

Spirit Storm



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1 Introduction

Welcome to the exciting fantasy world of Spirit Storm!

Spirit Storm is a high adventure fantasy campaign set after a cataclysmic magical war that devastated most of the land. If the adventures have a high tension, anime mixed with fairy tale feel, then I have achieved my vision for the campaign. This campaign is standard fantasy fare with some changes that will be detailed below.

A mere six months before the start of the campaign a great magical war was waged that lasted for almost fifteen years. This war devastated most of the known world creating large wastelands that did not exist previously. Fallout from the war also resulted in a dense layer of clouds that blanket the skies. This cloud layer limits the sunlight that can reach the planet and the stars can no longer be seen at night. Overall the land has become much colder. This dense cloud bank has also put an “emotional pallor” on the people of the land.

The name of the campaign comes from the fact that spirits are the source of all magical energy. Spirits are found in all living things. The more majestic the being the more powerful the spirit. Thus the spiritual energy in a blade of grass is much less than that of a large majestic oak tree. In concept this is similar to the belief of American Indians and Japanese folk stories. Spells and magic are the summoning and control of called spirits.

Although this is “standard fantasy fare” there is a difference with the races. Instead of dwarves, elves, etc all of the races are based off of animals. The dominant race is the Ape Kin. As far as the game is concerned Ape Kin, or “Ape Men”, are “humans”. Other races can include those which are spawned from mammals, avians, reptiles, fish, and insects. Several of the prevalent races can be found in this document but PC are encouraged to come up with their own races if desired. (Note that I am not a “Furry” or anything like that...I just thought this would be a fun change that I have always wanted to try. ☺)

The PC have been called by a powerful unseen force to leave their homes. This force is calling them together for some yet unknown reason. Players are encouraged to work this into their back stories. Another thing that the PC have in common is that during the Spirit War something important happened in their lives that involves spiritual energy. It could be the devastation of their home village, the death of a loved one, a birth, an emotional turning point, etc. Again the PC are encouraged to be creative in this area.

The campaign will be conducted using the *Hero System 5th Edition Revised* rules with most of the *Fantasy Hero* additions.

1.1 Data Handling

The background information for the game will be collected in this document which will be under revision control. A summary of the updates will be recorded in the revision table at the end of the document (see Appendix #3). The document will be provided to the players in PDF format on the Spirit Storm site. I am compiling the document using Adobe Acrobat Distiller 8.0 but Adobe Acrobat Reader 4.0 or above should be able to read and print the information just fine. This way there are bookmarks, table of contents, and easy distribution from the web sites.

A list of the abbreviations used in this document is found in Appendix #1. Please refer to that list if there are any questions reading this material.

The Checkered Demon Yahoo Group will be used to handle all email traffic as well as to coordinate next game times and locations. If you ever have a question about when the next session will be run refer to the calendar on the Yahoo Group. Note that I plan to run the game if at least 3 players and I can make it to the session. If a player cannot make a session his character is considered “out of play”. In this mode the character is safe from damage unless all of the attending characters die. In this case even the out of play character is considered slain. I plan to lock the game at a maximum of 6 players.

My blog on Kingbeast's Lair will host game session logs. This way people who read my blog can read about what is happening in our games. I have been asked by folks to post these logs on my blog.

All artwork in this document is available freely on the web and is borrowed out of pure love. A great deal of the artwork was taken from a game called *Jadeclaw* which is produced by Sanguine Productions Limited.

Here is a table of the important web sites which will be referenced by this document and important to Star Aria players.

Site Name	URL
Checked Demon Yahoo Group	http://games.groups.yahoo.com/group/checkereddemon/
Kingbeast's Lair	http://www.usandacat.com/thelair/
Spirit Storm Site	http://www.usandacat.com/spiritstorm/

1.2 Hero Designer Support

For those who are willing to use Hero Designer 3.0 I have created a set of Export Templates (i.e. for printing character sheets) and Templates (i.e. for detailing rule changes). These templates are very complete and include all of the rule changes presented in this document. These are available from Kingbeast's Lair site on the File Downloads page and on the Files tab in Epic Words. Details on using the templates will be provided with the download.

Use of Hero Designer is HIGHLY encouraged. In fact if you are contemplating buying any Hero related books buy Hero Designer instead.

1.3 Realism And Morality

Characters will be able to perform all of the standard high fantasy related tropes (i.e. swinging from chandeliers, jumping from one moving horse to another, etc). There is some realism but overall that will be put aside if the game play or story will be enhanced.

Morality will also be handled in a loose fashion in a way that is typical for fantasy related RPG campaigns. For example, if your character kills a tribe of evil humanoid creatures he would not feel intense remorse. The exception to this rule would be for disadvantages that may apply.

1.4 Dangerousness

All combat related rolls will be done in front of the players. This can mean a bit more danger than a protected environment. Players should expect to be dragging your fellow characters out of danger from time to time.

1.5 Personal Plot Versus Party Plot

For the most part plots will be centered around the group not individual characters. Once the PC are worked into the environment and have formed their own niche I will add in character centric plots. Thus it is ok to spend time on a character backgrounds but please be willing to adjust them slightly based on how the campaign progresses.

1.6 Serial Versus Episodic

Initially adventures will be near episodic in nature. In other words, they will last 1 or 2 sessions only. After I get a feel for how things are flowing the plots will become a bit more serial in nature. Adventures themselves might happen in 1 session but an underlying theme may extend into many sessions. It is nearly impossible to perform completely serial adventures with our current session schedule (i.e. one session per month).

1.7 Level Of Society Players Will Have To Deal With

Players will have to deal with members of the elite and common street thugs. This will of course depend on the nature of the characters. If all of the players are street level folks then a lot of interaction will not happen at fancy dinner parties. ☺

1.8 Mood

The mood will be light for most of the sessions. Occasionally a more serious thread will come to a head but overall expect high fantasy fun.

1.9 Flow

Adventures will move and change based on the characters actions. I am really working hard to change my GM style to accommodate this type of story flow. After the Reliance Reforged and Star Aria campaigns I feel more confident in this type of flow and in the background information that I need to support it. Note that initially I will construct the adventures in a more rigid fashion. Once the PC have decided the direction they want to go I will open it up.

1.10 Geographic Area

Players are very likely to travel around the Spirit Storm quite a bit. Expect to have overland encounters and those in a city. Initially expect there to be quite a lot of overland travel.

1.11 Culture

There is a diverse mix of cultures and races in the world. In fact expect to encounter a LOT of races during the course of the campaign. This is one of the things that really enhances the feel that I want to achieve.

2 History

This section contains information that will be pertinent to the characters. It is arranged in a chronological fashion. I'm going to go over the history at a very high level. Please ask questions if you have any.

Player characters are strongly encouraged to add to this history if they think it will enhance their character and the campaign. Just speak with me about it and we can work it out.

2.1 The Pre War Era

Before language and the time of kin the land was rich with animal and plant life. Vegetation flourished and animals prospered. Spiritual energy ebbed and flowed everywhere in the land with abandon. Eventually the apes began to evolve. Nobody knows how the animals started to evolve. The old ones have stories but these are dismissed as tall tales. The apes began to use tools and more importantly they began to speak. Quickly they banded together to form advanced family units. Eventually they formed villages and towns. Although other animal races started to evolve they did so after the ape men. This gave the ape men a huge upper hand that continues to the current day. Most cities, especially any with a deep history, were founded by the self proclaimed "Ape Kin".

For many years as the races emerged so did civilization. Cities formed, wars started and ended, and society advanced. The spirits were always present aiding those who could bind them. Some even worshipped groups of spirits by referring to them as higher beings. These cults ranged from the peaceful to the warlike. Many years before the Spirit War this practice was all but abandoned. People realized that spirits are not banded together in any fashion but are more part of nature, like the sky or the sun.

2.2 The Spirit War

Although the people of the land had seen large battles they would not experience a land altering war until much later. Fifteen years ago, during a phase of unprecedented peace, the land of Albion desired resources that belonged to the Kaldonians. The Kaldonians were a stout country of mountain dwellers formed out of several races. Although their land was rugged and well protected it could not defend them against the vast number of Albion warriors. The fall of Kaldon was the first in a series of events that would lead the entire land into war.

The fall of Kaldon spurred the neighboring land of Turle to seek an alliance with the powerful fish kin of Waterton. When the Albions tired of Kaldon they moved to Turle. This set the city of Waterton and Turle against them. As an attempt to crush the morale of the Turle the Albions sent Rat Gog assassins into their capitol city to kill their king. During the assassination attempt the King Of Turle was dining with a dignitary from The Great House Of Tigera. When the entire dinner party was killed it moved The Great Houses into the war.

At this point much of the world was at war whether they liked it or not. Countries that had not yet joined the war were forced to defend themselves or simply decided to take up arms for their own agendas. Some lands took up swords purely based on racial hatred. The tides of the war crested then fell over the years. Often forces would build and build to cataclysmic clashes. Some of the key battles included The Albion Uprising, The Madness At The Mountains of Lament, General Buck's Folley, The Spirit Wake At Sapphire Lake, The Battle At Starry Creek, Jular's Loss, The Collapse Of The House Of Tigera, and The Fall Of The Great Forest.

2.3 Current Events

It has been a mere six months since the Spirit War ended. It took a deadly battle at the Great Forest to end it all. Many people of the land felt a connection to the powerful spirits of the forest, especially the Great Tree of the time, Great Oak. When the forces of two great countries met in the Great Forest to wage war their numbers were large. After months of deadly forest infighting a very powerful ring of spirit mages called the spirits of the trees to repel the opposition. They did not expect the spell to work so well. The spirits of the forest started to attack anything that they did not consider native to their land...including the ring of mages and their army. As casualties mounted on both sides an Eagle Kin spirit mage known as Damascus called powerful spirits of the skies to storm. He then called for the cloud spirits to rain lightning down on Great Oak. The massive spiritual forces of the Great Tree and the sky clashed in a cacophony of destruction. The result was the obliteration of Great Oak and the clouding of the land. At this point the people felt the losses of the land and their loved ones had become too great. The Spirit War was over.



Over the last six months the creatures of the land have been trying to recover from the horrible things war had done to their lives. In many cases this means returning home and returning to a way of life that does not involve constant vigilance. For those born just before the war their entire life has been devoted to warfare...they have no other skills. For some this has led to depression or suicide. Others adapt their skills as mercenaries, body guards, or bandits. The land is a place shrouded by a dense layer of thick dark clouds that act as constant reminder of what war can bring.

3 People

This section details various races and people that can be found around the known world. Formally races are known by the animal that they evolved from plus the word “Kin”. Thus being spawned from wolves are “Wolf Kin”. In many cases races will have nicknames as well. For example, Wolf Kin are also known as “Lupin”. In the text below the nickname is presented in parenthesis.

The races have different characteristics and traits based on the animal on which the race is based. The extent of animal in the race is defined in the physiology sections below. If the race is created by the player then they can work with the GM to determine the various racial traits. For example, Wolf Kin have complete wolf faces, rear facing legs, tails, and fur. Tiger Kin are much closer to current day humans with cat faces, fur, and tails only.

Note that there is intentionally a lack of some kin in this list that I currently plan on using as “monsters” or at least “bad guys”. If you want to make a race that is not on this list please check with me first. Most of the time I will allow it...I just may need to adjust an adventure based on your selection.

Also note that just because there is a race of beings based on an animal there are still animals of that type in the world. For example, there are Bear Kin but regular grizzly bears can be found in the wild. Note that monsters are also present for the same reason. Monsters are simply animals that are evolving along a different path or are in early stages of development. Dragons are evolved lizards who have maintained a reptilian form.

This section is arranged in alphabetical order.

3.1 Ape Kin (“Ape Men”)

3.1.1 Concept

Ape Men are descended from apes. They are the most prevalent and widespread of the races. (In terms of the campaign Ape Men are “humans” and act as the default template (i.e. no modifications from the norm).)

3.1.2 Physiology

Ape Kin are exactly like current day humans although some can be a hairier than people found today. In some parts of the world they are Kin of monkeys that are considerably less developed. These are not addressed by this section. Their gestation period is roughly 10 months and they live to an average age of 60 years old.

3.1.3 Personality

In general Ape Men are the most neutral of the races. Not too many of the races hate or fear them and they do not have any long standing bias toward any particular race.

3.1.4 Society

Ape Men are the first race to form a language and develop an organized and sophisticated culture. The formation of language helped them gain an immediate leg up on the other races. Thus the oldest cultures and settlements belong to the Ape Kin.

Society for the Ape Men is centered around the communal unit. A large percentage of the existing villages, towns, and cities were designed and built by the Ape Men. Ape Men follow different forms of government. To the north barbarian clans rule the frozen oceans. To the south strict feudal lords hold reign.

3.1.5 Quirks

Ape Men are widespread and diverse but to many their family ties and sense of family history is important. Thus many Ape Men have a descendant’s name in their surname. For example, “Gwilym Kendricson” is the son of Kendric.

To the south the Ape Men have a history of war with the Sealings.

3.1.6 Racial Package

Ape Men are the standard by which other races balanced. There is no defined package.

3.2 Armadillo Kin (“Dillos”)

3.2.1 Concept

Armadillo Kin are a noble race that has been thrust into battle due to their naturally armored pelt.

3.2.2 Physiology

Dillos are a highly defensive race due to their naturally armored skin. They are in all ways like their namesakes except that they stand erect. They have a fairly long gestation period of 8 months and live to the average age of 50.

3.2.3 Personality

Armadillo Kin are noble warriors. They realize that their physical makeup has made them well suited to warfare and have adapted and excelled in the role.

3.2.4 Society

The Armadillo Kin were not inclined to war, but were well suited for it. Culturally, this became an opportunity, and while most nations were in a constant state of turmoil throughout this era of strife, the Dillos flourished. Although they became mercenaries in the truest sense of the word, they were mercenaries with a conscience – they choose the good fight, didn’t rape or pillage, and became known as fair adversaries. Because they didn’t pillage, they were expensive – but nations paid, and paid well.

A byproduct of decades of war was a well-trained veteran core. Individual soldiers made enough money to retire early. With less than a decade of service, a soldier could retire and live comfortably for the rest of his life. It was this veteran core that bred an elite class of bodyguard. With military discipline, combat experience and their natural ability to protect from physical harm, they were unmatched by any other kin as elite bodyguards.

Their military revolved around mercenary companies, not the traditional rank and file. Each company had a specialty – be it siege, sapping, etc.

3.2.5 Quirks

Some Dillos has developed a technique where they can roll up into a ball over another human sized being offering them protection. This technique is prevalent in certain subspecies of the Armadillo Kin.

Cost	Name	Ability
6	<i>Roll Into Ball</i>	Armor (4 PD/4 ED) (24 Active Points); Side Effects, Side Effect occurs automatically whenever Power is used (Movement Reduced to 1" & Limited Visibility; -1), Concentration, Must Concentrate throughout use of Constant Power (1/2 DCV; -1/2), Costs Endurance (-1/2), Linked (Protect my Ward; Lesser Power can only be used when character uses greater Power at full value; -1/2), Restrainable (-1/2)
3	<i>Protect Ward</i>	Stretching 2" (10 Active Points); Linked (Roll Into Ball; Lesser Power can only be used when character uses greater Power at full value; -3/4), Make the Ball (Only to Ball Self or Target; -1/2), Restrainable (-1/2), Always Direct (-1/4), No Noncombat Stretching (-1/4)

3.2.6 Racial Package

Cost	Name	Ability
5	<i>Low Center Of Gravity</i>	+5 Strength
6	<i>Barrel Chested</i>	+3 Constitution
6	<i>Naturally Armored</i>	+3 PD/ED
18	<i>Natural Armor</i>	Natural Armor: Armor (3 PD/3 ED)

Cost	Name	Ability
1	<i>Find Grubs</i>	Find Grubs: +2 PER with Smell/Taste Group
1	<i>Four-Point Leap</i>	Four-Point Leap: Leaping +3" (3 1/2" forward, 3" upward) (3 Active Points); Upward Movement Only (-1), Increased Endurance Cost (x2 END; -1/2)
4	<i>Slow Metabolism</i>	Slow Metabolism: Life Support (Eating Character only has to eat once per week)
4	<i>Digger</i>	Digger: Tunneling 1" through 5 DEF material (17 Active Points); Gestures, Requires Gestures throughout (Requires both hands; -1), Concentration, Must Concentrate throughout use of Constant Power (0 DCV; -1), Limited Medium Limited (Takes 1 Turn per 1" Tunneling; -1/2), Restrained (-1/2)
-5	<i>Armored Body</i>	Distinctive Features: Armored Body (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
-15	<i>Near Sighted</i>	Physical Limitation: -2 on Range Mods & Perception Rolls (Frequently; Greatly Impairing)

3.3 Bat Kin

3.3.1 Concept

Bat Kin are small denizens of the dark that often like to keep to themselves.

3.3.2 Physiology

Bat Kin are small humanoids with light fur and wings under their arms similar to flying squirrels. They have large ears and black eyes that are adjusted to living in complete darkness. Their hearing is very sensitive and they can use it as a form of sonar for navigating around at night. Their faces are very bat-like giving them quite a grotesque visage. Their hands have delicate claws that they can use for grabbing onto rocky outcroppings. Bat Kin prefer to sleep hanging from their feet. They have a fast metabolism and are carnivores. Without vitae they become weak and lethargic. Bat Kin have short gestation periods of 4 months and live to an average age of 30.

3.3.3 Personality

Bat Kin like to keep to themselves. When Bat Kin come out of their dens they maintain this distinct feeling of being alone.

3.3.4 Society

Bat kind live in very small clans of 6 to 10 individuals. They tend to be fairly sedentary when they find a cave complex that has the proper natural resources (water and food).

3.3.5 Quirks

Some Bat Kin has developed their hearing to near supernatural levels when they stop and concentrate. This ability is very rare among the race.

Cost	Name	Ability
5	<i>Exceptional Hearing</i>	+2 PER with Hearing Group (4 Active Points); Concentration, Must Concentrate throughout use of Constant Power (0 DCV; -1), Extra Time (Full Phase, Only to Activate, -1/4) (Real Cost: 2) plus +4 versus Range Modifier for Hearing Group (6 Active Points); Concentration, Must Concentrate throughout use of Constant Power (0 DCV; -1), Extra Time (Full Phase, Only to Activate, -1/4) (Real Cost: 3)

3.3.6 Racial Package

Cost	Name	Ability
-6	<i>Frail</i>	-2 Strength/-2 Constitution
-2	<i>Small Legs</i>	-1" Running
4	<i>Small</i>	+2 with Stealth
10	<i>Small</i>	+2 with DCV
10	<i>Echolocation</i>	Active Sonar (Hearing Group) (15 Active Points); Costs Endurance (-1/2)
5	<i>Claws Good At Holding</i>	Clinging (normal STR) (10 Active Points); Can Only Move Slowly While Clinging (-1/2), Requires A Climbing Skill Roll (-1/2)
7	<i>Wings Under Arms</i>	Flight 7" (14 Active Points); Restrained (-1/2), Wings On Ends Of Hands (Can make flight tricky when holding bulky impliments; -1/2)
5	<i>Blood Craving</i>	Dependence: Blood Weakness: -3 To Characteristic Rolls and related rolls per time increment (Common; 6 Hours)
5	<i>Small</i>	Physical Limitation: Small (Infrequently; Slightly Impairing)
5	<i>Ugly</i>	Physical Limitation: Ugly (-2 on Pre related skills or first reactions) (Infrequently; Slightly Impairing)
5	<i>Sensitive Hearing</i>	Susceptibility: Extremely Loud Sounds 1d6 damage Instant (Uncommon)

3.4 Bear Kin

3.4.1 Concept

Bear Kin are powerful and determined but they can sometimes be a bit plodding.

3.4.2 Physiology

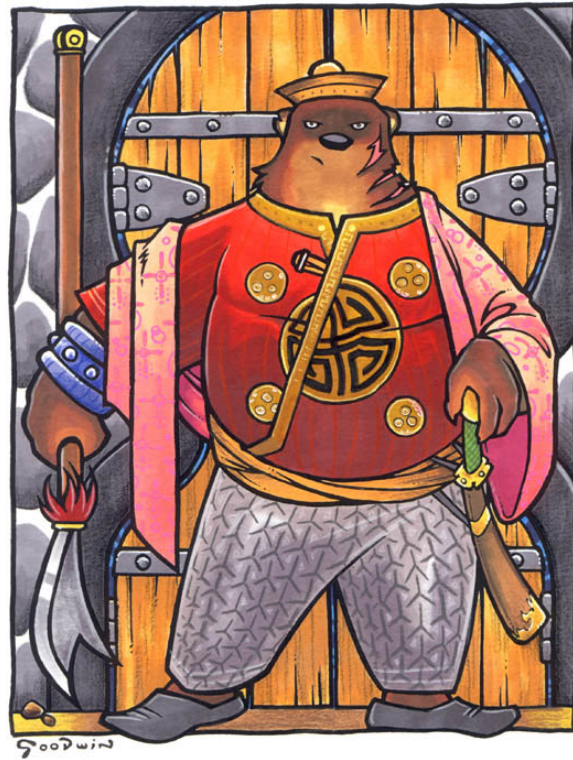
Bear Kin are very large bipeds with dense pelts and keen noses. They are known for their strength and toughness. Most Bear Kin are very heavy sleepers. Bear Kin have a 7 month gestation period and live to an average age of 50.

3.4.3 Personality

Plodding or deliberate are good ways to describe most Bear Kin. They like to repeat what others say as a way to let the information absorb. They may not give their trust easily but when they do they are trustworthy stalwart companions.

3.4.4 Society

During the Spirit War Bear Kin held many positions of military power especially with the foot soldiers who values their strength. In the Great Forest Bear Kin are stalwart defenders of the realms. Many treat them as keepers and protectors of all forests.



3.4.5 Quirks

Bear Kin tend to be less civilized than other races as they like to live in the wilderness. Skills tend to focus to those found in the outdoors (Animal Handler, Survival, Tracking, etc). It is not uncommon for Bear Kin to have disadvantages like being unfamiliar with cities, poor, or protective of plants and animals.

3.4.6 Racial Package

Cost	Name	Ability
5	<i>Powerfully Built</i>	+5 Strength
6	<i>Outdoorsman</i>	+3 Constitution
6	<i>Large Creature</i>	+3 Body
-2	<i>Plodding</i>	-2 Intelligence
4	<i>Tough Pelt</i>	Damage Resistance (2 PD/2 ED)
4	<i>Bear Nose</i>	Enhanced Senses (Enhanced Perceptions – Smell/Taste Group (+2))
15	<i>Bite</i>	1d6 Killing Attack – Hand-To-Hand
3	<i>Burst Of Speed</i>	+3” Running (Increased Endurance Cost (x3 End, -1)
1	<i>Natural Swimmer</i>	+1” Swimming
-5	<i>Heavy Sleeper</i>	Physical Limitation (Infrequently/Slightly, Harder to wake up)

3.5 Boa Kin (“Hissers”)

3.5.1 Concept

Boa Kin are powerful reptile kin that have tails instead of legs.

3.5.2 Physiology

Hissers are a short lived but powerful snake race. They are bestial in nature and have many of the traits of their ancestral namesakes including the ability to heal from wounds. Boa Kin do not have feet or legs but instead have single a powerful tail. They have short gestation periods of 4 months and live to an average age of 30.

3.5.3 Personality

Boa Kin are bullies. They love nothing more than having a scrape. This makes them very good body guards, laborers, or personal servants.

3.5.4 Society

Boa Kin are a subservient race without the intellect or wherewithal to pull themselves out of the mud patches of their birth. They live for fighting and proving their strength to whoever will watch.

3.5.5 Quirks

Hissers slur their speech due to the forked nature of their tongues. This led the Ape Men to give them the nickname “Hissers”. They move with a shifting of their shoulders as they slide along.

3.5.6 Racial Package

Cost	Name	Ability
5	<i>Bulging Muscles</i>	+5 Strength
5	<i>Constrictor</i>	+10 Strength (Only for Grabs and Holds with their Tail (-1/2), Does Not Affect Figured Characteristics (-1/2))
6	<i>Dense Build</i>	+3 Body
12	<i>Scales</i>	+2 PD/+2 ED Armor
4	<i>Tongue Flick</i>	Enhanced Senses (Enhanced Perception – Normal Smell/Taste (+2))
5	<i>Tail</i>	Extra Limb (Tail)
1	<i>No Appetite</i>	Life Support (Diminished Eating (1/week))
7	<i>Regenerate</i>	Regeneration (1 Body/Hour), Can Regenerate Limbs, Slower Effect – Only Regenerate 1 Body/Hour (-1)
2	<i>Fast</i>	+1” Running
2	<i>Snake Tail Kick</i>	+2” Swimming
-15	<i>No Legs And A Long Tail</i>	Distinctive Looks (Not Concealable)
-10	<i>Cold Blooded</i>	Physical Limitation (Infrequently / Greatly, Low temperatures give them Strength, Constitution, and Dexterity penalties.)
-10	<i>Snake Body</i>	Physical Limitation (Frequently/Slightly, Instead of legs they have a single tail, also give -2” Leaping)
-5	<i>Short Lived</i>	Physical Limitation (Infrequently/Slightly, Live only 30 years on average)
-5	<i>Short Lived</i>	Physical Limitation (Infrequently/Slightly, Live only 30 years on average)

3.6 Dolphin Kin

3.6.1 Concept

Dolphin Kin are nomadic people with fervor to enjoy life to its fullest.

3.6.2 Physiology

Dolphin Kin appear more humanoid than their ancestors. They have tough slick skin, webbed hands and feet, a protruding snout, and dark eyes but otherwise they are completely humanoid. Their hair color varies from white, to various shades of blue, to dark green. Even though Dolphin Kin are adapted to a watery existence they gain no ill effects from being on land for extended periods of time. Although their exterior appears is very much like Ape Men their internal organs are still very similar to those of a Dolphin. This can make it hard to physicians to treat them properly. Dolphin Kin have long gestation periods of 10 months and live to an average age of 80.

3.6.3 Personality

Dolphin Kin are a fun loving race of explorers. Most Dolphin Kin love to explore the oceans and land to learn anything they can about their environment and the people in it. Due to this instinctive curiosity Dolphin Kin tend to be quite adept at spirit magic and elders are considered quite learned.

3.6.4 Society

Dolphin Kin travel in pods. At times pods can have non-Dolphin Kin members but that is considered a rarity. Due to their desire to explore and try new things Dolphin Kin are often bisexual. Even though they have a very open society they form strong emotional bonds with others of their pod and family members.

3.6.5 Quirks

Dolphin Kin often have extensive knowledge in areas where they have studied in the past. This might be a topic or a place but often the rolls associated with their particular area of expertise are high. Dolphin Kin who study spirit magic are thought by many to be some of the most powerful in the land.

3.6.6 Racial Package

Cost	Name	Ability
3	<i>Water Born</i>	Environmental Movement (no penalties on Water) (Water Born - Negates -2 Penalty To Skill Rolls and CV)
6	<i>Echolocation</i>	Active Sonar (Hearing Group) (15 Active Points); Only In The Water (-1 1/2)
4	<i>Tough Skin</i>	Damage Resistance (2 PD/2 ED)
6	<i>Acute Senses</i>	+2 PER with all Sense Groups
2	<i>Adapted To Coastal Waters</i>	Life Support (Extended Breathing; Safe in High Pressure)
5	<i>Natural Swimmers</i>	Swimming +5" (5" total)
-5	<i>Unusual Anatomy</i>	Physical Limitation: Healing without a supporting knowledge of Dolphin Kin anatomy takes a -2 penalty) (Infrequently; Slightly Impairing)
-5	<i>Poor Noses</i>	Physical Limitation: No Sense Of Smell (Infrequently; Slightly Impairing)

3.7 Kangaroo Kin

3.7.1 Concept

Kangaroo Kin are a lazy nomadic race of desert dwellers who don't want to be bothered with anything too important.

3.7.2 Physiology

Kangaroo Kin are very close to their native ancestors in terms of appearance and build. They have tails, large feet, pouches, and heads that are entirely like that of animal kangaroos. They live in dry plains and subsist on an entirely vegetarian diet. Due to their adaptation to a desert environment they have very slow metabolisms and do not need to eat every day. They have gestation periods of 8 months and live to an average age of 45.

3.7.3 Personality

Kangaroo Kin are lazy. They would rather be sitting under a tree on a hot day instead of doing anything meaningful.

3.7.4 Society

Kangaroo Kin live in loose tribes in their ancestral lands. During the Spirit War their people stayed as far away as possible from the fighting so as not to be drafted into service.

3.7.5 Quirks

Kangaroo Kin are not often found outside of their ancestral lands. Most people in the world will not have seen or had much exposure to their kind.

3.7.6 Racial Package

Cost	Name	Ability
9	<i>Quick</i>	+3 Dexterity
2	<i>Thick Fur Pelt</i>	Damage Resistance (1 PD/1 ED)
2	<i>Large Swiveling Ears</i>	+2 PER with Normal Hearing
4	<i>Pouch and Tail</i>	Extra Limbs (2) (5 Active Points); Limited Manipulation (-1/4)
5	<i>Master Jumpers</i>	Leaping +5" (8 1/2" forward, 4" upward)
1	<i>Desert Survivalists</i>	Life Support (Eating: Character only has to eat once per week)
5	<i>Powerful Kick</i>	Hand-To-Hand Attack +2d6 (10 Active Points); Hand-To-Hand Attack (-1/2), Side Effects, Side Effect occurs automatically whenever Power is used (-1 OCV; -1/2)
6	<i>Fast</i>	Running +3" (9" total)
-5	<i>Rampant Vegetarians</i>	Physical Limitation: Rampant Vegetarian (Infrequently; Slightly Impairing)

3.8 Marlin Kin (“Sealings”)

3.8.1 Concept

Briny creature of the deep with a deep distrust of land dwellers.

3.8.2 Physiology

Marlin kin are humanoids with scales, full fish heads, and webbed appendages. Their physiology is completely adapted to their undersea habitat. They range in skin colors from blue to silver. They live to the age of 70 and have gestation periods of roughly 30 days. Even though their gestation periods are short their children are meek and defenseless until roughly 2 years of age.

3.8.3 Personality

Sealings are extremely xenophobic. They prefer dealing with their own kind or with other creatures of the sea. They find many “land dwellers” dishonest and untrustworthy.

3.8.4 Society

The Marlin Kin has a very distinct culture that arose from their desire to live in communities or schools. The system includes a complete set of castes that are taken from birth and are very difficult to change. A member of the lower caste is very unlikely to be able to change their status. At the top of the caste system is a ruling system comprised of a table of appointed politicians that are lead by a single appointed leader. The leader shares power with the table of appointed leaders with the ability to bridge new topics, vote last, and break all tie votes. Political infighting is very common and quite dangerous.

3.8.5 Quirks

Sealings like to stay wet or greased when out of the water for some time so that their scales stay moist.

Sealings have their own verbal and written language.

3.8.6 Racial Package

Cost	Name	Ability
3	<i>Water Born</i>	Environmental Movement (Water)
6	<i>Scales</i>	+2 PD Armor
5	<i>Probe The Depths</i>	Enhanced Sense (Nightvision)
7	<i>Adapted To Cold Waters</i>	Life Support: Expanded Breathing (Water), Safe Environments (Intense Cold)
5	<i>Natural Swimmers</i>	+5” Swimming
-2	<i>Fish Out Of Water</i>	-1” Running
-5	<i>Strange Anatomy</i>	Physical Limitation (Infrequently/Slightly, Healing without a supporting knowledge of Sealing anatomy takes a -2 penalty)

3.9 Rat Kin (“Gags”)

3.9.1 Concept

Small rat men who tend to do all of the “dirty work”.

3.9.2 Physiology

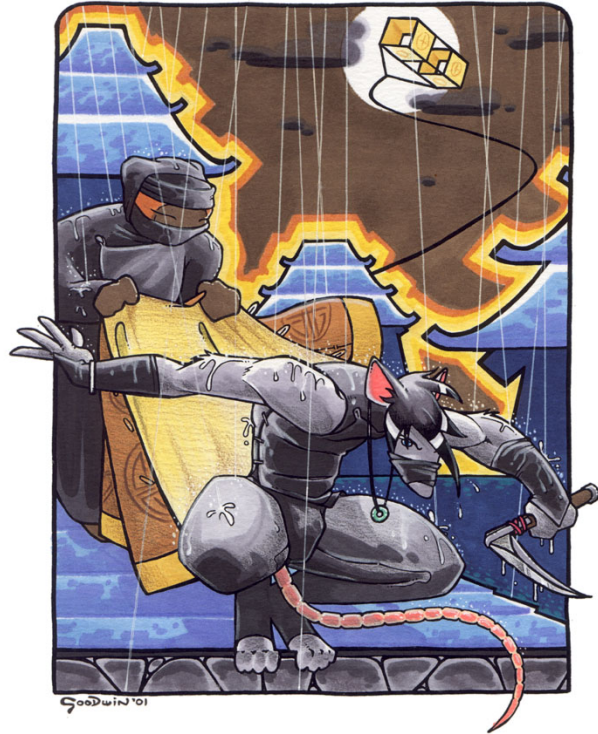
Rat Kin are two foot tall rats that stand erect. Their physiology is very much like a rat with black featureless eyes, fur, and tails. They range in color from white to brown to black with many variations. They have very short life spans of only 25 years and a gestation period of 6 months.

3.9.3 Personality

Rat Kin are often motivated by greed or personal satisfaction. They are used to being downtrodden by the other races but use that status to put themselves near a person of power. During the war Rat Kin were utilized as spies, thieves, and assassins.

3.9.4 Society

Rat Kin are used to growing up in the streets. They often work alone or with packs if they are found in a city. Occasionally a Rat Kin can get themselves out of the streets but that is not common and often does not last for long. Their short lifespans gives them a sense of urgency and often a passion for dangerous work and pleasures.



3.9.5 Quirks

The Ape Men started calling the Rat Kin “Gags” as a joke because they often smell of the sewers. For a while it was purely a derogatory term but the Rat Kin have taken it on and use it to refer to others of their kind.

3.9.6 Racial Package

Cost	Name	Ability
6	<i>Quick Hands</i>	+3 Dexterity
10	<i>Hard To Hit</i>	+2 DCV
4	<i>Hard To Sense</i>	+2 to Stealth
2	<i>Pelt</i>	2 PD Damage Resistance
5	<i>Sewer Denizens</i>	Enhanced Sense (Nightvision)
4	<i>Tail</i>	Extra Limb (Tail), Limited Manipulation (-1/4)
4	<i>Claws and Fangs</i>	1 Pip HKA, Reduced Penetration (-1/4), 1 End
2	<i>Sewer Swimmers</i>	+2” Swimming
-8	<i>Weasely</i>	-2 Strength, -2 Ego, and -2 Presence
-5	<i>Small</i>	Physical Limitation (Infrequently/Slightly)
-5	<i>Short Lived</i>	Physical Limitation (Infrequently/Slightly, Only a 25 year lifespan)

3.10 Raven Kin

3.10.1 Concept

Raven Kin are intelligent birdlike creature with bad reputations.

3.10.2 Physiology

Raven Kin are small feathered humanoids who have evolved a separate set of hands. They have entirely bird-like heads with beaks, heads, and eyes. Their feet are clawed but their hands are completely humanoid. Raven Kin bones are hollow which allow them to become nimble fliers but can make them susceptible to blunt attacks. They are primarily carrion eaters but they can digest meat and vegetation equally well. Raven Kin have short gestation periods of 2 months and live to an average age of 35.

3.10.3 Personality

Raven Kin are intelligent and precocious. It is not unusual for Raven Kin adolescents to get into trouble on a daily basis.

3.10.4 Society

Raven Kin live in small clans in out of the way forests. They prefer to keep to themselves in the forest for protection. Raven Kin males and females mate for life although it is not uncommon for males to stray to other females from time to time.



3.10.5 Quirks

Raven Kin have a strong affinity for nature which they consider their home and provider. This predilection means that Raven Kin shaman can be powerful spirit mages with nature themes to their spells.

During one of the Spirit War battles a series of unlucky events nearly caused the downfall of the attacking army. When this series of unlucky events was transpiring ravens and Raven Kin were seen cawing in the morning sky in a seemingly mocking fashion. This event led many to believe that Raven Kin are a sign of ill omen.

3.10.6 Racial Package

Cost	Name	Ability
-6	<i>Hollow Bones</i>	-2 Strength/-2 Body
-2	<i>Small Legs</i>	-1" Running
10	<i>Small</i>	+2 with DCV
4	<i>Small</i>	+2 with Stealth
2	<i>Bird Eyes</i>	+2 PER with Normal Sight
2	<i>Bird Eyes</i>	+4 versus Range Modifier for Normal Sight
2	<i>Bird Eyes</i>	Increased Arc Of Perception (240 Degrees) with Normal Sight
15	<i>Wings</i>	Flight 9", Reduced Endurance (1/2 END; +1/4) (22 Active Points); Restrained (-1/2)
-5	<i>Small</i>	Physical Limitation -Small: (Infrequently; Slightly Impairing)
-10	<i>Sign Of Ill Omen</i>	Reputation: Sign of Ill Omen, 11-
-10	<i>Hollow Bones</i>	Vulnerability: 1 1/2 x BODY Blunt Weapons (Common)

3.11 Sheep Kin (“Dalls”, “Big Horns”, “Satyrs”)

3.11.1 Concept

Big horned bovid whose males are militaristic and females are diplomatic.

3.11.2 Physiology

Sheep Kin are humanoids that have black cloven hoofs, heavy woolen coats ranging in color from white to slate brown and have curved yellowish brown horns. Male Sheep Kin have thick curling horns, where the females have shorter, more slender, slightly curved horns. They are an agile race with surprising strength. They possess a keen sense of smell and sight. They have a lifespan of 65 year and a gestation period of 8 months.

3.11.3 Personality

Sheep Kin accept the fact that their life is fated and already set for them. This tends to make them slow to accept change. They have many set traditions which are very different than other kin. Of all the kin you will find there are none braver than those of the Sheep Kin.



3.11.4 Society

Sheep Kin are divided along the sexes. The males are the military might and heavy laborers, where as the females are the diplomats and skilled tradesmen. The two sexes do not even mix socially unless it for procreation or some political affair. There are eight mountain kings that make up the Sheep Kin sovereignty. Each has eight banner men. The males protect the sovereignty but the females run it.

3.11.5 Quirks

Sheep Kin seek glory and fame. They are known to be fine musicians and have wondrous voices. They usually have twins or triplets. A single birth is a bad omen of dark tidings. Sheep Kin are not afraid of death like other kin, they only seek to make their death meaningful. There are few mages within their kin so they will occasionally hire or enslave other kin spirit mages.

3.11.6 Racial Package

Cost	Name	Ability
5	<i>Strong</i>	+5 Strength
9	<i>Nimble On Their Feet</i>	+3 Dexterity
2	<i>Thick Woolen Pelt</i>	Damage Resistance (1 PD/1 ED)
2	<i>Good Ears</i>	+2 PER with Normal Hearing
2	<i>Good Nose</i>	+2 PER with Normal Smelling
5	<i>Ram Horns</i>	Hand-To-Hand Attack +2d6 (10 Active Points); Hand-To-Hand Attack (-1/2), Side Effects, Side Effect occurs automatically whenever Power is used (-1 OCV; -1/2)
3	<i>Adapted To Cold Mountainous Terrain</i>	Life Support: Diminished Eating (1/week), Safe Environment (Intense Cold)

Cost	Name	Ability
-5	<i>Rampant Vegetarians</i>	Physical Limitation: Rampant Vegetarian (Infrequently; Slightly Impairing)

3.12 Tiger Kin (“Felinz”)

3.12.1 Concept

Powerful clan warrior with a distinct eastern philosophy.

3.12.2 Physiology

Tiger Kin are humanoid figures with tiger heads, fur, and tails. Their hands have long fingernails but their claws are not present. They live to the age of 50 and have 10 month gestation periods. As the Tiger Kin lands are very temperate and because of their insular nature they are prone to diseases from outsiders and often many die to sickness rather than old age.

3.12.3 Personality

Tiger Kin are noble creatures. Often they admire personal honor and how one carries oneself. Even if someone is a peasant if they carry themselves with honor and personal pride they will gain the admiration of the Tiger Kin.

3.12.4 Society

The Tiger Kin has a system of government that is very similar to ancient Japan. Feudal clans form noble houses that control given territories. When conflicts arise between clans there are very formal proceedings for handling the situation in a dignified fashion. Tiger Kin warriors are known for their skill with a bow and blade. Some craftsmen in their lands are legendary.



3.12.5 Quirks

Tiger Kin raised in their lands will always wear the colors of their noble house. It can be just a scarf or armor design but it will always be present.

3.12.6 Racial Package

Cost	Name	Ability
9	<i>Nimble</i>	+3 Dexterity
2	<i>Pelt</i>	1 PD/1 ED Damage Resistance
3	<i>Cat Senses</i>	Enhanced Sense (Enhanced Perception – All Sense Groups (+1))
5	<i>Night Stalkers</i>	Enhanced Sense (Nightvision)
4	<i>Tail</i>	Extra Limb (Tail), Limited Manipulation (-1/4)
15	<i>Fangs</i>	1d6 Killing Attack – Hand To Hand
2	<i>Jumpers</i>	+2” Leaping
2	<i>Fast</i>	+1” Running
-4	<i>Prone To Sickness</i>	-2 Constitution

3.13 Wolf Kin (“Lupin”)

3.13.1 Concept

Nomadic tribesman from the far north.

3.13.2 Physiology

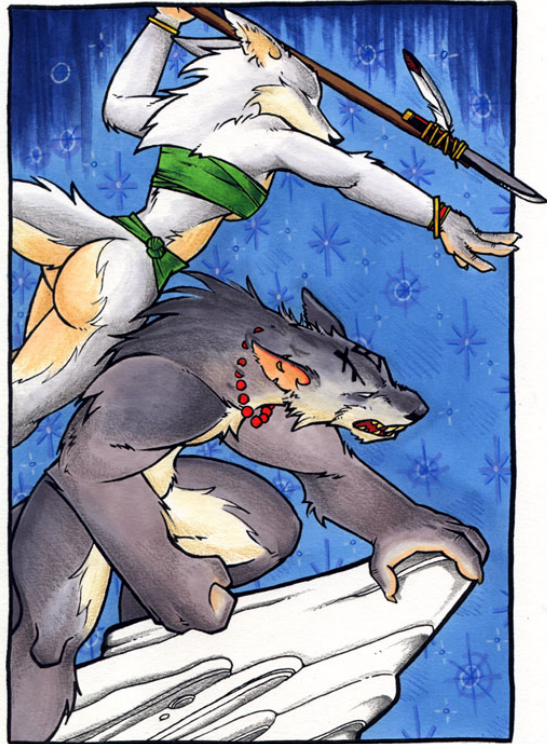
Wolf Kin are humanoids with wolf heads, fur, and rear jointed legs. They range in colors from white to gray to black. They are adapted to the northern climates and are quite hardy. They live to the age of 45 and have a gestation period of 6 months.

3.13.3 Personality

As detailed in the Society section, Wolf Kin, have a very strong pack mentality. In fact it is so strong that they often lose a sense of personal worth and understand only their role in the pack. If a Lupin is separated from their pack they often create a pack based on their current companions as a way to add order and stability. Pack mentality is a very common Psychological Disadvantage for Wolf Kin.

3.13.4 Society

Lupin are dominated by a pack mentality. The leaders are the alphas, the alpha male and alpha female. The alphas are the wolves that normally have the pups. The alphas are always confident and highly respected by the other wolves. The next important wolf is the beta. Betas look after the pups and makes sure other wolves listen to the alphas. Omegas often have to be last because they are the lowest ranking wolves in the pack. The other wolves in the pack don’t have a rank and are simply the wolves that make up the rest of the pack. In a given pack everyone knows their place and their role.



3.13.5 Quirks

Wolf Kin often disdain the use of modern armor and weapons and will instead focus on native implements.

3.13.6 Racial Package

Cost	Name	Ability
6	<i>Used To Harsh Conditions</i>	+3 Constitution
2	<i>Pelt</i>	1 PD/1 ED Damage Resistance
5	<i>Night Hunters</i>	Enhanced Sense (Nightvision)
5	<i>Wolf Nose</i>	Enhanced Sense (Tracking For Normal Smelling)
3	<i>Sensitive Ears</i>	Enhanced Sense (Ultrasonic Perception (Hearing))
4	<i>Tail</i>	Extra Limb (Tail), Limited Manipulation (-1/4)
8	<i>Claws and Fangs</i>	½d6 HKA, Reduced Penetration (-1/4), 1 End
3	<i>Adapted To Frozen Wastes</i>	Life Support: Diminished Eating (1/week), Safe Environment (Intense Cold)
-4	<i>Weak Individual Wills</i>	-2 Ego

4 Places And Things

This section is kind of a “catch all” section with miscellaneous information about the campaign world that does not fit in one of the previous sections.

4.1 The Map

I will be working on a map for the campaign that will be presented in a separate document. At a high level there are various locations of the land that are comprised of various terrains that have animals which exist on our Earth. For example, to the west are great forests with bears, elk, etc. To the east are jungles with snakes, tigers, panda, etc. To the south are vast plains with wildebeest, lions, antelope, etc. To the north are mountains with moose, wolves, rabbits, etc.

4.2 The Calendar And The Seasons

The calendar is based off of lunar activity and a simple counting system. There are 12 months with 30 days each. The year is 360 days long. Seasons changed based on how things work on modern day Earth. The summer is hot, winter is colder, etc.

4.3 Currency

The silver coin is the status for most transactions. Silver coins can be minted or broken into smaller pieces as transactions require. The abbreviation for the coin is based off of the first letter. Here is a simple currency conversion chart:

- 10 Copper (c) = 1 Silver (s)
- 10 Silver = 1 Gold (g)
- 10 Gold = 1 Platinum (p)
- 10 Platinum = 1 Mithril (m)

4.4 Language

Ape Men were the first evolved race to develop a structures verbal and written language. Thus many of the kin use Ape Man as their default language. This may not be true for all kin. If a race is not near a settlement or is somehow isolated then they may have their own “racial language”. If one of the provided kin packages has a racial language it will be mentioned in the write up. Note that the packages will NOT have a racial language listed as it is not inherent to the race but a learned skill.

A character of a given kin cannot automatically speak with animals of the same type although this could be achieved with a talent if the player wants this effect. For example, a Wolf Kin cannot speak with wolves.

4.5 The Law Of The Land

The laws which govern the land vary from state to state. In general laws will be more heavily enforced around larger towns where an active law enforcement organization is present. In smaller villages the enforcement of laws might be handled by a small council of townfolk or a mayor. When in the wilds away from a settlement justice is decided by the people involved in the crime. Often this may mean punishment is based on the discretion of the players.

4.6 Religion

As mentioned in other areas of the document there are really no formal religions that are widely followed. In ancient times groups of spirits were worshipped as gods or single entities but only very old creatures remember those ways. Many areas do have a deep respect for the spirits of the land and can honor them with donations or offerings. In modern terms this is a form of paganism.

5 Campaign Settings

This section contains information about rules that will be utilized for this campaign. Most of these are related to what FRED refers to as Heroic style of play. See FRED for details.

5.1 Defense Stacking

Defenses that are gained from natural means (i.e. from a racial Package Deal) stack with external defenses or spells. Thus if your race gives 1 PD/ED Armor and you are wearing Hardened Leather Armor (3 PD/ED Armor) then you have a total of 4 points of PD/ED Armor.

Multiple sets of external armor do NOT stack. In this case the highest value is used. For example, if you are wearing Leather Armor (2 PD/ED Armor) AND Chain Mail (6 PD/ED Armor) your character would have 6 PD/ED Armor (i.e. NOT 8 PD/ED Armor).

5.2 Bleeding

We will be using a system that is akin to that found in the older *Fantasy Hero* and *Danger International* products but there is a slight modification. When the character is negative Body they roll 1d6 on post 12. Based on their roll the bleeding either stops, continues at a normal pace, or accelerates.

Roll	Effect
1	Bleeding stops!
2-5	The bleeding continues at a normal pace. The character takes 1 Body.
6	The bleeding accelerates! The character takes 2 Body.

5.3 Characteristic Maximums

All characters have the Normal Characteristic Maximum Disadvantage for 0 points.

Characteristics maximums and starting values are NOT affected by racial packages. This is a change from Star Aria. I made this change to facilitate easier use of *Hero Designer*. For Star Aria there were only 8 races so I made up 8 templates...I do not want to make up individual templates for the many races that may exist in Spirit Storm.

5.4 Critical Hits And Fumbles

If an attacker rolls half what is needed to hit, rounded down, then they score the maximum damage that can be rolled by the dice. For example, Orso needs a 13 or less to hit. His weapon does 8d6 N. He rolls a 6 to hit...a critical! Thus Orso does 16 Body and 48 Stun. Normal hit locations apply. Note that rolling a natural 3 does NOT automatically constitute a critical hit.

Fumbles occurs when an attacker rolls a natural 18 on a roll to hit. When this happens the character is at ½ DCV until their next phase.

5.5 Encumbrance

We will be using simplified encumbrance rules. The characters total encumbrance is the weight of their armor and shields in kg minus the characters points in STR over 10. If the character has a STR less than 10 then they must add 1 kg for every point of strength less than 10. For example, Barak has a STR 20. He has 26 kg of armor and shields. The total encumbrance is $26 - 10 = 16$. Barak is -1 DCV. Barak's younger sister, Belora carries the same equipment, but has a STR 5. Beloras' total encumbrance is $26 + 5 = 31$. This means Belora is at -3 DCV. Weapons and other standard equipment will *not* be considered for purposes of encumbrance. If the character has a large quantity of equipment or is carrying bags of coins then this will be considered for the purposes of encumbrance. This chart should be used in place of the encumbrance chart presented in FRED or *Fantasy Hero*.

Total Encumbrance	DCV/Dex Rolls
Up to 10	0

Total Encumbrance	DCV/Dex Rolls
11 to 20	-1
21 to 30	-2
31 to 40	-3
41 to 50	-4
51 and up	-5

5.6 Endurance For Strength

The Endurance cost for using Strength is the characteristic divided by 5.

5.7 Fantasy Hero Combat Moves Apply

All of the combat moves defined in Fantasy Hero will be used. This means the following moves will be allowed:

- Blocking With Weapon Or Shield – Get +1 if blocking with a weapon and the shield bonus when blocking with a shield.
- Bows and Crossbows – Take ½ phase to load and ½ phase to fire. Put attacker at ½ DCV as you have to stand still to fire.
- Flail – Can take -1 OCV to bypass shield defense on opponent.
- Set Versus Charge – Add weapons movement divided by 3 to the damage from the attack.

5.8 Half Move

Performing a half move in combat imposes a -1 OCV to any attacks made that round.

5.9 Healing

Being injured is no fun in a fantasy campaign so we will be using slightly modified healing rules. This section contains information on how Body is recovered over time and with the powers.

Currently the rules says that a Heroic character can recover their Body per month of rest. That will be simplified and changed in Spirit Storm to 1 Body per day of rest. If a good Healing skill roll is performed the GM may optionally grant even more Body to the injured PC.

Healing works per wound. As this makes healing spells quite effective the associate Healing dice rolls can only be attempted *once* per wound. In other words, the caster cannot spend extra time to max out the healing dice as is mentioned as an optional rule in 5ER.

5.10 Hit Locations

Hit location charts will be in use. Unless a creature is extremely bizarre, normal hit location charts will be in effect.

5.11 Hit Location Penalties If Stunned

According to FRed hit location penalties are halved if a character is stunned. I think this can be abused so we will not be using this rule.

5.12 Knockdown Not Knockback

Knockdown rules will be used. Thus beings are only knocked off their feet if their Body is exceeded by the damage of the incoming account before defenses are applied. In this case the character is pushed back 1 meter for every Body over the characters total Body. This is straight out of FRed.

5.13 Impairing, and Disabling Wounds

These rules will not be used.

5.14 Karma Points

In addition to experience points Karma Points may be awarded at the end of a session. These can be used to alter die rolls. A beginning character starts with 4 Karma Points. See the Luck entry in the Power section for details.

5.15 Pushing

Limited Push rules will be in effect. Pushing will be based on 5 Active pts plus 1 pt per EGO roll achieved. The minimum gain if you make your roll is 5 pts. Thus if you make your EGO roll you can push 5 pts. If you made your EGO roll by 3 then you get 5 pts + 3 pts = 8 pts.

5.16 Reincarnation

The Spirit Storm world is strongly based around the concept that mystical spirits reside inside of all living things. When a being dies the spirit leaves the vessel and finds a new one to inhabit. Often this takes on the form of a baby or a seedling. Each player character is an avatar of a very powerful spirit guide. When the PC dies the guide ensures that the spirit finds another appropriate host that will act in their behalf.

This has several very important meta-game mechanics for the player:

- **The player must take some fundamental concept from the old PC and use it in the new PC.** It can be a mindset, a key disadvantage, a key ability, or something similar. This fundamental concept that is moved from the old PC to the new one can be reversed or altered as long as the overarching theme is maintained. For example, the dead PC regularly gave his funds to the poor. The new PC might be greedy. The key is that both PC had a strong desire to control how money is distributed.
- **Half of the EP from the dead PC goes to the new PC.** This can be immediately spent as desired by the player. Note that starting maximums for powers are still in effect unless cleared by the GM.
- **The other half of the dead characters EP are converted into karma points at a 1 EP to 2 Karma rate.** Thus if the PC died with 20 EP the new PC has 10 EP and 24 starting Karma points (4 Karma for a starting PC plus the bonus from the dead PC).

6 Character Creation Information

This section should have most of the information needed for players to create their characters. If there are any questions please ask.

6.1 Good Intentions

Characters should have good intentions at all times. This means the PC should be willing to go out on a limb if it is the “right thing to do” even if it means some self-sacrifice. This does NOT mean PC must have chiseled features and be named “Dirk Daring”. PC can be rough and have quite twisted backgrounds. They can even be greedy and self-centered to a limited degree. The key is that they are not ruthless killers, heartless mercenaries, or loners. If I think there is a problem with your PC I will talk with you about it. Remember this is a game for a team of players not just one.

6.2 Reason For Being Called And The Event

The PC have been called by a powerful unseen force to leave their homes. This force is calling them together for some yet unknown reason. Think Close Encounters and you get the idea. Players are encouraged to work this into their back stories. This will be the impetus for the first adventure and the reason for the PC to be at the same place at the same time. ☺



Another thing that the PC have in common is that during the Spirit War something important happened in their lives that involved spiritual energy. It could be the devastation of their home village, the death of a loved one, a birth, etc. Again the PC are encouraged to be creative in this area.

6.3 No Stepping On Toes

I don't want to have a situation where one PC overlaps another character with a similar skill set. For example, it would not be fun if two characters are fencers. In fact, I plan to have a session where the only event is character creation. This way players can discuss the various arch types and decide what they would like to play. Working as a group will allow complimentary characters to be created.

Here are some of the high-level areas where it would be valuable for there to be some coverage by the PC. Note that the party must include at least one Combat Monster, Ranger Rick, and Spell Caster.

- Breaking And Entering (aka "B&E") – A thief is always nice in a fantasy setting.
- Combat Monster – It would be good if there is at least one character who can fight at range and one who can fight in HTH combat. It could be the same person of course. At least one Combat Monster PC is required.
- Face Man – Someone with the Presence or city related skills.
- Ranger Rick – Someone with survival and/or outdoor related skills will be good. At least one Ranger Rick is required.
- Spell Caster – There needs to be at least one person who can work with spirits. At least one Spell Caster is required.

6.4 GM Character Review Guidelines

This section has information on areas where I will be putting more focus when I review PC. I will let each player know if I have a problem in any of these areas. This section is very "touchy feely" so please ask me if you have any questions in these areas.

6.4.1 Dominates Play By Doing Too Much Solo Stuff

I'll be trying to watch out for PC that I feel will dominate play because of too many solo things. As long as the PC is willing to let the other characters tag along on some solo missions from time to time this will typically not be a problem.

6.4.2 Unbalanced In Any Given Area

Any character who is unbalanced by either being so overtly gross in one area or another will be reined in. We want people to be good at what they do but if they are too good it can be unbalancing.

6.4.3 Unplayable In The Setting

I will be on the watch for character which have some aspect that will not work well in the setting.

6.5 Points

We will be using the *Hero Games Systems Fifth Rules Revised Edition* (FRED). The *Fantasy Hero* (FH) and *Ultimate Skill* books will be referenced if it is appropriate.

Characters will be built on the following point levels which are based on Hero Standard setting referenced in FRED. Note that the top five entries are limits which will be *rigidly* followed. The following entries are provided as a reference.

EP Loan is a new concept that we will be trying out in this campaign. Up to 10 EP may be loaded to enhance a starting PC. These point MUST be bought off using the first EP that the character receives. Thus the maximum starting points for a character is effectively 140 points.

Base Points	75
Maximum Points From Disadvantages	55
Maximum Points From One Disadvantage Category	30
Base Total Points	130
EP Loan	10
Characteristics	8 to 20
Speed	2 to 4

Combat Values (CV)	3 to 10
Damage Class (DC)	3 to 10
Active Points For Powers	10 to 50
Skill Points	25 to 75
Skill Rolls	8 to 15 or less
DEF / rDEF	5 to 10 / 3 to 8

The maximum starting Dexterity and Speed are 18 and 4 respectively. A Dexterity of 20 is allowed with a Speed of 3. This may be raised with experience and GM approval.

6.6 Everyman Skills

The following skills are considered everyman skills for most characters. These can be tuned by working with the GM.

- AK: Home country or region
- Climbing
- Concealment
- Deduction
- Healing
- Language: Native Tongue
- PS:Job or KS:Interest
- Shadowing
- Stealth

6.7 Racial Package Deals

Racial package deal must be taken in *full* or the character will not be considered a member of the race. This is unlike other package deals which are provided for inspiration only. For more details on these races see the People section.

6.8 Starting Equipment

Here is what a character gets without having to spend points on the Money perk. For details on how the character may start with additional funds refer to that Perquisite.

- Hardened Leather (or 200 s)
- Clothing
- Pack with 3 days of food
- One weapon per applied level
- 25s for each skill roll that is made at the first game session. The skill rolled must be one that can be used by the character to gain money.

7 Campaign Rule Changes

This section contains a list of the changes that are being made to the existing *5ER* rules for this campaign. If something is not specifically mentioned in this section then the existing *5ER* rules will be used.

7.1 Master Lists

A master list of Skills, Perks, Talents, and Powers is contained at the end of this document in Appendix #2. It should be handy when creating your character.

7.2 Characteristics

7.2.1 Comeliness

We will not be using the Comeliness characteristic. Instead we will garner effects using Disadvantages or Talents. (As an FYI, rumor has it that Comeliness is going to be removed from Hero 6th Edition when it is released in late 2009.)

7.3 Skills

I highly encourage the use of Hero Designer when making PC as there are a lot of skills possible and it takes away all of the difficulty in deciding what is available for purchase.

7.3.1 Ultimate Skill

We will use all of the new skills presented in the *Ultimate Skill* unless they do not apply in a Fantasy setting.

7.3.2 Not Used Skills

We will not be using the following skills. These are being dropped as they do not fit with the fantasy genre.

- Analyze
- Bugging
- Computer Programming
- Criminology
- Demolitions
- Electronics
- Forensic Medicine
- Security Systems
- Systems Operation

7.3.3 Renamed Skills

The following skills will be renamed to better reflect the campaign genre.

- Paramedics → Healing – Changed to fit the genre.
- Power → Bind Spirit – See the section on magic and casting spells for details.
- Seduction → Befriend – This better reflect the way that the skill can be used.

7.3.4 Armorsmith

This is a new skill from *Ultimate Skill* that represents a person with the ability to craft armor and shields.

7.3.5 Casing

This is a new Intelligence based skill that represents the characters ability to covertly monitor a given location or target. Information gained from Casing can be used to gain access to the location, determine weak points, or to setup schedules. (This skill is replacing part of Security Systems.)

7.3.6 Combat Skill Levels

Combat skill levels for 8 pts and 2 pts may not be purchased.

7.3.7 Concealment Clarification

In my games I make a clarification to Concealment. Concealment is only for hiding things (i.e. NOT yourself). To hide yourself in all situations Stealth is used.

7.3.8 Languages

For most characters their native tongue will be “Ape Man” even if they are not of the Ape Man race. Speaking a native tongue is free. Literacy is NOT free. Being able to read and write costs 1 pt.

7.3.9 Skill Levels

Overall skill levels and 8 pt skill levels may not be purchased.

7.4 Skill Enhancers

For a skill enhancer to be purchased it must be defined in a more specific fashion. Any Area Knowledge, Knowledge Skill, Professional Skill, etc that fits under this defined enhancer gets the point savings benefit. For example, Gulig the Cat is a skilled thief from Caniko. He defines his skill enhancer as “Caniko Thief”. Under this he can put skills like AK: Caniko, KS: Caniko’s Rich, KS: Caniko Underworld, PS: Burglar, etc. As long as the skill fits under the header used the point savings is granted.

Note that more than one skill enhancer of this type can be taken.

This Scientist skill enhancer will not be used.

7.5 Perquisites

7.5.1 Computer Link

This perk will not be used.

7.5.2 Money

This chart is used if the Money perk is taken at character creation. Purchasing the Money perk is how a character starts with more equipment. See the Starting Equipment section for additional details.

Pts	Starting Money
1	25 s
2	50 s
3	100 s
4	250 s
5	500 s
6	1000 s
7	2500 s
8	5000 s
9	10000 s
10	25000 s (Maximum starting Money for a PC.)

7.6 Talents

7.6.1 Not Used Talents

The following Talents will not be used:

- Combat Luck – Resistant defenses are not an issue with the armor stacking rule. See that section for details.
- Lightning Calculator
- Universal Translator – Although this effect can be purchased with a spell.

7.6.2 New Talents

Instead of Martial Arts and straight levels in combat or skills we are going to use Talents. These talents can be ones that I have created or ones created by the PC. The goal is to enhance character differentiation and uniqueness.

Note that Talents are created using Powers but they are not magical. They will not detect as magic. Talents are defined in this way to achieve a certain special effect. A good example is the Unnatural Tracker Talent that is bought with Clairsentience.

Talents will not go towards the 15 point spell limit unless it directly related to spell casting. This will be determined by the GM. An example of this might be having a natural gift to control many spirits that is bought as a Talent.

7.6.2.1 Agile Climber

A master of climbing.

Cost	Description
7 (10)	Clinging (10 Strength) (Requires A Climbing Skill Roll (-1/2))

7.6.2.2 Animal Friend

The character is friend to creatures of the world.

Cost	Description
4 (10)	+10 Presence (Only for affecting animals (-1), Requires an Animal Handler Skill Roll (-1/2))

7.6.2.3 Bow Prep

If the first arrow is knocked it can be let loose quickly!

Cost	Description
3 (12)	+4 Dexterity (Only to act first in the phase (-1), Only for bows (-1), Only for the first shot if an arrow is readied (-1))

7.6.2.4 Crushing Blow!

Watch out if this character winds up!

Cost	Description
10 (20)	+20 Strength (Only to add to Haymaker attacks (-1/2), Increased Endurance Cost (2x, -1/2))

7.6.2.5 Master Healer

The character has a tender hand and great way with herbs.

Cost	Description
6 (30)	2D6 Healing (Reduced to 0 End (+1/2), Requires a Healing Skill Roll (-1/2), Required preparation of herbs and salves (-1), Extra Time (5 Minutes, -2) Character must apply salve carefully (0 DCV, -1/2))

7.6.2.6 Piercing Repost

After being in combat with a foe for a few rounds the attacker can find a weakness in the attacker's technique and respond with a deadly strike.

Cost	Description
10 (25)	+2 OCV (Only after being in combat with the attacker for at least 1 Turn (-1), Only on a strike conducted after a block (-1/2)) +10 Strength (Reduced To 0 End (+1/2), Only after being in combat with the attacker for at least 1 Turn (-1), Only on a strike conducted after a block (-1/2), Does not add to figured characteristics (-1/2))

7.6.2.7 Spirit Seeker

The character can touch living things and discern their spiritual strength and state. This talent is common with characters who are in tune to nature and the spirit world.

Cost	Description
3 (10)	Detect Spirit (Discriminatory) (Concentration (0 DCV throughout (-1), Extra Time (5 Minutes to start, -1))

7.6.2.8 "Stand Still Will You!"

The character is a master at avoiding strikes using flips and rolls.

Cost	Description
5 (10)	+2 DCV (Requires An Acrobatics Skill Roll (-1/2), Costs Endurance (-1/2))

7.6.2.9 Unnatural Tracker

This is akin to how Tonto would read tracks.

Cost	Description
11 (60)	Clairsentience (Retrocognition) (Reduced To 0 End Cost (+1/2), Retrocognition Only (-1), Concentration Throughout (1/2 DCV, -1/2), Extra Time (5 Minutes To Start, -1), No Range (-1/2) Only for reading what happened in a given area (-1), Requires A Tracking Skill Roll (Active points divided by 20, -1/4))

7.6.2.10 Veteran Tactician

This experienced character is good at laying ambushes.

Cost	Description
13 (30)	Change Environment (-1 DCV, 4" Radius) (Reduced To 0 End Cost (+1/2), Must Prepare Area Before Power Is Used (-1/2), Requires A Tactics Skill Roll Versus Targets Perception Roll (-3/4))

7.6.2.11 Whirling Blade Technique

The user is adept at using multiple small blades.

Cost	Description
12 (30)	+2 OCV (Only for counteracting penalties applied by Sweep (-1/2), Only when using two daggers or knives (-1)) +4 DCV (Only for counteracting penalties applied by Sweep (-1/2), Only when using two daggers or knives (-1))

7.7 Martial Arts

Martial arts will not be used. If you want to mimic the effects of having an advanced martial training buy levels with a description or buy Talents to garner the effect you want to achieve.

(I know this will draw complaints but I want to make HTH combat more expensive and I want to force the creative purchase of combat related Talents.)

7.8 Powers

7.8.1 Renamed Powers

The following powers will be renamed to better reflect the campaign genre or to simplify their effect.

- Energy Blast → Normal Attack – Ranged = Changed to clarify the effect.
- Hand-To-Hand Attack → Normal Attack – Hand-To-Hand = Changed to clarify the effect.

7.8.2 Damage Reduction

We will not be available for use by the players but it might be used for defensive magic items.

7.8.3 Defensive Powers

Defensive powers that provide PD and ED OR provide resistant defenses provide only half of the normal effect (i.e. the cost of the power is doubled). Thus 1 pt of Force Field costs 2 pts, etc. The defensive effects built into some of the powers is also halved. For example the defense gained from Density Increase would be cut in half. This is being done because of the much lower defenses which are present in Fantasy Hero heroic style games.

7.8.4 Life Support

Disease and Immunity costs will be lowered. Instead of 10 points *each* for these immunities the system will work like the following:

Points	Immunity to	Example
1	Any one toxin or disease type.	Cobra venom.
3	Any related group of toxins or diseases.	Animal venoms.
5	All toxins or diseases.	All toxins.
10	All toxins and diseases.	All toxins and diseases.

7.8.5 Luck

We will be using a heavily modified version of one of the Luck options listed in FRED. It is important that players understand how this mechanic works.

At the beginning of a session the player rolls his Luck dice. The total rolled (i.e. “Karma Points”) is the amount of modification that the player can take during the session to one of the following roll types:

- Hit rolls by the player
- Skill rolls by the player
- Spell casting rolls by the player

Here is a brief example. Snowbitten has two dice of Luck. She rolls a 6 and a 1. Thus she has 7 Karma Points for the adventure. During the session Snowbitten attempts to make a critical Acrobatics roll to jump a ravine. She needs a modified 8 or less roll. TOUGH! She rolls a 12. Snowbitten decides to use some Luck and modifies this roll to an 8. This cost 4 Karma Points.

The effects of Karma Points can be applied to hit rolls to push them from normal strikes to critical hits. This is a great way for a PC to make a strong impression or to really land a deadly strike on that big baddie.

As mentioned above, Karma Points can also be awarded as experience. In many ways this mechanic will seem similar to Fate Points in *Fudge*.

As was mentioned above Luck dice are rolled at the beginning of each session. This means that shorter sessions make Luck more effective than if longer sessions are played. If the gaming sessions are roughly 6 hours in length then 5 pts per die of Luck seems to work on fine. Shorter gaming sessions should increase the cost of Luck. For example, in my gaming group the play sessions are only 3 hours in length. Thus Luck costs 10 pts per die for PC in my Spirit Storm campaign.

7.8.6 Normal Attack – Hand-to-Hand

Normal Attack – Hand-To-Hand costs 1d6 for every 5 pts. It may be spread like an Energy Blast and has no range. The power also allows the user to add +1d6 for every 5 pts of STR.

7.8.7 Regeneration

The 4th edition rules for Regeneration will be used with a slight modification. The old rules are really simple so I will not go into a lot of detail. Here is how it looks. To move the Regeneration down the Time Chart apply -1/4 Limitation per move.

Points	Effect
10	Regenerate 1 Body per Turn
+10	+1 Body per Turn
+5	Can Regenerate Limbs

7.8.8 Swimming

Characters do not know how to swim unless they purchase at least 1” of Swimming. Per the book Swimming costs 1 pt per 1”.

7.9 Power Frameworks

Power frameworks will not be used.

7.10 Disadvantages

7.10.1 Characteristics

Several of the racial package have characteristic penalties. These are NOT considered disadvantages but are simply applied to the characteristic in question.

7.10.2 Distinctive Features

Distinctive Features can't be taken unless the character is incredibly marked in some fashion. With many animal races around it is hard to be “distinctive”. A feature is distinctive if it causes a PC to be easily picked out in a crowd.

7.10.3 Poor

For -5 points that character can start with only the clothes on their backs (1 Def Armor) and scraps of food.

7.11 Advantages

7.11.1 Autofire

We will be using the 4th Edition effects regarding OCV. A 5 shot blast gets +2 OCV and a 10 shot or more blast gets +4 OCV.

7.11.2 Damage Shield

Damage Shield is now a +1 advantage but the user is NOT forced to make the power Constant first. This reduces the overall cost from essentially +1 ½ to simply +1.

To facilitate this change in Hero Designer I've added split Constant into two parts. There is now Constant Without Damage Shield for +1 and Constant With Damage Shield for +1/2. This resolves the issue but leaves all of the HD functionality.

7.11.3 Inherent

We will not be using this advantage. It complicates things unnecessarily.

7.11.4 Persistent

This advantage is not allowed. Spells may be bought to lower endurance cost but they cannot be persistent.

7.12 *Limitations*

7.12.1 Fragmenting Defense

This is a new limitation that can be taken on defensive powers. It is used to reflect a defense that chips away as it is struck. In essence this is a very specific form of the Side Effect limitation. I got the idea from an article in Digital Hero and modified it to suit my needs.

Fragmenting is a base -1 limitation. When struck a fragmenting defense loses 1 point of PD or ED based on the attack type. For every point of Body done that exceeds the defenses given by the power an additional point of PD or ED must be removed. The adjustment in the defense is done after the effects of the damage are applied. Here is a brief example. An energy attack that does 8 Body hits a 10 PD/10 ED Force Field. No Body gets through and the target gets to use the full 10 ED for soaking the damage. After the attack the Force Field is considered 10 PD/9 ED. If the attack did 12 Body the resulting Force Field would be 10 PD/7 ED.

At the end of each turn the power recovers 1 point of PD or ED. The recovery rate can be changed by moving up or down the time chart. For each move up the chart a -1/4 additional limitation is granted. For each move down the chart a +1/4 move is made in the value of the limitation.

8 Spell Casters And Spell Casting

8.1 Background

Spirits are the source of all magical energy. Spirits are found in all living things. They are a manifestation of nature. The more majestic the being the more powerful the spirit. Thus the spiritual energy in a blade of grass is much less than that of a large majestic oak tree. In concept this is similar to the belief of American Indian and Japanese folklore. Spells are the summoning and control of called spirits.

Powerful spirits are revered, feared, objects or desire, etc just like any powerful force of entity of nature might be regarded. Take the oceans as an example. Some people respect its power, others see it as a source of sustenance, etc. To common folks spirits are part of nature that should be respected.

When an entity with a spirit dies the spirit leaves and is reborn. This is a form of reincarnation. Note that undead do not exist per se but can occur if a spiritless corpse is animated by another controlled spirits.

The four elements rotate around the forces of nature. Fire, water, air, and earth act as strong focal points for spell casters. By using one or more of these elements spirit mages are able to more accurately call and control spirits. In game terms this will often take the form of a spell component or special effect. Bishop actually uses a rock crystal as a spell component and Po uses a feather that is associated with air spirits. Fire, air, water, and earth special effects are also more common for this reason.



8.2 Detect Spells And Spirits

If a spell touches an object it leaves a trace. The strength of this trace is based on the power and the duration of the spell. The trace remains for some time after the spell vanishes but disperses over time. This trace can be analyzed with the proper detect spells.

8.3 Character Requirements

A character who want to cast spells must have at least 15 real points spent on spells or talents that are directly related to spells. This will help prevent mystically enhanced fighters. Note that the GM may forgo this limitation if a player has a good concept.

8.4 Bind Spirit

The main skill for casting spells is called Bind Spirit. Bind Spirit is a 3 pt skill based on INT. It can be increased by +1 for every 2 additional pts spent on the skill. The highest maximum starting Bind Spirit roll is 17 or less.

Bind Spirit is the ability to call and control spirits. The Bind Spirit skill does not convey any innate understanding or knowledge of spirits. To gain that knowledge the character should buy an appropriate Knowledge Skill (KS).

8.5 Casting Spells

To cast a spell the character must make a modified Bind Spirit roll then an attack roll if required. The bind Spirit roll is modified by the active points in the spell divided by 10 (i.e. as per Requires A Skill Roll). Thus if the spell is 40 active points the magic roll must be made by 4.

Note that there will be ways to get modifiers to Bind Spirit. Modifiers could come from magic items, enchanted locations, etc. Sometimes modifiers might only apply in certain situations when certain kinds of spirits are called. For example, in a magic glen forest spirit magic might get positive modifiers. By combining this with Spirit Surge (see below) spell casters will be able to have sudden boosts in power.

Spells costs 1 END per 5 active points. Spells that do not normally cost endurance must take the cost endurance limitation. Casting spells is tiring! ☺

A caster may only have INT / 5 active spells running at any given time. Spirits are hard to manage after all!

8.6 Spirit Surge

A spell caster may take a -1 penalty to their magic roll for an additional 5 active points in their spell. Note that this has the effect of increasing the power of the spell, the END cost, AND the required Side Effect. CAREFUL! ☺ The maximum that a spell can be increased with Spirit Surge is double the active points of the spell. Here is an example of how this works.

Example #1 – Arcon has a 16 or less magic roll and a 6d6 lightning ranged normal attack (30 active pts). This would be -3 to the magic roll (13 or less). Arcon decides he is going to tweak a Ox Kin and make the attack 9d6. This means 15 more active points (-3 to his magic roll). If he rolls a 10- he casts the spell as desired. If he misses the magic roll the associated side effect is greater. The END cost also increases.

8.7 Buying Spells

Starting spells have a maximum of 45 active points unless specifically cleared by the GM.

Power Frameworks (i.e. Multipowers and Elemental Controls) are not allowed.

All spells must have the following limitations.

- **Costs Endurance** – Only if it does not already cost endurance.
- **Incantations** – Spirits must be verbally called so this limitation is required.
- **Requires A Skill Roll: Bind Spirit** – Note that this must be taken at the normal level of -1 per 10 active points or -1 per 5 active points. This cannot be bought at the -1 per 20 active point level unless specifically cleared by the GM.
- **Side Effect: Spirit Whim** – Spirits are by their very nature creatures with their own wills. Sometimes they don't always do what the caster wants. Thus this limitation is required. The side effect should be defined when the spell is created with help from the GM.

Some form of Focus (Spell Components) and Gestures is commonly taken but it is not a requirement for buying a spell. For some spells these limitations do not make sense.

8.8 Buying New Spells

At some point characters may want to purchase new spells. This is done through research and study either on their own or with help from another source (i.e. another wizard or possibly a well stocked library). To create a new spell the caster must buy the Inventor skill. Any other skills that the player has which are related to the effect he is trying to achieve directly affects the time it takes to learn the spell.

The base time to learn the new spell is based on the Active Points in the spell. *It takes 1 day of study per Active Point in the spell to learn a new spell.* Thus when learning a spell for the first time mages will often start with a much smaller version of the spell. For example, Po wants a new attack spell. Instead of buying 8d6 (40 Active Points) he starts with a 2d6 (10 Active Points) version then raises the effects with experience. If this is done any advantages and minimum power costs must be applied. Here is another example. Po wants to buy a 4d6 NND sleep spell (40 Active Points). Since Ranged Normal Attack has a minimum cost of 5 pts Po must start with a 1d6 NND version of the spell (10 Active Points). Changing the advantages or limitation on a spell should force the creation of an entirely new spell although the GM can rule that the player should get a bonus to their Inventor skill roll in this situation.

The Inventor skill roll is made when HALF of the base study time has been reached. If a spirit mage has help from either supporting skills, a library, or another mage willing to spend time with him creating the spell the time it takes to create the spell is reduced. All of the supporting skills granted by other sources act as compliments to the Inventor skill roll. Every 2 pts the Inventor skill is made by reduces the time by 1 day. If the Inventor skill is missed the time is increased over the base time by 1 day for every 2 the roll was missed. On a natural roll of 18 the spell cannot be learned by the player. GMs should also award modifiers to the Inventor skill roll if the player has other skills that are in the same tight focus. For example, Po wants to learn a spell that heals his Endurance and he already has a straight healing spell.

To increase the effectiveness of a given spell the character must spend points and a reasonable amount of time and effort using the spell. This time does NOT have to be spent studying as long as the spell is being used it can be increased in power with experience. The player and GM should work this out during the course of the campaign.

8.9 Magic Items

Magic items in the Spirit Storm campaign world are simply objects that have spirits bound to them. Once bound these spirits perform some type of service to the user. Magic items are considered fairly rare. Most players will have seen a minor magic item or heard tales of them but they have likely never used one.

Magic items take the same time to build as if the user was buying a new spell. The only consideration is that magic items cannot increase their Active Cost over time like a regular spell. They must be purchased with the intended Active Cost or recast at the higher level. As magic items can be quite cheap to purchase this is a way to balance things out a bit.

Magic items are built as spells with the following additional advantage and limitation restrictions. Note that the restrictions mentioned above still apply to the spell that is used to create the item.

8.9.1 Advantages

- **Trigger** – The Trigger advantage is used on many magic items except for those with permanent effects (e.g. magic armor or weapons). Often a Trigger with a defined condition that resets automatically is used (+3/4). An example is a wand with a command word and flourish. This also infers that magic items are not as powerful as spells directly cast by a spirit mage. This is intentional.

8.9.2 Limitations

In general limitations are applied to the spell which creates the object NOT its actual use. Limitations which affect the usage are simply added as Limitations and should be applied with GM guidance.

- **Charges** – Charges are often placed on magic items. Also they often take the advantage of Increased Recovery Time (i.e. they take longer than a day to recover).
- **Extra Time** – This is a very common limitation in the creation of the item as often they can take quite a while to cast. Note that this extra time does NOT include the collection and creation of the Focus.
- **Focus** – Magic items must take the Focus limitation. Even though items are time consuming to make and take rare materials they should not take the Focus – Expendable limitation as the item is not “spent” when used. Instead see Limited Power: Difficult To Make below.

- **Independent NOT Used** – The Independent limitation is NOT used. Items can be rebuilt by the mage given resource restraints and time. Points are never permanently lost. If a mage makes an item he should be able to make it again. Independent never made sense to me. 😊
- **Limited Power: Difficult To Make** – Spells that produce a magic item make take a limitation to reflect the fact that they are difficult to make. This means that if they are destroyed or lost it takes effort to replace the materials needed to cast the spell. Items that are very difficult to replace take a -1/4 limitation. Items that are extremely difficult to replace take a -1/2 limitation.

9 Weapons, Armor, And Equipment

9.1 Weapons – General Information

Note that these tables are a sampling that should cover all of the bases. If you want something that is not on this chart let me know. The headers are defined in FRED or in the appendix. Unless otherwise noted all statistics are being drawn from the *Hero System Equipment Guide*.

The Cost field is the weapon cost in silver (s). Physical rounds add an additional cost. See the Notes column for details in these cases.

9.2 Weapons – Melee

If the weapon is 1.5-h then it can be used with 2 hands at -2 Strength Min.

Name	OCV	Dam	Stun X	Str Mfin	Cost	Notes
Axes						
Battle	0	2d6	0	13	96	1.5h
Great	0	2d6+1	0	16	100	2-h
Hatchet	0	1d6	0	6	22	Throw
Small	0	1d6+1	0	8	70	
Clubs						
Great Club	0	6d6N	-	15	44	2-h
Great Mace	0	2d6	0	15	84	2-h
Mace	0	1d6+1	0	10	64	
War	0	5d6N	-	12	24	1.5-h
Hammers						
Maul	0	1.5d6	+1	18	88	2-h
Warhammer	-1	1d6+1	+1	13	72	1.5-h
Knives						
Dagger	+1	1d6-1	0	6	24	Throw
Knife	+1	0.5d6	0	4	10	Throw
Stiletto	0	0.5d6 AP	0	5	18	Throw
Flail						
Ball & Chain	0	2d6	0	18	60	2-h, Flail
Grain	0	1d6	0	9	12	Flail
War	0	1d6	+1	13	60	Flail
Spears						
Glaive	0	2d6+1	0	16	84	2-h, Set
Javelin	0	1d6+1	0	8	36	Throw
Lance	0	2d6	0	15	120	
Pike	-1	2d6+1	0	15	96	2-h, Set
Medium	-1	1.5d6	0	10	60	Set, Throw
Trident	-1	2d6	0	13	72	Throw, Reduced Penetration
Swords						
Bastard	0	1.5d6	0	13	180	1.5-h
Broad	0	1d6+1	0	12	150	
Falchion	+1	1d6+1	0	14	120	
Great	+1	2d6	0	17	230	2-h
Short	0	1d6	0	10	90	
Miscellaneous						
Staff	+1	4d6N	-	10	-	2-h
Whip	0	0.5d6	0	5	12	3" Range, Can Grab

9.3 Weapons – Muscle Powered Ranged Weapons

Name	OCV	Rng Mod	Dam	Stun X	Str Min	Max Rng	Cost	Notes
Bows								
Bow, Light	0	0	1d6	0	8	95''	24	2-h, 15s per dozen arrows
Bow, Med	0	0	1d6+1	0	9	125''	36	2-h, 15s per dozen arrows
Bow, Very Hvy	0	0	2d6	0	13	185''	60	2-h, 15s per dozen arrows
Longbow, Light	0	+1	1d6+1	0	10	140''	36	2-h, 15s per dozen arrows, not on a horse
Longbow, Med	0	+1	1.5d6	0	12	170''	48	2-h, 15s per dozen arrows, not on a horse
Longbow, Very Hvy	0	+1	2d6+1	0	18	235''	72	2-h, 15s per dozen arrows, not on a horse
Crossbows								
Light	0	+1	2d6	0	12	140''	30	2-h, takes full phase to load, 18s per dozen bolts
Heavy	0	+2	2.5d6	0	14	170''	60	2-h, takes two full phase to load, 18s per dozen bolts
Miscellaneous								
Sling, Bullets	0	-1	1d6+1	+1	8	150''	4	2-h, 2s per dozen bullets
Sling, Stones	0	-1	1d6-1	+1	6	90''	4	2-h, Stones are free.

9.4 Armor

Note that this table is a sampling that should cover all of the bases. If you want something that is not on this chart let me know.

Unless noted applicable defenses are resistant and not hardened. The “Def” (i.e. Defense) column is “PD / ED”. The “Wt” (aka “Weight”) column is measured in kilograms (kg) and applies to computing encumbrance. The listed weight is for a full suit of armor. If you want to purchase sectional armor please work with the GM to determine the cost.

Name	Def	Wt	Cost
Heavy Cloth	1	3.5	75
Soft Leather	2	5	125
Hardened Leather	3	7	250
Ring Mail	4	10	750
Scale Mail	5	14	1000
Chain Mail	6	20	1250
Plate Mail	7	28	2500
Plate and Chain Mail	8	40	5000

If you want to get sectional armor in various defenses please use the chart below. To calculate the weight simply add up the values for the hit locations that you want to protect. All weights are in kg.

Hit Location	Defense							
	1	2	3	4	5	6	7	8
Head (3)	.02	.02	.03	.05	.06	.09	.13	.18
Head (4)	.05	.07	.10	.14	.19	.28	.39	.56
Head (5)	.10	.14	.19	.28	.39	.56	.78	1.11
Hands (6)	.16	.23	.32	.46	.65	.93	1.30	1.85
Arms (7)	.24	.35	.49	.69	.97	1.39	1.94	2.78
Arms (8)	.34	.49	.68	.97	1.36	1.94	2.72	3.89
Shoulders (9)	.41	.58	.81	1.16	1.62	2.32	3.24	4.63
Chest (10)	.44	.63	.88	1.25	1.75	2.50	3.50	5.00
Chest (11)	.44	.63	.88	1.25	1.75	2.50	3.50	5.00

Hit Location	Defense							
	1	2	3	4	5	6	7	8
Stomach (12)	.41	.58	.81	1.16	1.62	2.32	3.24	4.63
Vitals (13)	.34	.49	.68	.97	1.36	1.94	2.72	3.89
Thighs (14)	.24	.35	.49	.69	.97	1.39	1.94	2.78
Legs (15)	.16	.23	.32	.46	.65	.93	1.30	1.85
Legs (16)	.10	.14	.19	.28	.39	.56	.78	1.11
Feet (17)	.05	.07	.10	.14	.19	.28	.39	.56
Feet (18)	.02	.02	.03	.05	.06	.09	.13	.18

9.5 Shields

This section has details on shields. Shields add DCV not Def.

The “Wt” (aka “Weight”) column is measure in kilograms (kg) and applies to computing encumbrance.

Name	DCV	Wt	Cost	Notes
Buckler	+1	1	24	Bucklers do not add DCV for ranged attacks.
Kite	+1	2	72	
Round	+2	4	42	
Tower	+3	7	96	

9.6 Equipment

This section contains information about gear which might be useful to a group of adventurous characters. The cost is in s.

<u>Music Instruments</u>		<u>Clothing</u>		<u>Equipment</u>		Oar	5
Drum	36	Belt, Leather	10	Anchor	12	Oil, 1 gallon	12
Flute	18	Boots, Leather	60	Axle	6	Pan, Copper	12
Harp	300	Gloves, Leather	24	Bag, Canvas	4	Pitch, Barrel	8
Lute	200	Gloves, Silk	48	Barrel	15	Pipe	2
<u>Services</u>		Gloves, Wool	12	Blanket	48	Pitchfork	6
Courtesan	12	Hat, Leather	16	Bottle	6	Plate, Pewter	5
Embalming	200	Hat, Linen	4	Bucket	4	Quill	1
Legal Contract	24	Hat, Silk	32	Candles, 4	1	Quiver	8
Legal Deed	18	Hat, Wool	8	Cauldron	10	Rope, Fathom	6
Legal Will	12	Leggings, Leather	192	Chair	12	Sack, Buckram	1
Maps	12	Leggings, Linen	48	Charcoal	2	Sack, Linen, 4	1
Prostitute	1	Leggings, Silk	384	Coal, Bushel	6	Scabbard, Leather	48
Slave	300	Leggings, Wool	96	Coffin	9	Scroll, Parchment	2
<u>Food</u>		Purse, Buckram	9	Crowbar	9	Scroll, Vellum	4
Ale, 4	1	Purse, Silk	60	Goblet, Pewter	3	Scythe	24
Brandy	8	Robe, Silk	600	Grapple	10	Sickle	10
Bread	1	Robe, Wool	150	Hammer	6	Sled	80
Herbs, Common	6	Sandals, Leather	8	Harpoon	40	Table	36
Herbs, Rare	60	Snowshoes	36	Hide, Beaver	20	Tankard, Pewter	4
Mead	2	Surcoat, Linen	60	Hide, Calf	16	Tent, Pavilion	200
Meal, Cold	1	Surcoat, Silk	480	Hide, Deer	6	Tinder Box	6
Meal, Hot	2	Tunic, Leather	192	Hide, Ermine/Sable	30	<u>Livestock</u>	
Wine	2	Tunic, Linen	48	Hide, Horse	10	Chicken	6
<u>Tack/Harness</u>		Tunic, Silk	384	Hide, Lambskin	3	Donkey	120
Bridle	12	Tunic, Wool	96	Hide, Otter/Weasel	24	Falcon	6
Cart, 2 wheel	80	Vest, Leather	120	Hide, Ox	12	Goat	100
Harness, Horse	18	Vest, Linen	30	Hide, Pig	5	Goose	9
Hay, Bushel	6	Vest, Silk	240	Hide, Rabbit	1	Horse, Cart	180
Horseshoe, each	1	Vest, Wool	60	Hide, Seal	24	Horse, Plough	240
Plough	48			Hide, Sheep	4	Horse, Riding	360
Saddle, Riding	80			Horn	20	Horse, War	600
Saddle, War	240			Ink	3	Mule	180
Spurs	18			Key	2	Ox/Cow	96
Stabling, 1 day	1			Knife	6	Pig	24
Wagon, 4 wheels	220			Lantern	12	Sheep	12
				Lock	4		
				Lockbox	12		
				Nails, Lb.	2		

10 Appendix #1 – Abbreviations / Glossary

Abbrv	Expanded Term	Definition
5ER or 5er	Fifth Edition Revised	<i>Hero Games Fifth Rules Edition Revised</i> by Steven S. Long. (This is pronounced “five-er”.)
.AF	Auto-Fire	See FRED for details on this abbreviation.
AK	Area Knowledge	See FRED for details on this abbreviation.
AP	Armor Piercing	See FRED for details on this abbreviation.
BODY	Body	See FRED for details on this abbreviation.
CON	Constitution	See FRED for details on this abbreviation.
Cover	Hit Locations Covered	See FRED for details on this abbreviation.
CV	Combat Value	OCV or DCV.
Dam	Damage	Amount of damage done by the weapon.
DC	Damage Class	See FRED for details on this abbreviation.
DCV	Defensive Combat Value	See FRED for details on this abbreviation.
DEF or Def	Defense	See FRED for details on this abbreviation.
DEX	Dexterity	See FRED for details on this abbreviation.
DI	<i>Danger International</i>	4 th edition Hero product used for playing secret agents.
E	Energy Damage	Effects are applied against ED.
ED	Energy Defense	See FRED for details on this abbreviation.
EGO	Ego	See FRED for details on this abbreviation.
EX	Explosion	See FRED for details on this abbreviation.
FH	<i>Fantasy Hero</i>	Hero Games genre book for fantasy settings.
FRED	Fifth Rules Edition	<i>Hero Games Fifth Rules Edition</i> by Steven S. Long.
GM	Game Master	Me.
HTH	Hand-To-Hand	See FRED for details on this abbreviation.
INT	Intelligence	See FRED for details on this abbreviation.
KA	Killing Attack	See FRED for details on this abbreviation.
KB	Knock Back	See FRED for details on this abbreviation.
N	Normal Damage	See FRED for details on this abbreviation.
NPC	Non-Player Characters	Characters played by the GM. Me. ©
OCV	Offensive Combat Value	See FRED for details on this abbreviation.
P	Penetrating	See FRED for details on this abbreviation.
PC	Player Characters	Characters played by the players.
PD	Physical Defense	See FRED for details on this abbreviation.
PRE	Presence	See FRED for details on this abbreviation.
PS	Professional Skill	See FRED for details on this abbreviation.
Pt / Pts	Point / Points	See FRED for details on this abbreviation.
REC	Recovery	See FRED for details on this abbreviation.
Rng Mod	Range Modifier	See FRED for details on this abbreviation.
RP	Reduced Penetration	See FRED for details on this abbreviation.
RR	Reduced by Range	See FRED for details on this abbreviation.
S	Silver coin	Used for costing equipment.
SPD	Speed	See FRED for details on this abbreviation.
STR	Strength	See FRED for details on this abbreviation.
Str Min	Strength Minimum	See FRED for details on this abbreviation.
STUN	Stun	See FRED for details on this abbreviation.
Stun X	Stun Multiple	See FRED for details on this abbreviation.

11 Appendix #2 – Master Lists

This section contains a master list of the skills, perks, talents, powers, and disadvantages that will be used for the campaign. This list should be handy when creating your PC.

Note that the list of Talents is for reference only. As mentioned above PC are encourage to create their own talents.

Skills	
Cost	Skill
3	Acrobatics 11-
3	Acting 11-
3	Animal Handler 11-
2	Armorsmith 11-
5	Accurate Sprayfire
3	Befriend 11-
3	Bind Spirit 11-
3	Breakfall 11-
3	Bribery 11-
3	Bureaucratics 11-
3	Casing 11-
3	Climbing 11-
3	Combat Driving 11-
3	Combat Piloting 11-
3	+1 with any three maneuvers or a tight group of attacks
5	+1 with HTH Combat
5	+1 with Ranged Combat
3	Concealment 11-
3	Contortionist 11-
3	Conversation 11-
5	Cramming
3	Cryptography 11-
1	Custom Skill
3	Deduction 11-
3	Defense Maneuver I
3	Disguise 11-
3	Fast Draw 11-
3	Feint 11-
3	Forgery 11-
3	Gambling 11-

Skills	
Cost	Skill
3	Healing 11-
3	High Society 11-
3	Hoist 11-
3	Instructor 11-
3	Interrogation 11-
3	Inventor 11-
2	KS 11-
1	Language
3	Lipreading 11-
3	Lockpicking 11-
3	Mechanics 11-
3	Mimicry 11-
2	Musical Instrument Familiarity 11-
3	Navigation 11-
3	Oratory 11-
3	Persuasion 11-
3	Poisoning 11-
5	Rapid Attack (HTH)
5	Rapid Attack (Ranged)
3	Research 11-
3	Riding 11-
3	Shadowing 11-
2	+1 with single Characteristic Roll
3	+1 with any three related Skills
5	+1 with a group of similar Skills
3	Sleight Of Hand 11-
3	Stealth 11-
3	Streetwise 11-
3	Survival 11-
3	Tactics 11-
3	Teamwork 11-
3	Tracking 11-
3	Trading 11-
1	TF
10	Two-Weapon Fighting (HTH)
10	Two-Weapon Fighting (Ranged)
3	Ventriloquism 11-

Skills	
Cost	Skill
0	WF
2	Weaponsmith 11-

Perks	
Cost	Perk
3	Access
1	Contact 8-
1	Custom Perk
2	Deep Cover
1	Favor
1	Follower
1	Fringe Benefit
1	Money: 25 s
1	Reputation
1	Vehicles & Bases

Talents	
Cost	Talent
3	Absolute Range Sense
3	Absolute Time Sense
3	Ambidexterity (-2 Off Hand penalty)
20	Animal Friendship
15	Beast Speech
16	Berserk Fury
3	Bump Of Direction
8	Combat Archery
15	Combat Sense 11-
6	Combat Spellcasting ([single spell])
16	Crippling Blow
1	Custom Talent
15	Danger Sense (self only, in combat) 11-
4	Deadly Blow: +1d6 ([very limited circumstances])
10	Divine Favor
4	Double Jointed
5	Eidetic Memory
1	Environmental Movement (no penalties on)
18	Evasive
10	Fascination
14	Fearless

Talents	
Cost	Talent
10	Follow-Through Attack
11	Inspire
3	Lightning Reflexes: +2 DEX to act first with All Actions
1	Lightning Reflexes: +1 DEX to act first with Single Action
3	Lightsleep
5	Magesight
4	Mounted Warrior (HTH Combat)
3	Perfect Pitch
4	Rapid Archery
5	Rapid Healing
1	Resistance (1 point)
3	Simulate Death
6	Skill Master (+3 with [single skill])
4	Speed Reading (x10)
12	Spell Augmentation
2	Trackless Stride
12	Turn Undead (+0 PRE)

Powers	
Cost	Power
5	Absorption 1d6
10	Aid 1d6
1	Armor (0 PD/0 ED) (0 Active Points)
5	Change Environment 1" radius
20	Clairsentience (Hearing Group)
10	Clinging (normal STR)
10	Energy Damage Reduction, 25%
1	Damage Resistance () (0 Active Points)
5	Darkness to Hearing Group 1" radius
5	Density Increase
40	Desolidification
3	Dispel 1d6
10	Drain BODY 1d6
1	Duplication
10	Ego Attack 1d6
10	Entangle 1d6, 1 DEF
5	Extra Limb (1)
20	Extra-Dimensional Movement

Powers	
Cost	Power
10	Faster-Than-Light Travel
10	Find Weakness 11- with Single Attack
3	Hearing Group Flash 1d6
1	Hearing Group Flash Defense
2	Flight 1"
1	Force Field () (0 Active Points)
1	Force Wall () (0 Active Points)
1	Gliding 1"
5	Growth
10	Healing BODY 1d6
5	Hearing Group Images 1" radius
10	Invisibility to Hearing Group
15	Killing Attack – Hand-To-Hand 1d6
15	Killing Attack – Ranged 1d6
1	Knockback Resistance -1"
1	Lack Of Weakness
0	Leaping 0" (2"/4" forward, 1"/2" upward)
1	Life Support (0 Active Points)
5	Luck 1d6
1	Mental Defense (3 points total)
5	Mental Illusions 1d6
5	Mind Control 1d6
5	Mind Link , One Specific Mind
5	Mind Scan 1d6
5	Missile Deflection (Thrown Objects)
10	Multiform
0	Naked Advantage
3	Normal Attack – Hand-To-Hand +1d6
5	Normal Attack – Ranged 1d6
1	Power Defense (1 points)
10	Regeneration – 1 BODY
0	Running 0" (6" total)
5	Shape Shift (Hearing Group)
10	Shrinking
5	Stretching 1"
5	Succor 1d6

Powers	
Cost	Power
1	Summon 1-point creatures
5	Suppress 1d6
0	Swimming 0" (0" total)
1	Swinging 1"
3	Telekinesis (2 STR)
5	Telepathy 1d6
2	Teleportation 1"
15	Transfer 1d6
5	Transform 1d6
5	Tunneling 1" through 1 DEF material

Disadvantages	
Pts.	Disadvantage
5	Accidental Change: 8- (Uncommon)
0	Custom Disadvantage
35	Dependence: Takes 1d6 Damage (Very Common, 1 Segment)
15	Dependent NPC: 8- (Incompetent)
5	Distinctive Features: (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
5	Enraged: (Uncommon), go 8-, recover 14-
5	Hunted: 8- (Less Pow, Harshly Punish)
5	Money: Poor
5	Physical Limitation: (Infrequently, Slightly Impairing)
5	Psychological Limitation: (Uncommon, Moderate)
5	Reputation: , 8-
0	Rivalry: Professional (; Rival is Less Powerful; Seek to Outdo, Embarrass, or Humiliate Rival; Rival Aware of Rivalry)
5	Social Limitation: (Occasionally, Minor)
5	Susceptibility: 1d6 damage Instant (Uncommon)
5	Unluck: 1d6
5	Vulnerability: (Uncommon)

12 Appendix #3 – Revision History

This section contains a revision history for this document.

Revision	Date	Description
0.1	5/20/2008	First revision.
0.2	6/7/2008	<ul style="list-style-type: none"> • Made major modifications to prepare the material for use with the Monthly Sunday Game (MSG) crew. • Fleshed out the Introduction. • Condensed the rule changes sections so that all of the removed Skills and Talents are listed under one entry. • Started adding some of the new talents. • Updated the Weapons chart. • Added the sectional armor chart. • Updated the Equipment chart.
0.3	6/9/2008	<ul style="list-style-type: none"> • Added a race and added stats for all of them. • Added comment about Concealment versus Stealth. • Clarified negative characteristics as part of a racial package. • Added the Poor Disadvantage.
0.4	6/17/08	<ul style="list-style-type: none"> • Clarified the bleeding chart. • Clarified the maximum that a spell can be enhanced with Spirit Surge. • Detailed that Power Frameworks are not allowed. • Mentioned that commonly Focus and Gestures are taken on spells. • Many smaller cleanups.
0.5	7/24/08	<ul style="list-style-type: none"> • Cleaned up the section on races. • Adding a section on Defense Stacking. • Clarification on the End cost for Strength. • Added that PC start with 4 Luck Points. • Changed Luck so that it cannot be applied to Hit Location rolls. • Many smaller cleanups.
0.6	8/6/08	<ul style="list-style-type: none"> • Changed Luck so that it only applies to player rolls NOT GM rolls. It is too hard to monitor both ends of the combat. • Many smaller cleanups.
0.7	10/8/08	<ul style="list-style-type: none"> • Clarified that Bind Spirit is the ability to call and control sprits but it does not convey any knowledge of spirits.
0.8	10/23/08	<ul style="list-style-type: none"> • Added master lists of Skills, Perks, Talents, Powers, and Disadvantages which will be used for the campaign. • Changed the title page graphic and layout to make it more interesting.
0.9	12/6/08	<ul style="list-style-type: none"> • Fleshed out the History section. Tuned the Summary section to match. • Added lots of details to the Races section. Flushed out many of the races. • Added details to the Things section.
0.10	12/8/08	<ul style="list-style-type: none"> • Fixed references to the Master Lists.
0.11	12/11/08	<ul style="list-style-type: none"> • Cleaned up the various races. • Added graphics to the document internals. • Fixed a page numbering issue at the end of the document.
0.12	12/28/08	<ul style="list-style-type: none"> • Changed references from Geoff's Games to Epic Words and clarified how Epic Words will be utilized for the campaign. • Cleaned up the section on pack mentality for Wolf Kin. • Many minor corrections, cleanups, and clarifications.
0.13	2/12/09	<ul style="list-style-type: none"> • Clarified the section on Morality. • Added a section on The Law Of The Land. • Changed the verbiage from Luck to Karma to better fit the genre.

Revision	Date	Description
0.14	2/20/09	<ul style="list-style-type: none"> • Cleaned up the headers and reorganized several sections. • Added comment about the presence of monsters. • Made page breaks after each major section to make the document easier to read.
1.0	3/10/09	<ul style="list-style-type: none"> • Prepared the documents for release.
1.1	3/25/09	<ul style="list-style-type: none"> • Several corrections based on questions from Jim and Don. Thanks gents!
1.2	4/10/09	<ul style="list-style-type: none"> • Fixed calculation problem in HKA for Rat Kin. • Clarified Characteristic Maximums and racial packages. • Many other smaller cleanups and clarifications.
1.3	5/15/09	<ul style="list-style-type: none"> • Changed the minimum real point spell expenditure limit from 20 pts to 15 pts. • Added the EP Load concept to the character creation section. • Added section on Reincarnation. This has several meta-game mechanics associated with it as well.
1.4	11/8/09	<ul style="list-style-type: none"> • Updated section on spirit magic to include information about the effect of the four elements and spirit magic tracing. • Added section to the Campaign Rules on Healing.
1.5	12/7/09	<ul style="list-style-type: none"> • Updated the intro to add the rules system that will be used for the campaign. • Changed references from Epic Words to the Checkered Demon Yahoo Group. • Added Armadillo Kin (Jim Schaff), Bat Kin (Jeff Brickman), Dolphin Kin (Brian Fernandez), Kangaroo Kin (Geoff Barrall), Raven Kin (Steve Brickman), and Sheep Kin (Brian Fernandez). I want to thank the players for coming up with these wonderful races.
1.6	1/1/10	<ul style="list-style-type: none"> • Added section on buying new spells and creating magic items. These are significant adds to the magic section.
1.7	1/26/10	<ul style="list-style-type: none"> • Tuned the section on buying new spells slightly. All the tuning involved only grammatical corrections and clarifications of the text. • Several changes were made to Karma. First it is now again called Luck to avoid confusion with Karma Points. More importantly the cost has been increased. I realized that when I play tested this rule change the sessions were 6 hours in length. As the Karma Points gained from Luck are refreshed at the start of each play session the length of the session directly impacts the effectiveness of the power.
1.8	3/14/10	<ul style="list-style-type: none"> • Added some additional text to the Knockdown section to make sure it is clear.