather than killing through hit point loss), etc.

Invisibility (Limited/Perfect)

In the sci-fi game cloaking devices provide either characters or ships the ability to turn invisible. In the fantasy game magical effects allow for the same sort of thing. There are two degrees of invisibility: limited and perfect. With limited invisibility the character or thing that's invisible is completely transparent, but the camouflage lags a second behind the rest of light. Perfect invisibility, however, is exactly that: perfect. There isn't any way to detect (visually) the presence of the invisible character or thing. There are some abilities and equipment that allows characters to see anything that's invisible. Those who can see through invisibility don't have the benefits for being invisible applied against them.

Limited invisibility causes a blurry and distorted appearance whenever the invisible character moves. Any movements seen through the character will seem slowed and delayed (though this isn't especially noticeable). The distortions when moving make it so this only adds to the character's sneak rather than making it impossible to visually detect. The distortions are especially difficult to see at longer ranges. Thus, the invisible character's sneak gets a bonus to their sneak rolls equal to double the distance to the searcher in feet. If the character is noticed then the required roll for melee, brawling, and short range (less than fifteen feet) missile weapon attacks is fifteen higher than normal. Attacks longer than fifteen feet are too difficult to succeed at all (they may still attempt, though the additional range makes it a random attack (described in the game rules section (1.3) in which the chance of hitting is based on the additional range).

Hiding is much easier since there are few distortions made when holding still (there's still a little movement from breathing). The character's hide roll is multiplied by a third of the number of yards away the searcher is (so the hide roll, for example, would be tripled at the range of nine yards).

Perfect invisibility, however, doesn't allow for any roll at all when hiding. Searching characters can, however, look for other signs of the character's presence like tracks. When sneaking the character can't be detected by being seen at all, though their location can be localized by characters using their hearing skill. Attacks against a character with perfect invisibility is a random attack unless they can determine the character's exact location somehow.

Knockback (Distance in feet)

Some especially powerful attacks cause those struck to be forced back. If an especially great distance, this can put the defender off balance or even cause them to trip and collapse. This is often advantageous to the attacker, either forcing the enemy backward (such as toward a cliff or against a wall) or keeping them on uneven footing. If knockback is done to characters that can't go backwards (generally when they are against a wall) they are dealt an additional amount of damage equal to triple the distance (if knockback isn't being done by an attack, this damage is done directly without defense being applied). The struck character's agility determines their balance when they are forced back. If the agility roll is...

... more than double the distance, then the character doesn't suffer any adverse effects (is just forced back as described above).

... less than double the distance, the character suffers a stat loss equal to the difference (they are either party distracted or thrown off balance).

... less than the distance, the character staggers back, struggling to regain their balance. This has the same effect as being **stunned (1r)**.

... less than half the distance, the character trips and falls on the ground. They either take two or three rounds to get up (depending on their agility) or must fight from the ground (is **stunned (1r)**, then has described stat loss as long as they stay down).

Life or Mana Steal (Drain)

This only applies to the fantasy game. One of the many attributes to damage is life or mana steal (this is either '**life steal**' or '**mana steal**'). This means that part or all of the damage the character deals (after defense is applied) either heals them or gives them mana. The drain is given as a percentage and can even be above 100%. Hit points and mana gained this way can't raise the character above their maximums unless specified otherwise. Life can't be stolen from undead and mana can only be gained if those attacked have some.

Low Light Vision (Multiplier)

This attribute means the character or creature can see especially well in low light (for an example under starlight and in dim torchlight). The range that the character or creature can see is the multiplier times how far they could usually see. Within this range there isn't any loss to accuracy or their search for low light.

Morale (Bonus)

Characters can be inspired by success or the feeling of upcoming success to perform better. Certain effects, especially those of charismatic characters benefit those around them this way. Characters affected by morale have this bonus added to all their subskill rolls and this is tripled for willpower rolls. However, if characters have a cause to feel pessimism, such as facing an overwhelming enemy or the death of the leader, they will lose this benefit (the game master decides when this happens).

Natural Armor

This is a characteristic of armor that certain creatures have. This means that their armor is a natural part of their body, covering just about every part of them. Since it is so different from normal armor abilities that reduce their armor's defense don't apply to the natural armor.

Open Wounds (Damage, Divisor)

Some attacks leave especially grievous injuries that continue to inflict damage after the attack has ended. These attacks tend to be those that mangle the flesh or make narrow cuts that take longer to clot. At the start of the attacked player's turn they are dealt the specified amount of damage (without defense being applied), then the damage is divided by the divisor. Thus, the higher the divisor, the quicker the damage is reduced. The damage might be able to be prevented by bandaging the wound or healing it. The game master determines if this is possible and what extent it would require.

Poisoning (Potency, Damage/Death/Paralysis/Sedative)

Poisons aren't especially common but it can still give a very useful boost to the effect of weapons. It's usually found in traps, poisonous creatures like wyverns, and is commonly used by certain races like the drow. Poisons are described with their potency as well as their purpose. The poison's effect can be reduced by trying to suck the poison out of any wound it infected or in some other way limiting the amount of poison that enters their body. Poisons may have a lesser effect in large creatures and greater effect in small bodies (the game master will need to determine the changed effect). Poisons can be used to:

Damage- When the character is first poisoned they roll their constitution (health) and this is subtracted from the poison's effect.

The poison then deals a tenth of the remaining effect each round in damage (defense isn't applied) over the next ten rounds.

Death- The poison's designed to quickly kill the character, most often by stopping their heart. If the poison's effect (without constitution (health) being subtracted) is at least as high as the sum of the character's willpower (resolve), constitution (health), and level then the character dies after 1d10 rounds. Otherwise it will only cause some slight nausea.

Paralysis- After 1d4 rounds the character becomes paralyzed with weakness for a number of rounds equal to the poison's effect divided by the character's constitution (health) roll (round down).

Sedative- After 1d4 rounds the character will fall asleep for a number of rounds equal to the poison's effect divided by the character's willpower (resolve) and round down.

Regeneration (Hit points or mana/time)

Many creatures and abilities allow characters to regenerate their hit points or mana especially quickly. It is always given as an amount per time like '2 mana/r' or 'full hit points/day'. This is given in hit points or mana gained per a round. Sometimes there are conditions on this such as only happens at certain times or due to certain actions. Also, some abilities and artifacts prevent regeneration in those they strike for a period of time.

Respite (Damage)

Occasionally attacks backfire, dealing damage to the attacker. This might be due to the attacker (using a dangerous weapon) or defender (doing things like blocking with a spiked shield). The respite amount may either be a set damage or a percentage of the damage dealt. Unless specified otherwise, no defense is applied to the damage.

Resurrection

This is more extensive and difficult than revival, for it means both the recreation of the body as well as calling the lost soul. Only able to be done by some high level characters and powerful items, this can be used to return slain allies that were so grievously harmed that they can't be revived normally. This returns a slightly diminished being to life from what was killed, reducing their level by two from whatever it once was.

Retaliation

This usually applies to the use of weapons but can mean any sort of attack (including spells). This means that when attacked, the character gets to respond with an attack of their own (whatever the retaliation is applied to). This attribute can't be applied to weapons that strike less than once a round and this type of attack doesn't have the hit x applied to it. The character can't use any disciplines or abilities that require concentration to enhance the attack unless they are already in the process of being used (such as the barbarian's rage) or always in effect (like the weapon proficiency discipline).

Revival

Perhaps the most desirable ability to have in a party, this is the ability to return the dead to life. Many different potions, spells, and abilities allow for this with different properties to them. What they all have in common is that they require that the corpse is in a relatively intact state. Any harm that is so extensive that the character would again die after being revived (such as a missing head, gashing wounds, etc) must be addressed before a revival can take place. In some cases a revival is entirely impossible, such as if the body was torn to shreds or burnt to ash. One limitation to revivals is that they keep any conditional effects like

paralysis, a coma, petrification, etc.

Shadow (None/Transparent)

This only applies to the fantasy game. There are some who don't belong to this realm, residing instead in the dark, 'shadow realm'. This is a world that lies parallel to the one in which characters reside, having similar land forms and familiar characteristics. It is dark, being in perpetual darkness and any lights brought or made there only have half their normal range. A quiet world, there is no wind, rivers, or any other movement in the environment. This is the world of specters and other ghostlike entities, making it a perilous place to stay.

To have shadow properties means to be in the shadow realm. Characters and creatures in this realm are invisible to the unaided eye and unable to effect things in this plain of existence. If someone with shadow is 'transparent' then they are visible as an ethereal creature (mostly see-through). Some creatures, abilities, and artifacts are able to affect those in the other realm, such as weapons that can strike those with shadow or specters that can attack characters in this realm. Anyone or anything that can have an effect one way through realms can have an effect the other way as well. For an example, weapons that can harm those with shadow can harm those without shadow when in the shadow realm.

Stun (Time)

Certain events keep a character from responding for a period of time. This might be a heavy blow to the head, being shocked with fear, or any of a number of things. For the specified number of round the character is unable to take an action during their turn (essentially skipping their turn). If the character wishes they may roll their willpower once to shorten the duration. The time that the character's stunned is decreased by a percent equal to the willpower roll (so this will only have a sizable effect if the stun lasts for a long period of time).

Subduing Damage (Damage)

Some attacks can be made in such a way as to knock an enemy unconscious rather than kill them. If this type of damage drops an enemy below one hit point then they fall unconscious, not being killed regardless of excess damage. The character may still kill the character accidentally, misjudging their own strength (such as the case might be if a giant struck a halfling), though this is rare (determined by the game master). If there isn't enough damage dealt to knock the enemy unconscious then the damage dealt (after defense is applied) is halved.

Suffocation

The effects of being deprived of air (for characters that require it) is much the same as physical harm. Both weaken the character and eventually kill them. The character can be without air for a number of rounds equal to half of their constitution roll without adverse effects. After this, they are dealt a single point of **submissive damage** (no defense is applied). Each round that the character can't breath the damage is doubled (2, 4, 8, 16, 32, etc). If they are reduced to zero hit points, then they fall unconscious and die in a number of rounds (if they still can't breath) equal to half their constitution roll.

Void Damage (Damage, Effectiveness)

This only applies to the fantasy game. Though generally not great amounts of damage, this is a darker and more destructive type of harm than most. Defense isn't applied to the damage and hit points lost this way are difficult to recover. Rather than physical damage, leaving a wound, this is the siphoning of the character's very life force, harming them by leaving them as a drained shell.

Void damage results in a permanent loss of hit points (the max number of hit points is reduced by the void damage). This can only be recovered by magical healing spells of an order that's higher than the effectiveness. The effectiveness is either the order of the spell or an amount based on the strength of the attacking character or artifact. It's never over ten (so tenth order spells can cure any strength of void damage). Herbs have no effect, neither does first aid and bandaging.

In addition to the permanent loss of hit points, this weakens the character, sapping some of their strength and vigor. Combat and strength base and subskills rolls (since they are based on vitality and movement) are reduced by a percentage amount equal to the percentage of the character's hit points lost due to void damage.