

# NEW AGE

THE DYNAMIC ROLEPLAYING SYSTEM

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# INTRODUCTION

Welcome to New Age, a tabletop role playing gaming that focuses on being able to accommodate any story and setting using only one packet of rules. Unlike other games that are bogged down with tables upon tables of rules, New Age focuses on using a small compact package to give you the most bang for your buck, although other packets that will cover more bases will be released later.

In New Age players can make any type of character and perform any type of action all while using a light weight system. The rules are easy-to-learn, narrative focused, and flexible enough to be used by people who only understand the very basics of mathematics. This packet is also written with a lighthearted style to keep it fun and easy to read.

If you've ever wanted a system that could accommodate every setting you want to come up with, then New Age is for you.

## WHAT IS AN RPG?

An RPG is a Role-Playing Game. It is defined by Wikipedia as being, “a game in which players assume the roles of characters in a fictional setting.” But in particular, New Age is a Tabletop Role Playing Game, which Wikipedia defines as, “a form of Role-Playing Game in which the participants describe their characters' actions through speech. Participants determine the actions of their characters based on their characterizations, and the actions succeed or fail according to a formal group of rules or guidelines.”

We'll be honest. We can't ourselves sum it up much better than that. Essentially you'll be playing a character that you have made in a fictional setting, and through methods very similar to acting, will be portraying your character and making actions with your character.

## PLAYER CHARACTERS

During the course of a Tabletop RPG, players will use avatars called “Player Characters.” (Abbreviated as “PC”) Each PC has his or her own strengths and weaknesses just like any human you might run into in normal every day life. Most PC's are given back stories to make their characterization feel more real and in depth.

A back story is any past experience or interesting plot that might have happened to your PC before the beginning of the current game. This makes getting into the head and feeling more like your PC easier. It also makes it easier for others to understand his or her motives in the coming actions that he or she may perform. PC's also have a set of points called “Attributes” that are assigned at creation that will determine their chances of success or failure in any given scenario. When PC's get together to take on an adventure, this is called a “Party.”

# THE GAME MASTER

One member of the group must don the helm of being the “Game Master” or “GM.” The game master, instead of making his own PC, portrays all non-player characters, also known as “NPC's.”

NPC's are everyone and everything in the world that is not a PC. Be it the King of a country or the Devil's henchman, all NPC's are played by the GM. On rare occasion though, if a PC is not present for a particular event, and the rest of the party is, then the GM might allow for a player to step in and play an NPC or two so that he or she does not feel left out.

The GM also describes the world and narrates all actions in the story. The GM is also responsible for applying the rules to the game, deciding what does and does not get used out of the system (Known as “House Rules” or “Homebrewing” a system), and for keeping the game fun and friendly for all who participate. Being the GM comes with responsibility, but can be rewarding through seeing the eyes of your players light up as they take down the evil emperor, save the distressed victim, or slay a vile dragon who has been a threat to the land for centuries.

## CAMPAIGN

Although, none of this is going to be very much fun if the PC's don't get to go out and do anything is it? The game is usually played in short (2 to 4 hours) to long (6 to 8 hours) spurts of time. These time frames are called “Sessions.” Each session can then further be broken down into smaller increments called “Scenes,” and can also be put together into larger increments called “Episodes.”

A session is usually based around multiple things that happen in the game world that are put towards the party to challenge them. Likewise, a scene might be only one of those challenges, such as sailing through a storm, or scaling a large tower. Furthermore, an episode could be described as sailing through the storm to arrive at the tower, scaling the tower using a rope, getting in touch with the inside source who has information on the whereabouts of the precious hidden gem the party desperately needs, and then being ambushed by an evil group of soldiers who were expecting the PC's all along.

This can go on and on until the end of the life spans of the PC's or the end of the story, but the story as a whole is called a “Campaign.” Usually the campaign is either made up by the GM or ran completely out of a book called a “Printed Campaign,” or “Game Supplement.”

# GETTING STARTED & CHARACTER CREATION

So, if all of this sounds appealing to you, then we're sure you're anxious to get started making your very own PC's or Campaign. But before you get too ahead of yourself, it's a good idea for the GM to become familiar with the mechanics of the system and it's contents. The GM should of course familiarize his or her self with the rules, but it is not required that they memorize them, as they can always come right back to this package and scan through some of the pages for reference.

The first thing a group should do when sitting down to play New Age is to make their characters. Character creation is a single person process that can be achieved in a matter of minutes. Some find creating characters just as fun as playing the game itself. The premise behind New Age is that you can make any type of character, but the game does lean itself more easily towards humanoid characters. The three steps to character creation are as follows :

## STATS

First you will determine the character's aptitudes and ineptitudes are. This is done by selecting your character's "base stats." Base stats are a numerical representation of your character's abilities in the game. Base stats are then broken down into "Sub-stats" which are the same and are measures from 1 to 8. All together there are 3 stats :

Physique : Strength, Hardiness, Agility

Mind : Wit, Intelligence, Empathy

Soul : Attunement, Luck, Willpower

These are then broken down into the 9 sub-stats : Agility, Hardiness, Strength, Wit, Intelligence, Empathy, Attunement, Luck, and Willpower. Each sub-stat corresponds to a particular base stat, as you can see below. Each sub-stat, after 3 has a fictional or non-fictional character who holds or held this many points in this sub-stat.

The amount of points that you hold in any Base Stat is equivalent to however many points you have in all Sub-stats that belong under that Base Stat. For example. If you have 1 Agility, 3 Hardiness, and 2 Strength, then you have a 5 in Physique.

Deciding on how many points you have in what at character creation in New Age is based on a system called "Point Buy." This means that the GM gives you a certain amount of points per Base Stat to assign to it's Sub-Stats. You can not go down to 0 points in a sub-stat at character creation to assign more points to other sub-stats. For a moderately realistic game, a GM can assign 3 points to one Base Stat, 2 to another, and 1 to the final to assign to it's corresponding Sub-Stats, and can assign more or less depending on how strong or weak he wants the PC's to be.

A character starts out with one point in all Sub-Stats before the points are allotted to them, thus, by default, every character has 3 in all Base Stats. A character can have 0 in any given Sub-Stat, but depending on the Sub-Stat it has different effects on the character.

## HIT POINTS AND OTHER CALCULATIONS

Secondly you will calculate and record how each Sub-stat and Base Stat affect your PC on your character sheet. For example, the amount of Hit Points or HP your character has is equal to however many points your character has in Hardiness if your GM wants to run a realistic game.

If he wants to run a more high adventure feeling game, he might make your hit points twice or three times your Hardiness. Hit points or HP are a way of keeping track of how much damage a player has taken. If a character is reduced to 0 or fewer hit points, he or she dies, thus a GM might want to keep in mind how much HP a character has at all times so that they don't accidentally kill them when they only meant to damage or knock them unconscious. Other things to calculate will be your attunement pool, your movement speed, what kind of armor you're wearing, and what amount and type(s) of Damage Reduction (Or DR) that armor gives you.

Attunement (the magic system in New Age) runs on a pool point system. Your pool's total is equal to how many points in Attunement you have. Using an attunement ability reduces the points in your pool equivalent to what level ability it is from 1 to 8. Casting a level 1 attunement ability never decreases your pool.

Movement in New Age is divided into two different move types; in combat and out of combat. In combat your character's movement speed starts at 8 yards (or 8 squares on a grid) and then improves by 2 yards for every point in agility after the first. Out of combat a character moves at 8 miles per hour at agility level one and then improves by 4 miles per hour for every level thereafter.

Armor is basically anything that your character is wearing to defend themselves. Finding out what type of armor you are allowed to have at character creation is done by asking the GM what is a realistic for the setting then working it out between yourselves.

Damage Reduction is why your character is wearing armor. When an enemy would strike your character and deal damage, your armor can save your life. Damage Reduction is a simulation of that protection. Damage Reduction is calculated by referencing the chart on page 21, and adding together all of the damage reduction that is allotted to you from your armor in the "DR" section of your character sheet.

Armor does have it's downsides however; it's big and bulky. To simulate this, New Age has armor give your character negatives to his agility. To calculate the agility negatives your character takes from his armor, yet again reference the chart on page 21 and add up all of the numbers in parentheses next to your DR given. If your agility negatives bring your character down to zero agility, he can not dodge in combat and moves at 4 yards per turn in combat and 4 miles per hour outside of combat.

## EQUIPMENT AND ITEMS

Thirdly, you will need to record any and all equipment that might be on your PC's person at the start of the game. This is usually decided by speaking with the GM and discussing your equipment and then recording it in the inventory section of your character sheet.

Over the next couple of pages we will describe each Base Stat and it's associated Sub-stats. Make sure to keep you agility in mind when getting equipment for your character. You can not go down to 0 agility and still be able to move in combat.

# PHYSIQUE

## Strength :

(The Quality of being Strong)

- Your maximum carrying capacity (comfortably) is equal to your Strength times 30.
- The maximum amount that you can lift over your head (While Struggling) starts at 50 for having 1 Strength, and then increases by 50 for every point in Strength thereafter.

1 : Below Average STR

2 : Average STR

3 : Above Average STR (Yamcha during Dragon Ball, Wolves)

4 : More than Human STR (Guts from Berserk, Lions)

5 : Impossible Feats of STR (Sunosuke Sagara from Rurouni Kenshin, Elephants)

6 : Can use STR to do unbelievable things such as flick a finger to use air as a weapon. (Younger Teguro from Yu Yu Hakusho, Hydras)

7 : Demi-God of STR (Disney's Hercules)

8 : Chuck Norris Jokes

## Hardiness :

(The Ability to Endure Difficult Conditions)

- The maximum amount of time a character can hold their breath under water begins at 30 seconds at having 1 hardiness, and then increases by 30 seconds for every point thereafter.
- The maximum amount of time a character can sprint starts at ½ a minute at 1 hardiness and then increases by ½ a minute for every point thereafter.
- The maximum amount of points you have in Hardiness is the amount of HP you have. For a realistic experience, use your Hardiness x1, you can multiply this number more and more to make the game more fantastic or have your heroes be more epic and dare devilish. Once a character reaches 1/4<sup>th</sup> of his or her HP, they must roll a Hardiness check to make sure they stay conscious.

1 : Below Average Hardiness

2 : Average Hardiness

3 : Above average hardiness (Average D&D Adventurer, Horses)

4 : More than human hardiness (Chad from Early Bleach, Bears)

5 : Impossible feats of hardiness (Guts from Berserk, Elephants)

6 : Almost impossible to take damage (Kenshiro from Fist of the North Star, Golems, Elephants)

7 : Heavy Endurance, Possible Healing Ability. (Freiza from Dragon Ball Z, Wolverine from X-Men)

8 : You're like Captain America and Superman had a baby.

## Agility :

(The Gracefulness of a person or animal that is quick and Nimble)

- A character can sprint at a speed starting at 8 miles (14080 yards) an hour and increases at the rate of 4 miles per hour for each point thereafter up to 7 points. After 7 points and forward it is up to the GM to decide how fast a character can sprint.
- A character's move speed when not disengaging in combat starts at 8 yards per round and increases by 2 yards for every point thereafter until level 7. For disengaging combat situations see Page 10 : "Non-Combat Actions and Movement"
- A character can fight 1 enemy at a time, playing 1 combat card at a time, at levels 1 and 2. For every level thereafter, a character can actively fend off one more enemy at a time and play one more combat card at a time up to level 7.
- A character gains another set of 11 combat cards added to their combat deck at level 5 and 6. At level 7 and 8, there is no limit to the amount of combat cards the player can use.

1 : Below Average Human Agility

2 : Basic Human Agility

3 : Above Average Agility (Spike from Cowboy Bebop, Cats)

4 : More than human feats of Agility (Afro Samurai, Horses)

5 : Impossible feats of agility, such as dodging bullets. Any enemy without 5 agility or more loses their reaction step in combat. (Neo from The Matrix, or Celerity from Vampire : The Masquerade, Cheetas)

6 : Almost a precognitive sense of Agility (Spiderman)

7 : Can move faster than most things on the face of the planet. (Sonic The Hedgehog or The Flash from "Flash")

8 : A demi-god of agility, possible teleportation ability. (Fry from Futurama on 100 cups of coffee)

# MIND

Wit :

(Mental Sharpness, Inventiveness, and Attentiveness)

- Wit is used for all checks to perceive the characters surroundings or happenings, or solve a riddle or puzzle.

1 : Below Average Wit

2 : Average Wit

3 : More than average wit (State Chess Champion)

4 : More than human feats of wit (Dr Doom, Ozymandias from Watchmen)

5 : Impossible feats of wit (Lelouche Lamperouge or Light Yagami possibly)

6 : Impossible to catch off guard (Shikamaru from Naruto)

7 : Comes off as Psychic (Dr Manhattan from Watchmen)

8 : Has a plan for things years in advance (Tzeentch)

Intelligence :

(The amount of acquired knowledge and skills)

- At level 1 a character chooses which out of the Disarm, Sunder, or Feint combat cards he can use, and permanently adds that card to his combat deck. He chooses one additional for every point thereafter until 3.

1 : Below Average Intelligence [Can use Disarm, Sunder, or Feint choose one]

2 : Average Intelligence [Can use Disarm, Sunder, or Feint choose one]

3 : Above average intelligence (Kayneth Archibald from Fate/Zero) [Can use Disarm, Sunder, or Feint choose one]

4 : More than human feats of intelligence (Carl Sagan)

5 : Impossible feats of intelligence (Einstein, Da Vinci, Tesla)

6 : Has general knowledge of almost everything (Issac Newton, Gilgamesh from Fate/Zero)

7 : Demigod of Intelligence (Dr Manhattan)

8 : Knows everything (Judeo/Christian God, Odin)

Empathy :

(The ability to understand and share feelings with another)

- Empathy is used for any checks made to intimidate or coerce another into an action that they would not normally choose to participate in.

1 : Below Average Empathy

2 : Average Empathy

3 : Above Average Empathy (An Arbiter or Diplomatic Relations Expert)

4 : More than human Empathy (Ghandi)

5 : Impossible feats of Empathy (Kuabara from Yu Yu Hakusho)

6 : Possible to connect with all living things excluding very small organisms (Odysseus, Tavros from Homestuck)

7 : Possible ability to read minds or auras (Professor X)

8 : God level Empathy (Buddha, Jesus)



# SOUL

## Attunement :

(Ability to use magic weapons and abilities. A GM might allow only one at a time, or both depending on circumstance.)

- Attunement runs on a point pool system. Your pool's total is equal to how many points in Attunement you have. Using an attunement ability reduces the points in your pool equivalent to what level ability it is from 1 to 8. Casting a level 1 attunement ability never decreases your pool.

1 : Below Regular Weapon or an ability that would take a normal man seconds. Depending on the setting, such as in a non-magical setting, this may mean you are not magical at all. In which case you treat having 1 attunement as you would having 0. You cannot use magic items at level one besides one that you are attuned to. (Levitate and object, create a spark, and gains Low Magic)

2 : Regular Weapon or something that would take a normal man no more than 30 minutes (Pick a lock, Find a hidden object, Shatter an obstacle, Slightly damage a foe)

3 : Regular Weapon with Low Level Special Quality or an ability a normal man could do in a few hours (Kenpachi, Zabuja, Guts, Exhaust a foe, Create a crude shelter, sharpen a blade, share information with an acquaintance)

4 : Weapon with medium level special quality or an ability a normal man could do in a few days. (LightSaber, Gae Bolg, Sculpt a statue, Torch a city block, Spy on someone far away, gains ability to use Medium Magic)

5 : Situational Environmental Quality must be present for supernatural Medium Level Special quality. But has a separate special quality to begin with either way. Or an ability that a man could do in a few weeks. Can perform attunement level 2 abilities and lower for free. (Soul Eater, Saiyan, Water Bender, Avalon from Fate/Zero, Speak at or travel great distances, move a large buildings worth of material, reinforce a defensive wall)

6 : Very powerful weapon with High Level Special Quality. With stipulation such as : Weapon chooses master, can dematerialize, if disagreeing with user; cannot speak. Or an ability a man could do in a few months. (Keyblade, Kisame's Samehada, Destroy a town, Raise an army, Charm followers into obedience, absorb the knowledge in a tome, gain ability to use High Magic)

7 : Very Powerful weapon with no stipulation, and only a High Level Special quality. Or something a normal man could do in a few years (Godric Gryffindor's Sword, Sword of Omens, Master Sword, Reduce a city to ash, transmute an entire army's worth of steel weapons, Master a skill, memorize a book)

8 : Divine Weapon of unimaginable power. Or something that would take a man a lifetime. Can perform attunement level 6 abilities and lower for free. (GM's Discretion/Plot Point) (Thor's Hammer, Izanagi's Spear, Death's Scythe, Travel the Globe, Kill an army worth of men single handed, Find an object on the globe)

## Luck :

(The Number of Rerolls you get in a session)

- After each roll a character makes, they may decide to take from their luck pool for the session to re-roll that roll until they are out of points in their luck pool.

1 : Bad Luck

2 : No Luck

3 : Average Luck

4 : Above Average Luck (Yugi Moto from Yugioh)

5 : Supernatural Luck (Captain Jack Sparrow)

6 : Impossible Feats of Luck (Reaver from the Fable Series)

7 : Using the luck of others around you to your favor (Vriska from Homestuck)

8 : You are Fortuna, goddess of luck, all others pale in comparison.

## Willpower :

(Firm Determination)

- Willpower is used especially in campaigns that deal with psychological stress and hardships. For more information see the "Additional Rules" section of this packet.

1 : Below Average Willpower

2 : Average Willpower

3 : Above Average Willpower (Oh-De-Su OldBoy)

4 : More than human Willpower (Kamina from Gurren Lagan, or Kariya from Fate/Zero)

5 : Impossible feats of Willpower (Samurai Jack, Batman)

6 : The pride of tradition, style, and etiquette never falter. (Rock Lee from Naruto, Alex Louis Armstrong from Full Metal Alchemist)

7 : Demigod of Willpower (Vegeta from Dragon Ball Z)

8 : God of Willpower, possibly changing the world around you using your own will. (Haruhi Suzumiya)

# PLAYING THE GAME

So finally we're here, you've made it this far and you're ready to begin playing the game. But wait! You don't know the basic essentials of how the game works yet. For this section we will describe how the game runs in practice.

## ACTIONS AND NON-COMBAT CONFLICTS

New Age works on a D12 system, or 12 sided die, meaning that you only need one type of die to play the game. take an action outside of combat, a player need only tell the GM and the GM will relay to them whether or not they need to make something called a “Check.” Checks are made when something stands between the player and their goal that isn't combat related. Things such as out drinking another patron at a bar or picking the pocket of a noble as you “accidentally” bump into them may require a check.

To make a check you roll a D12. After rolling the die, the GM will tell you what, if any “modifiers” might apply to your roll. A modifier is anything and everything that could get in the way of your success, such as if the other patron at the bar had slipped something into your drink to make you lose, or if the noble you try to pick pocket in fact was watching you very closely as you attempted your feat. These modifiers will add or subtract a numerical value from what you have rolled on your die. After modifiers are applied, the GM will tell you what Sub-Stat to apply to your roll. Then, depending on your total roll, the GM will decide if you fail or succeed in your action depending on how hard he or she deemed it to be.

A common house rule for rolling actions is that if a player rolls a 1 on an action it is automatically a failure, and a 12 a success. In a typical case, making an 8 or above on a check is a success, a 10 is an exceptional success, and 12 or above is a dramatic success. An opposed check is when a player makes a check against another creature or person in game, such as an arm wrestle or breaking out of a grapple. When two creatures roll against one another in an opposed check, whoever gets higher wins the check. In the case of a tie, both parties reroll.

## LUCK

Luck is a sub-stat used in New Age to simulate the uncanny and almost sometimes awe-inspiring moments that happen in every day life. Luck is used by using points from the “Luck Pool.” A character's luck pool total is equal to how many points a character has in his or her luck sub-stat. When a roll is made, for any purpose, if it is not to the liking of the player, he or she may draw one point from his or her luck pool to re-roll that die. If the roll is still not satisfactory, then he or she may then again use luck points until he or she runs out of luck points in his or her pool. The luck pool only refreshes after the end of each gaming session, but there is one exception. Luck points may sometimes be given by GM's for amazing feats of intellect or prowess in or out of game. Once a character is out of points in their luck pool, they can not expend any more luck points until his or her luck pool refreshes, or he or she is given luck points by the GM.

# COMBAT

Ah, the section we've all been waiting for. Combat is any situation in which the PC's find themselves having to fight to get out of a situation, which is more often than not we're afraid. Combat is resolved using the "Combat Deck." The combat deck is a deck of 20 cards that each character holds. You can create these cards easily using index cards. Some characters, who have increased agility, can combat more foe's at once, thus can play more cards at a time. If their agility is high enough a player can also have more combat cards at their disposal. The 20 cards in the combat deck are representations of the "Combat Maneuvers" a character can use in combat. Combat Maneuvers are any action that can be taken during combat. By default, the "Disarm", "Feint", and "Sunder" combat maneuvers cannot be used. (For more info see the sub-stat "Intelligence") During combat, each combatant plays a combat maneuver card face down, this is called the "place" step. When all combatants have played their combat cards, they are simultaneously revealed, this is called the "reveal" step. Players then consult the combat chart for how each of their actions affect one another. If the chart is marked with an X, nothing happens, if the combat charts says that a "reaction" step is required, then that takes place first before anything else happens.

The reaction step in combat is what makes New Age stand apart from other Tabletop RPG's. New Age simulates the fast paced action of real combat using the reaction step as a buffer between the two opponents. In reality, if two combatants decide to strike at each other with swords, and notice that they both are going to be hit with the strike, they will have to rethink their strategy mid-swing. That is what the reaction step aims to simulate. During the reaction step, both combatants are allowed a chance to play a second combat card from their decks. Those actions are then resolved instead of their previously decided actions. In the case of the actions staying the same, the two actions play out simultaneously. You then consult the combat chart for what it says under "Reaction Phase" to determine how the actions play out.

Unlike other tabletop RPG's, there is no roll such as "initiative" to see who goes first in New Age. Sometimes a surprise round is warranted, but is up to GM's discretion. In New Age, everyone decides on their first combat actions simultaneously (This is called the "Initial Action" and does not require a card being played) and then their sub-stats and rolls decide how those actions play out.

## NON COMBAT ACTIONS AND MOVEMENT

If a character wants to make an action that is not listed in the combat maneuvers deck, then it is treated as an "Action" maneuver. When engaged in combat, the combatants might find it difficult to move around and get an upper hand on their opponent. This is where Agility comes in. Agility helps a lot in combat, from being able to swing faster, to being able to dodge better. New Age can be played three ways in combat situations. Firstly you can use a hex grid to symbolize the area around the combatants, secondly you can use a square grid, and thirdly you can use your imagination. In New Age on a grid, each segment counts for one yard or 3 feet. The amount your character can move in a combat situation by playing the "Action" combat maneuver is equal to your Agility sub-stat in yards. Keep in mind that moving during combat is dangerous, your opponent will usually not let you get the upper hand by disengaging or getting better footing in a separate space and a character takes all of the disadvantages of playing an "Action" combat maneuver during combat. A character can also sprint.

Two players cannot accurately fight when sharing the same space on the grid. The only time this is a good idea is if the two players are being flanked. If a player has to share a grid space with another friendly player, then both players take -2 to all defensive maneuvers, but cannot take negatives for being flanked.

# MAGIC

Mages and sorcerers are an essential element to any Fantastic realm. In New Age, magic is called Attunement, and those who have this ability are called The Attuned. If one of the attuned were to tell you the truth of what Attunement magic really is, he would say “Time Manipulation or a special link to an object.” Thus, attunement comes in two flavors : being attuned to an item or one's self in special cases, or having the ability to bend time to your will, otherwise known as Expedition. Lets say that a character owns a sword and he or she is attuned to the sword. He may be able to light the sword on fire, or make it invisible depending on the amount of dots that character has in the attunement substat. (More Examples listed on the next page) Whether or not another person could use this weapon also depends on his substat rank. But attunement goes much further than that.

When it comes to the other ways that attunement can be used, it's a very difficult process. While attunement can be used to do almost anything, it is also at the same time very limited. Using magic that isn't bound to an object for an Attuned is nothing more than time manipulation over objects or one's self. This is called Expediting.

Expediting is when someone uses an object with time manipulation to manipulate another object, such as lighting a bonfire or sharpening a sword. Expediting can only be used on objects that are non-sentient and do not have any will of their own. This allows the Expeditor to project his own will onto the object.

For a lot of attunement uses, you will need something to channel your attunement through. An easy example would be to cast a fireball. Humans cannot make fire, and therefor time manipulation can not help you to make fire. But if you already have something that is on fire, or could be easily lit on fire, then it becomes a much more simple matter. These are called Expeditors. An Expeditor is any object or item that helps you to focus or facilitate your attunement. If you have a torch that is already lit, then lighting a bonfire becomes a very quick action. Lighting a bonfire with a torch requires only about 30 seconds, so it can be instantly done by someone who has attunement level 1.

There are however other settings that use different magic systems. What do you do if you want your characters to be able to throw a fireball in New Age? How much damage does it do? Well, in that case, that type of magic falls into 3 different classes : low, medium, and high magic. For simplicity we'll use some examples of each. Low magic would be thinks like Magic Missile or Acid Splash from the Dungeons and Dragons universe, medium magic would be things like Fireball or Cone of Cold, and high magic would be things like Chain Lighting or Fire Storm. The damage that each of these does is outlined in “MELEE EXAMPLE WEAPONS and ATTUNEMENT DAMAGE” chart on Page 13.

The ability to use Low, Medium, and High magic is dependent on a character's Attunement Sub-Stat. A character can use Low magic at levels 1 through 3, at levels 4 and 5 the character gains the ability to use Medium magic, and lastly at level 6 a character gains the ability to use High magic.

# **MAGICAL QUALITIES FOR ATTUNED ITEMS**

## **Low Level Special Quality Examples :**

- Longevity – The item lasts longer under normal weathering conditions than another item of the same style.
- Light Aura – The item can produce light from its core and produce as much light as a flashlight or lantern.
- Harm Supernatural – The item can be used to harm the supernatural that cannot be harmed by normal arms.
- Summoned Item – The item will appear in your hand at will. If it's on fire or something this might be a bad idea though.
- Hardness – The item is supernaturally difficult to break and has the density of stone.
- Floating – The item can float off the ground up to eye level with the owner.
- Self-Repair – The item heals like a mortal being would. Over time its nicks and scratches fade.

## **Mid Level Special Quality Examples :**

- Siphon Electricity – The item can siphon, store, and dispense electricity.
- Flying – The item can fly.
- Life Steal – The item can steal the life forces of others and give it its owner or itself if required.
- Invisible – The item cannot be seen by normal means.

## **High Level Special Quality Examples :**

- Harm Invulnerable – The item can be used to harm anything
- World Creation/Destruction – The item can be used to destroy or create worlds.
- Mind Control – The item can be used to control the minds of others.

## **Situational Environmental Quality Examples :**

- Nocturnal – The item can only be used at night.
- Vicious – The item can only be used when in combat.
- Bloodthirsty – The item can only be used when in direct contact with blood.
- Lunar – The item is affected by the lunar cycle.

## **Example Stipulations for Ownership or Use :**

- Evil – The item will only allow itself to be used by evil creatures.
- Wand Chooses The Wizard – The item chooses its master, not the other way around. It can also refuse the master.
- Divine – The item is only usable by those with divine blood and will not activate for those of lesser birth.

# THE COMBAT MANEUVERS

**Strike** (An attack such as a thrust with a sword or firing a gun. A strike can be aimed at a certain part of an opponent's body, but will usually result in negatives being applied to any rolls associated with that strike because of the precision required to aim. If weapons are in the "Locked" position, then you must use an "Action" Maneuver to back up and unlock your weapon. Otherwise, you must use something else such as an off hand weapon or natural weapon [hands and feet] to strike.)

**Dodge** (Any movement that would impede damage from being done to you)

**Parry** (Warding off an attack in such a way that allows a counter move) [Parry puts you in an opposed agility with your opponents strength, if you win, then the opponent gets a -2 modifier to dodging or blocking your next strike.]

**Block** (Using an object to hinder the normal progress of an attack) [The Block action on the Combat Maneuvers chart assumes you are using a weapon against someone who is also using a weapon. If neither of you are holding a weapon, then nothing happens. If the two of you are holding weapons, then the weapons meet in the middle. Your weapons are then considered "Locked." If your weapon is locked then you gain a +2 to disarming the enemy.]

**Sunder** (Using an object to break another object) [During a sunder attempt, if the opponent is striking at you, you will immediately go into the reaction phase. If this happens, and the opponent still decides to strike you, and you still decide to try to sunder his weapon, then it is an opposed agility check to see if you strike his weapon first, or if he strikes you first. If your sunder attempt is successful, then you deal damage equal to what you would typically deal in a successful strike, to the opponents weapon. A sunder never deals damage to an opponent unless that opponent is attempting to charge you.]

**Action** (Moving, Reloading a gun, Arming Yourself, Picking yourself up off the ground, etc.) [Casting a spell or using and Attunement ability is always an Action Maneuver]

**Disarm** (Taking away a weapon or weapons from a person) [The Disarm action on the Combat Maneuvers Chart assumes you are using a weapon to disarm another person wielding a weapon. If you are attempting to disarm a person who is using a weapon without using a weapon, then you must be successfully grappling them first. Then it is an opposed strength. If your weapons are considered "locked" then both parties gain a +2 to disarming the opponent.]

**Grapple** (To seize or hold in close quarters without the use of a weapon) [If you and an opponent are in the "Grappling" condition, you can not use the action card, or move. You can not strike using any non-natural weapons (Swords, Maces, Guns, etc.), and you remain in grapple condition until one of you succeeds an opposed Dexterity or Strength Check, both parties can pick which stat they decide to use in such a case.]

**Feint** (A deceptive or pretended blow, thrust, or other movement) [Feint puts you in an opposed wits with your opponent, if you win, then you immediately go into the reaction phase, and your opponent gets a -2 modifier to dodge or block your next strike.]

**Charge** (Rush aggressively towards someone with reckless abandon without using a weapon, usually with intent of knocking them down.)

Actions	Strike	Dodge	Block	Parry	Sunder	Action	Disarm	Grapple	Feint	Charge
Strike	Reaction Phase  Opposed Agility	Opposed Agility	Strength vs Hardiness	Strike's Strength vs Parry's Agility	Reaction Phase  Opposed Agility	Reaction Phase  Opposed Agility	Opposed Strength	Reaction Phase  Opposed Agility	Wits Vs Opponent's Empathy Then Reaction Phase	Reaction Phase  Strike Wins
Dodge	Opposed Agility	X	X	X	X	Action Wins	X	Opposed Agility	Wits Vs Opponent's Empathy Then Reaction Phase	Opposed Agility
Block	Strength vs Hardiness	X	Blocks Lock Then Reaction Phase	Reaction Phase  Block's Strength vs Parry's Agility	Sunder Wins	Action Wins	Opposed Strength	Reaction Phase  Opposed Agility	Wits Vs Opponent's Empathy Then Reaction Phase	Reaction Phase  Opposed Strength
Parry	Strike's Strength vs Parry's Agility	X	Reaction Phase  Block's Strength vs Parry's Agility	X	Sunder Wins	Action Wins	Opposed Strength	Reaction Phase  Opposed Agility	Wits Vs Opponent's Empathy Then Reaction Phase	Reaction Phase  Opposed Agility
Sunder	Reaction Phase  Opposed Agility	X	Sunder Wins	Sunder wins	Opposed Strength	Action Wins	Opposed Strength	Reaction Phase  Sunder Deals Strike Damage	Wits Vs Opponent's Empathy Then Reaction Phase	Reaction Phase  Sunder Deals Strike Damage
Action	Reaction Phase  Opposed Agility	Action Wins	Action Wins	Action Wins	Action Wins	Opposed Agility	Action Wins	Reaction Phase  Opposed Agility	Wits Vs Opponent's Empathy Then Reaction Phase	Reaction Phase  Opposed Agility
Disarm	Opposed Strength	X	Opposed Strength	Opposed Strength	Opposed Strength	Action Wins	Opposed Strength	Reaction Phase  Grapple Wins	Wits Vs Opponent's Empathy Then Reaction Phase	Reaction Phase  Charge Wins
Grapple	Reaction Phase  Opposed Agility	Opposed Agility	Reaction Phase  Opposed Agility	Reaction Phase  Opposed Agility	Reaction Phase  Sunder Deals Strike Damage	Reaction Phase  Opposed Agility	Reaction Phase  Grapple Wins	Grappling Condition	Opposed Agility	Strength vs Hardiness
Feint	Wits Vs Opponent's Empathy Then Reaction Phase	Wits Vs Opponent's Empathy Then Reaction Phase	Wits Vs Opponent's Empathy Then Reaction Phase	Wits Vs Opponent's Empathy Then Reaction Phase	Wits Vs Opponent's Empathy Then Reaction Phase	Action wins	Wits Vs Opponent's Empathy Then Reaction Phase	Opposed Agility	Wits Vs Opponent's Empathy Then Reaction Phase	Reaction Phase  Opposed Agility
Charge	Reaction Phase  Strike Wins	Opposed Agility	Reaction Phase  Opposed Strength	Reaction Phase  Opposed Agility	Reaction Phase  Sunder Deals Strike Damage	Reaction Phase  Opposed Agility	Reaction Phase  Charge Wins	Strength vs Hardiness	Reaction Phase  Opposed Agility	Strength Plus Hardiness Opposed

# EQUIPMENT

What would an adventurer be without his or her equipment? You'll find that an adventurer's equipment may become very critical to their survival. Equipment comes in 3 different types : Armor, Weapons, and Items. Armor is any and everything that an character can wear to defend oneself against physical or magical attacks, weapons are anything that can be used to make physical or magical attacks, and items are anything and everything else in the game world. Equipment is kept track of on your character sheet. One thing to keep check of is how much the equipment you're carrying weighs and if your character can carry it. You can find carrying capacity limits in the “Getting Started” section of this packet.

Not all items are created equal however, some items perform better than others. These items are outfitted with the tag “Quality” next to their item name. Quality items add a bonus to rolls that are made using the item. The positive modifier that the Quality item adds is determined by the GM. For instance, if said ruby ring were to be a “quality” item, then it might give a boon to all Empathy rolls. Below is a table of some common items, their weights, and their uses. Any type of item can be a Quality item.

## ITEMS

Items come in all shapes and sizes. Anything from a piece of rope, to a love letter long forgotten by it's recipient. Items come in all different forms of rarities and styles as well. For instance, a nice ruby ring might add to an Wit roll to convince a noble you are from another noble house. An item might even be used as a plot point for your story. Perhaps the characters need to discover this item to beat the campaign. This type of item is referred to as a “Mcguffin,” and is a common trope used by GM's in stories.

## EXAMPLE ITEMS CHART

ITEM	WEIGHT	USE	QUALITY
Lantern	2 ½ lbs	Illuminating dark areas	None
50 ft Nylon Rope	1 lbs	Fastening Knots, Scaling Walls	None
Nice Ruby Ring	½ lbs	Boons Specific Wit Rolls	1



## WEAPONS

Of course, no adventurer would be caught dead without something to defend himself. Who knows what terrible things might creep up on him? A weapon is of course, anything that can be used to defend oneself when put in a tight spot.

There are all sorts of different styles of weapons. The New Age system allows for normal and magical weapons; however, magical weapons are only allowed if the character has enough Attunement to use them. Low attunement weapons can be worth less than normal weapons, such as a sword made of water, but high attunement weapons can be devastating weapons of destruction.

Not all weapons are the same either, some are used for different purposes, such as piercing certain types of armor, or dealing certain types of damage. Quality weapons add to the damage dealt by that weapon.

After a successful hit in combat, a weapon deals damage. Damage is calculated by rolling one 12 sided die, or D12, adding your physique to the roll, and then subtracting the amount indicated on that weapon chart from the roll.

For example, If a character with 4 physique swings with a short sword of Quality 1, they roll and get an 8, add their 4 physique to the roll, add the quality, and lastly consult the chart and see that they subtract 6 from their roll. All together, that's (8+4+1)-6. The numbers in the parentheses are calculated first, and then the 6 is subtracted, leaving us with 6 damage dealt to the opponent. If a ranged weapon does not deal any damage, then then the character has missed. The chart below gives some examples of Medieval and Modern weaponry and also includes spell examples.

### MELEE EXAMPLE WEAPONS and ATTUNEMENT DAMAGE

<b>MARTIAL WEAPON and DAMAGE</b>	<b>DR NEGATION</b>
Fist : 1d-11 + PHYSIQUE	NONE
Dagger : 1d-10 + PHYSIQUE	Cloth and Leather -1
Wooden Club : 1d-9 + PHYSIQUE	NONE
Flail and Mace : 1d-7 + PHYSIQUE	Flail : Leather and Cloth -2      Mace : Metal -1
Short Sword : 1d-6 + PHYSIQUE	Cloth and Leather -1
Long Sword : 1d-5 + PHYSIQUE	Cloth and Leather -2
War Hammer : 1d-4 + PHYSIQUE	Metal -2
Great Sword : 1d-3 + PHYSIQUE	Cloth and Leather: -3 Mail: -2 Plate: -1
Zanbato : 1d-2 + PHYSIQUE	Cloth and Leather: Complete Negation      Metal: -3
Low Attunement Spell (Magic Missile) 1d-6 + Soul	GM's Discretion
Medium Attunement Spell (Fireball/Cone of Cold) 1d-4 + Soul	GM's Discretion
High Level Attunement Spell (Fire Storm) 1d-2 + Soul	GM's Discretion
Low Attunement Weapons : GM's Discretion	GM's Discretion
Mid Attunement Weapons : 1d-1 + GM's Discretion	GM's Discretion
High Attunement Weapons : 1d + GM's Discretion	GM's Discretion

## RANGED EXAMPLE WEAPONS

<b>RANGED WEAPON and DAMAGE</b>	<b>DR NEGATION</b>
Light Crossbow Bolt 1d-5	Cloth and Leather -1
Heavy Recurve Bow Arrow 1d-5 + PHYSIQUE	Cloth and Leather -2
Hand Crossbow Bolt 1d-10	Cloth -1
Light Recurve Bow Arrow 1d-6 + PHYSIQUE	Cloth and Leather -1
Heavy Crossbow Bolt 1d-4	Cloth and Leather -2
9mm Round 1d-5	Cloth and Leather -2
.45 Round 1d-4	Cloth and Leather -3 Metal and Flak -1
.50 Round 1d-2	Cloth and Leather -3 Metal and Flak -2

## ARMOR and SHIELDS

Ah, but do we not also need to be able to defend ourselves passively from others who would seek to harm our characters? Of course we do. This is where armor and shields comes into play. Armor or a shield can be necessary to survive in a tight spot and might even save your life.

Armor is divided into the categories of what section of the body it is worn on and what it is made out of. Armor comes in all sorts of different makes and model, but for the sake of simplicity we have divided armor into 3 different sections of the body, and only a few different makes.

Armor is used for damage reduction in New Age. This means that if you would normally sustain damage in the area you are wearing armor, then the damage is reduced by the amount indicated in the Armor Chart.

For instance, lets say that the character in the “Weapons” section's example attack was aimed at the legs of a man wearing plate leggings. The character would have done 3 damage instead of 6 damage. But walking around with armor weighing you down doesn't come at no cost either. Wearing armor applies negatives to agility checks, as seen in the chart below. It also negates your movement gained from agility. If you wear so much armor that your agility is taken down to 0, then you can only move at 4 yards a round while wearing that armor in combat and 4 miles per hour outside of combat. Quality armor adds to the Damage Reduction of that armor or reduces agility negatives. Below are some example types of armor.

## MEDIEVIAL ARMOR TYPES

HEAD ARMOR	DR GIVEN (AGILITY NEGATIVES)
Cloth	1 (0)
Leather	2 (0)
Metal	3 (1)
BODY ARMOR	DR GIVEN (AGILITY NEGATIVES)
Cloth	1 (0)
Padded Cloth	2 (1)
Leather	2 (0)
Hide	3 (1)
Mail	3 (2)
Plate	4 (3)
LEG ARMOR	DR GIVEN (AGILITY NEGATIVES)
Cloth	1 (0)
Leather	2 (1)
Metal	3 (2)
SHIELDS	DR GIVEN (AGILITY NEGATIVES)
Buckler	1 (1)
Kite Shield	2 (2)
Tower Shield (Wooden)	3 (3)
Tower Shield (Metal)	4 (4)

## MODERN ARMOR TYPES

HEAD ARMOR	DR GIVEN (AGILITY NEGATIVES)
Metal Army Helmet	2 (0)
BODY ARMOR	DR GIVEN (AGILITY NEGATIVES)
Bullet Proof Vest	2 (0)
Fire Fighters Suit	1 (1)
Ballistic Protection Riot Gear	4 (2)
LEG ARMOR	DR GIVEN (AGILITY NEGATIVES)
Ballistic Protection Riot Armor Leggings	3(1)
SHIELDS	DR GIVEN (AGILITY NEGATIVES)
Riot Shield	5(3)

## DEATH AND HARDSHIPS

If you're like any other adventuring party on their happy way through life, you're likely to come across some hardships or obstacles that get in your way. The most common of these is death and moral choices. Now, what moral choices you make in character have no affect on your character's stats. But death, death is a very real thing in the worlds of adventurers. Some even face it themselves. Things like death, poison, and sickness are all things you'll have to face at one point or another. But how do the rules handle these hardships? In this section we'll cover all three and how the rules apply to them.

Death is most likely the simplest out of all of these to explain the rules of. If a character falls to 0 HP then he or she dies. If they fall to 1/4<sup>th</sup> of their HP, then for every round they remain conscious they must make a Hardiness Check to stay awake. To stay awake at 1/4<sup>th</sup> of your HP, you must succeed with an 8 or more.

If a character falls unconscious, they are considered to be unstable, and take damage equal to however many times the GM decided to multiply a character's hardiness by to calculate HP. A character can either stabilize by themselves, or be stabilized by another.

To stabilize ones self, a character must roll a Hardiness Check and make over their total HP halved once for every time the GM decided to multiply hardiness to calculate HP. For every other time they decided to multiply it by, halve the needed amount to stabilize again. Thus, if a player has 16 HP because the GM multiplied Hardiness by two to calculate HP, then a player only need make a 4 to stabilize. After a successful roll, they are then considered stabilized and no longer take damage every turn.

For another to aid a non-stabilized person, they may use magic or normal means. How they do this is up to the player, but the difficulty of doing so, is up to the GM. After a character dies, unless the setting or play style allows for otherwise, it is typical that a player will draw up another character immediately and try to get back into the game as soon as the story allows it.

Sickness and poison are also handled by Hardiness. For both sickness and poison, the GM decides how powerful it is from the following chart. The chart shows Weak, Moderate, and Powerful poisons and sicknesses. The character then must succeed the hardiness check value assigned to either fend off the sickness, or not be affected by the poison.

## SICKNESSES AND POISONS

<b>SICKNESS</b>	<b>HARDINESS CHECK</b>
Weak Sickness (The Common Cold)	8
Moderate Sickness (Influenza)	12
Powerful Sickness (The Black Plague)	20
<b>POISONS</b>	<b>HARDINESS CHECK</b>
Weak Poison (Poison Ivy)	8
Moderate Poison (Lily of the Valley Berries)	12
Powerful Poison (Cyanide)	20

# **ADDITIONAL AND OPTIONAL RULES**

Now obviously this system wouldn't be called Diverse Role-Playing System if it didn't have any diversity, and the key to diversity is options. In this section we will outline some optional and additional rules that you may or may not want to use in your campaign setting. Things such as playing non-humanoid creatures, playing different races, amongst other things are discussed in this section.

## **CHARACTER ADVANCEMENT**

Character advancement, or “leveling up,” is arguably the most fun thing that can happen in a Tabletop Role-Playing Game. Your character can go from a scrawny wimpy squire to a muscular, toned, and honored knight over the course of a campaign.

Character advancement in New Age is about as simple as simple can get. After a scene, session, episode, or campaign, the GM can hand out “Experience Points.” These experience points are handed out in the form of dots that can be added to a Sub-Stat. These points can be handed out for a myriad of reasons, which are up to the GM.

In some games you gain experience points for slaying monsters, in others you may get them for coercing certain NPC's, or you might be handed experience points for good gaming conduct or role play. For instance, let's say that a player has role played his character exceptionally well in the most recent session. As GM you decide you want to encourage this type of play, so you give him 1 experience point to be spent amongst his sub-stats.

The GM can truly hand out experience points for any purpose that he or she deems it necessary, but it is considered bad conduct to hand out experience points for personal favors, payment, or bribes outside of game. Be careful not to forget to re-calculate your HP and other statistics after advancing your character.

## **PLAYING AS RACES OTHER THAN HUMAN**

Perhaps you're tired of playing something so closely related to yourself every game, and want to spread your wings and fly into the mind of another race or culture. With New Age, that is absolutely possible.

Let's say that you want to play a game in a Tolkien-esque setting (Lord of The Rings) and you want your characters to differ based on what race they are in the setting. The first thing we'll cover is possible character options that can be applied to your character if the setting allows for it. Always consult your GM on matters of setting lore. Creating your very own race for your setting is also a possibility. Just try to follow along with some of the examples on the next few pages.

# EXAMPLE RACES AND THEIR RULES

**HUMAN** – Human in most settings are used as the default or most diverse of all races. As we all know, humans can specialize in anything they see fit, and thus don't usually need any special care taken to make a human using New Age. But occasionally a setting will have humans be different than the humans we know in real life. Being the most open ended race, it's usually up to the GM to decide how humans work in his or her setting.

**DWARF** – Dwarves will change from setting to setting, but for this example we'll use the dwarves from the Tolkien lore. Sturdy, short, and slow, Dwarves usually stick to their own cultures and are not quick to trust others. But the main thing that sets Dwarves apart from other races is their size.

Dwarves in Tolkien's book average at about 4 feet and 6 inches, weighing in at about 150 pounds on average, in comparison to a Human's average 5 feet and 8 inches and average 180 pounds. This makes them able to easily maneuver through larger enemies feet and their body almost as heavy as a humans, making them difficult to knock over considering how low to the ground they are. For the purposes of rules however, Dwarves do not start with a point in Agility at character creation, but start with 2 points in Hardiness at character creation.

**ELVES** – For the purpose yet again of simplicity, we'll be using Tolkien Elves for this description.

Elves are much like humans, but are our more lean counterparts. They also have longer life spans, reaching maturity at around 50 or 100 years of age, and are typically wiser than the average human for it. Elves in Tolkien lore have many other characteristics that can sometimes lean more towards the supernatural side of things. For the sake of simplicity yet again, we will not discuss those supernatural abilities and let the GM decide in his setting what abilities said elves have. The typical elf is more graceful than his human counterpart, taller, yet slimmer as well. The average height of an elf in Tolkien lore is not recorded, but it can easily be assumed that their average dimensions are around 6 feet tall and 160 pounds. For this reason, Elves start with 2 points in Agility, and 0 points in Hardiness. For a character who is wanting to play a Half-Elf, they can take the beginning characteristics of either their Elf or other heritage.

**HOBBITS/HALFLINGS/GNOMES** – Depending on what you wish to call them in your setting, we have always had Dwarfs' smaller counterpart, the Halfling/Hobbit/Gnome. Yet again we are going to use the Tolkien “Hobbit” as the example here. Hobbits weigh in at about sixty pounds on average and their average height is 3 feet 6 inches. If you decide to use the other side of this spectrum, and take the “Dungeons and Dragons” approach by making them “Halflings,” then they are much more lean and dexterous. Yet no matter where you look for Hobbit or Halfling lore, they are always sharp witted cheerful creatures that are fond of merriment and joy. Therefore for both sides of the coin, an easy way to make a Halfling or Hobbit character is for them to start out with 0 Strength at character creation, but 2 Empathy. Of course, depending on the flavor of your Halfling or Hobbit your GM is going for, he or she can change this around any way they see fit.

**ORC** – For this example we will be using yet again the Tolkien “Orc.” Orcs are usually large creatures that are strong and muscular. Fearsome foes on the battlefield, in Tolkien's “The Lord of the Rings” series, they almost successfully took over the world using their brute strength. But every upside has its downside, and that is the Orcs just aren't that bright. The typical Orc has issues with common tricks, and can get confused by the most simple of puzzles. For this reason Orcs begin with a 0 in Intelligence, but a 2 in Strength. For a character who is wanting to play a Half-Orc, they can take the beginning characteristics of either their Orc or other heritage.

**TIEFLING/FIENDBLOODED** – A more new addition to the Fantasy scene is the Tiefling or “Fiendblooded.” Who take their heritage from the more unsavory creatures in the world, be it part demon, or some other monster of ill repute. The Fiendblooded typically have issues blending in with society because of their outward appearance, which can range anywhere from having red skin to having scaly skin and horns. This is entirely up to the flavor of Fiendblooded the GM is going for. However, be it because of their harsh raising, or how they are treated in normal society, most Fiendblooded have taken to dealing with problems in underhanded manners. Either way, living and growing up as a fiendblooded is difficult, and they typically build up a strong constitution for dealing with the stress that is presented around them on a daily basis, pushing through with firm determination. For this particular flavor of the Fiendblooded, they start out with 0 Empathy at character creation, but 2 in Willpower.

**CELESTIAL/AASIMAR** – Another new addition to fantasy settings is the Celestial or “Holy” races. Depending entirely on the setting, Celestial beings can differ quite greatly. But for this example we'll use the “Dungeons and Dragons” “Aasimar” from their setting “The Forgotten Realms.” Celestial races are often depicted as having bright skin, glowing eyes, shining hair, or some other form of purely aesthetic mark of their heritage. Some might find the “mortal” world to be different and strange from the harmony or discord that they may or may not be used to. Due to this, it can be difficult just like the Fiendblooded for a Celestial to hide their nature in normal society. They will just as much as a Fiendblooded be treated differently depending on where they go or who they interact with. But what brings all Celestial creatures together is their outstanding link to another plane of existence, or deity. For this particular flavor of Celestial characters start out with 0 in Empathy just like their Fiendblooded brethren, and a 2 in Luck symbolizing their link to a higher purpose or being. For a character who is wanting to play a Half-Celestial, they can take the beginning characteristics of either their Celestial or other heritage.

## HAVING ZERO IN A STAT OR SUB-STAT

It is technically possible for a character to have a rank of 0 in a Stat or Sub-Stat, each having a different affect on the character in question. Below each is defined.

**HAVING 0 PHYSIQUE** – Your character has no corporeal body. It exists as more of an idea, and cannot be harmed, but can also not technically be considered alive or dead.

**HAVING 0 STRENGTH** - Your character has no muscle mass and therefor cannot use strength as a sub-stat in any check. You most likely cannot move, as your character has no muscles.

**HAVING 0 HARDINESS** – Your character is beyond frail. Your bones may be made of glass, your skin rip like paper. Any damage done to your character will immediately kill him or her.

**HAVING 0 AGILITY** – Your character cannot move or manipulate objects in any way other than with magical or technological means.

**HAVING 0 MIND** – Your character is brain dead. Your character cannot think or comprehend anything. If for any reason a character is able to read your mind or delve into your persona, they find nothing but a deep black void.

**HAVING 0 WIT** – Your character cannot perceive things around them accurately. They have no mental sharpness and are most likely in a catatonic state.

**HAVING 0 INTELLIGENCE** – Your character is a blank slate. Much like a newly born infant, only your natural instincts are at work. You know nothing, but still retain the ability to learn. Determining how well you learn or pick up on new ideas is decided using Wit.

**HAVING 0 EMPATHY** – Your character cannot comprehend the emotions of others and can only come to conclusions using cold calculation much like a computer. Wit or Intelligence is used in the place of Empathy in any Empathy check.

**HAVING 0 SOUL** – Your character is an empty husk. There is no spark in their eyes or will to do any particular thing. They do not have luck re-rolls nor can they be attuned to or use magic. Magical abilities mind controlling abilities, or Empathy checks to coerce you to do a particular task do nothing.

**HAVING 0 ATTUNEMENT** – Possibly the best stat to have 0 in, your character cannot interact with magical items or use magic at all. Depending on the setting, this may be the case for most beings. If that is the case, then you are to treat having 1 attunement as having 0 attunement, 2 attunement as having 1 attunement and so on. Coming into contact with magic, or being near magic when it occurs might put you in danger some way, or hinder you.

**HAVING 0 LUCK** – Your character is not special in the least. You cannot use luck rolls. Depending on the setting this might be the case for most beings. If that is the case, then you are to treat having 1 luck as having 0 luck, 2 luck as having 1 luck, and so on.

**HAVING 0 WILLPOWER** – Your character has no will of it's own. You are either completely controlled using a system of some sort, or do not have the will yourself to do anything in particular. You cannot be swayed using mind controlling abilities or by Empathy checks to coerce you. Depending on the setting this might be the case for all beings. If that is the case, then you are to treat having 1 willpower as having 0 willpower, 2 willpower as 1 willpower, and so on.



# HAZARDS

What is an adventure without hazards? Be they environmental or personal, hazards will keep your PC's on their toes out on their adventures. In this section we will go over some personal and environmental hazards that your characters might commonly run into. We'll start with environmental hazards and then move on to some that are a bit more close to home such as character sanity.

## PHSYICAL HAZARDS

**COLD and HEAT** – Temperatures themselves are a very common hazard to adventuring parties.

Whether it be scaling an icy mountain, or traversing though the lava filled lair of a dragon, at one point or another, they'll start to feel the heat...or lack thereof. In any case, typically dealing with cold and heat that is non-magical in nature is a Hardiness check. Below is a chart giving examples of cold and heat respectively and how dealing with those situations might affect your characters.

Keep in mind, that having certain equipment might lower the needed amount to succeed on these hardiness checks.

### COLD

SITUATION	HARDINESS CHECK REQUIRED	EXAMPLE OF FAILURE
Traveling in -19 Fahrenheit wind (in average or simple clothing)	12	Frostbite will most likely occur.
Swimming in freezing water (water under 32.5 degrees Fahrenheit)	18	After one or two minutes the body goes into shock. Hypothermia sets in. Expected time of survival under 45 minutes.
Being stuck under an avalanche (around -5 degree Fahrenheit)	20	After one or two minutes the body goes into shock. Hypothermia sets in. Expected time of survival under 45 minutes.

### HEAT

SITUATION	HARDINESS CHECK REQUIRED	EXAMPLE OF FAILURE
Traveling in 105 Fahrenheit weather across a dry desert with no water. (In average or simple clothing)	12	Heat stroke will most likely occur.
Falling into boiling water	18	Moderate to severe burns
Falling into boiling Oil	20	Third degree burns expected. Slow and painful death is likely.

**FALLING and CRUSHING** — No matter what adventurers do they always seem to find themselves at risk of falling from high places or being flung into things. Even better yet, they sometimes find themselves being crushed under large boulders or cave ins. Below is a chart that details out some likely scenarios for adventurers. Keep in mind that the falling and crushing chart is assuming you are an average human, and that certain items or situations might call for different checks to be made.

### FALLING

SITUATION	HARDINESS CHECK REQUIRED	EXAMPLE OF FAILURE
Falling 10 feet (onto back)	12	1D – 4 Damage
Falling 20 feet (onto back)	18	1D + 4 Damage
Falling 30 feet (onto back)	20	1D + 8 Damage

### CRUSHING

SITUATION	HARDINESS CHECK REQUIRED	EXAMPLE OF FAILURE
Being crushed under several people.	12	1D – 4 Damage
Being crushed in a driving accident.	18	1D + 4 Damage
Being crushed in a rock slide, cave in, or avalanche.	20	1D + 8 Damage

**ELECTRICITY** – Electricity is dangerous to most living organisms. There are however a couple of things that you can do to keep yourself from being damaged, such as rubber, insulation, and grounding. For this chart however, we will be assuming you are yet again an average human and that you have none of these things at your disposal. The chart below details out a few samples of electricity damage and how it might be dealt to a character. Keep in mind, some objects or clothing such as metal might make matters worse when it comes to dealing with electricity. How much this affect your character is up to your GM.

SITUATION	HARDINESS CHECK REQUIRED	EXAMPLE OF FAILURE
Non-lethal damage, such as a taser.	12	1D – 10 Damage, and most likely unconsciousness.
Lethal damage, such as a power supply to a computer system.	18	1D + 4 Damage. Most likely death.
Very lethal damage such as lighting strike	GM's Discretion	GM's discretion. Most likely death.

**FIRE** – A basic staple hazard since the dawn of man is flame. Flame crosses into almost all settings in one way or another, and usually makes it's way magically into some of even the low magic settings. In the chart below, we'll show some examples of how flame may damage a character or be a potential hazard in a few of it's forms. Just as with everything else, special clothing or items might help you avoid fire damage. A modern day example of this would be a fireman's suit.

SITUATION	HARDINESS CHECK REQUIRED	EXAMPLE OF FAILURE
Being singed by a torch or makeshift flamethrower	12	1D – 4 Damage
Being completely lit on fire.	18	1D + 4 Damage per round on fire. Most likely death.
Falling into, or being engulfed in lava.	GM's Discretion	GM's discretion. Most likely death.

**SUFFOCATION** – Another thing that your character might face is finding themselves stuck underwater or worse yet, in outer space. For how long a character can hold their breath, consult the the Sub-stat section and look under “Hardiness.” But if your character finds themselves not being able to hold their breath any longer and without air (assuming they have to breathe to stay alive) then they take 1D damage for every round they stay in that condition. Possible repercussions of suffocation include things like brain damage, loss of consciousness, and of course, death.

## MENTAL HAZARDS

Less often, PC's will come across something that defies all logic. Some astral horror from another dimension that no mortal was ever destined to set eyes upon. In these types of scenarios, you might want to bring how this particular set up affects your character's sanity.

When it comes to New Age handling PC sanity, it's a fairly simple process, but, keep in mind this process can be altered at any time by the GM if he or she sees fit if he or she wants the minds of mortals to be a bit more fragile and mailable. The key writer in the realm of “unimaginable astral horrors” is, and has been for a long time, H.P. Lovecraft. Lovecraft's mythos and his creatures have been a staple of inspiration for writers who want to get their foot in the door on psychological horror. Unlike other types of damage that a character might take, this type is strictly based on the character's willpower to avoid being affected by it. In layman's terms these moments will be the power of your character's soul trying to fight to save his or her mind. In this section we'll briefly go over some examples of how to deal with psychological menaces that might pry on your character's psyche's.

For a campaign that deals with mental hazards on a regular basis, your characters are given an additional stat called “sanity.” Sanity is the culmination of all of your “Mind” sub-stats. Things that psychically attack your character, or might make your character mentally break, cause sanity damage. This type of damage is completely different from other damage in that it is completely non-physical and represents the damage that is done to your character's sane mind.

Depending on what your character may or may not be trying to accomplish, his or her sanity might diminish more or less. Just like everything else that might cause your character harm, special situations or items might help to ward off psychological damage. Also like every other type of damage that is done to your character, the GM's word is law. If the GM decides that you have seen some “Special” type of forbidden knowledge or something that would cause more psychological damage than the samples given, then it is so. As an optional rule, a GM may want to sap a player's willpower for every check that he or she fails as well as take away sanity points.

SITUATION	WILLPOWER CHECK REQUIRED	EXAMPLE OF FAILURE
Learning forbidden eldritch knowledge.	12	1D – 4 Sanity Loss
Being exposed to an unimaginable horror.	18	1D + 4 Sanity Loss for every round exposed
Falling into to or being warped to the realm of an elder god or greater being.	GM's Discretion	GM's discretion. Most likely complete sanity loss.

## **PLAYING NON-HUMANOID CHARACTERS**

For players who want to play a non-humanoid character, such as an insect or centaur, it is best for the GM to outline himself what abilities these races have. But for the sake of diversity and help doing so, we have outlined a set of thoughts that you might want to consider when creating said non-humanoid race.

1. Does the race that you plan on creating have any likenesses to existing monster or animals in the back of this book? If so, you might want to study said animal or monster's statistics for ideas on how your race will work in context with the game rules.
2. How would such a race communicate, if they can communicate at all? If they are unable to communicate properly, would this affect their Empathy Base Stat?
3. How much maneuverability does this race have? Are there any combat maneuvers or actions that the race could never possibly make? Are there any combat maneuvers that they as a race might excel at? How do you plan to work this into the context of the rules? Will their maneuverability change their speed in combat, while at the same time not change their Agility Base Stat?

## **PERKS AND FLAWS**

If your game is going to be more story driven, based on character interactions than combat, then you might want to consider implementing the “Perk and Flaw” system. The Perk and Flaw system is an option system of rules that is used to give your characters more depth and personality. Perks and Flaws are anything that sets your character apart from others when it comes to being good or bad at something.

Each Perk or Flaw also comes with it's very own rules that apply to your character in game. Some example Perks and Flaws are given below. A GM might rule that for certain Perks or Flaws, a character must meet certain criteria. An example of this is if a character wants to be Ambidextrous. A GM might rule that being Ambidextrous while having only 1 Agility doesn't make any sense and is therefor not allowed. For every perk that a character takes, he or she must also take a flaw to balance out their character.

## **EXAMPLE PERKS**

**AMBIDEXTERITY** – Your character is equally adept using both hands. He or she takes no negative modifiers for using weapons or objects in their “off hand.”

**BREATHE UNDER WATER** – Your character for one reason or another can breathe under water. Be it because he or she has gills or any other reasons, your character does not need to make Hardiness checks to hold his or her breath while submerged in water.

**GIANT** – Your character is exceptionally large for his or her race. Your character gains one additional physique point at character creation to be distributed amongst their Strength or Hardiness Sub-Stats.

## **EXAMPLE FLAWS**

**ADDICTION** – Your character has a crippling addiction to a thing or concept. Depending on the severity of your addiction, your character may have to indulge in a certain act every hour, day, or week. For every specified unit of time that your character does not indulge in this action, they find it hard to focus on any other task, taking a negative -1 on all non-physique based rolls for every specified unit of time thereafter that they do not indulge in their addiction.

**LAME** – Your character is in one way or another physically unable to move or walk normally. For all actions in which your character does not have something allowing them to walk normally, they are considered having 0 in all Agility checks that pertain to movement using the character's legs.

**COLORBLIND** – Your character can not differentiate between either certain colors or all colors. Your character takes negatives on any roll used to work with colors if partially colorblind, or is treated as having 0 wit for any rolls used to differentiate between or work with colors if completely colorblind.

# EXAMPLE ANIMALS

In this section we will go over some example enemies that PC's might encounter on their adventures, be it through a fantasy world, or modern day Tokyo. We will first go over some basic animals and their Base and Sub Stats, and then move on from there into some other creatures and enemies. Some of the creatures you'll find in this section might be used as a familiar of a wizard, or an encounter in the wilderness.

These are all just examples however and can be modified and twisted however the GM sees fit. For example, a familiar or animal companion of a wizard or druid might be stronger than it's average counterpart given it's magical enhancements or abilities. When creating your very own animals, we strongly suggest that you take a look at some of the animals that are compiled here and see if they bear any similarities. That way you'll have an easier time creating your animal, since you won't have to do it from scratch.

**BAT -**

**PHYSIQUE - 5**

Strength – 1

Hardiness – 1

Agility – 3

**MIND - 2**

Wit - 1

Intelligence - 1

Empathy - 0

**SOUL - 3**

Attunement - 0

Luck - 1

Willpower – 2

**BEAR -**

**PHYSIQUE - 11**

Strength – 4

Hardiness – 4

Agility – 3

**MIND - 2**

Wit - 1

Intelligence - 1

Empathy - 0

**SOUL - 3**

Attunement - 0

Luck - 1

Willpower – 2

**CAT -**

**PHYSIQUE - 5**

Strength – 1

Hardiness – 1

Agility – 3

**MIND - 2**

Wit - 1

Intelligence - 1

Empathy - 0

**SOUL - 5**

Attunement - 0

Luck - 3

Willpower – 2

**CHEETA-**

**PHYSIQUE - 10**

Strength – 3

Hardiness – 2

Agility – 5

**MIND - 2**

Wit - 1

Intelligence - 1

Empathy - 0

**SOUL - 4**

Attunement - 0

Luck - 2

Willpower – 2



**COW-**

**PHYSIQUE - 9**

Strength – 3

Hardiness – 4

Agility – 2

**MIND - 2**

Wit - 1

Intelligence - 1

Empathy - 0

**SOUL - 3**

Attunement - 0

Luck - 1

Willpower – 2

**DEER-**

**PHYSIQUE - 7**

Strength – 2

Hardiness – 2

Agility – 3

**MIND - 2**

Wit - 1

Intelligence - 1

Empathy - 0

**SOUL - 3**

Attunement - 0

Luck - 1

Willpower – 2

**COYOTE-**

**PHYSIQUE - 7**

Strength – 2

Hardiness – 2

Agility – 3

**MIND - 2**

Wit - 1

Intelligence - 1

Empathy - 0

**SOUL - 3**

Attunement - 0

Luck - 1

Willpower – 2

**DOG (SMALL)-**

**PHYSIQUE - 5**

Strength – 1

Hardiness – 1

Agility – 3

**MIND - 2**

Wit - 1

Intelligence - 1

Empathy - 0

**SOUL - 3**

Attunement - 0

Luck - 1

Willpower – 2

**DOG (LARGE)-**

**PHYSIQUE - 7**

Strength – 2

Hardiness – 2

Agility – 3

**MIND - 2**

Wit - 1

Intelligence - 1

Empathy - 0

**SOUL - 3**

Attunement - 0

Luck - 1

Willpower – 2

**ELEPHANT-**

**PHYSIQUE - 13**

Strength – 5

Hardiness – 5

Agility – 3

**MIND - 2**

Wit - 1

Intelligence - 1

Empathy - 0

**SOUL - 3**

Attunement - 0

Luck - 1

Willpower – 2

**GORILLA-**

**PHYSIQUE - 11**

Strength – 4

Hardiness – 4

Agility – 3

**MIND - 2**

Wit - 1

Intelligence - 1

Empathy - 0

**SOUL - 3**

Attunement - 0

Luck - 1

Willpower – 2

**HORSE-**

**PHYSIQUE - 10**

Strength – 3

Hardiness – 3

Agility – 4

**MIND - 2**

Wit - 1

Intelligence - 1

Empathy - 0

**SOUL - 3**

Attunement - 0

Luck - 1

Willpower – 2

**LION-**

**PHYSIQUE - 11**

Strength – 4

Hardiness – 3

Agility – 4

**MIND - 2**

Wit - 1

Intelligence - 1

Empathy - 0

**SOUL - 3**

Attunement - 0

Luck - 1

Willpower – 2

**MOUSE-**

**PHYSIQUE - 3**

Strength – 1

Hardiness – 1

Agility – 1

**MIND - 2**

Wit - 1

Intelligence - 1

Empathy - 0

**SOUL - 3**

Attunement - 0

Luck - 1

Willpower – 2

**PIG-**

**PHYSIQUE - 4**

Strength – 1

Hardiness – 2

Agility – 1

**MIND - 2**

Wit - 1

Intelligence - 1

Empathy - 0

**SOUL - 3**

Attunement - 0

Luck - 1

Willpower – 2

**RHINOCEROUS-**

**PHYSIQUE - 12**

Strength – 4

Hardiness – 4

Agility – 4

**MIND - 2**

Wit - 1

Intelligence - 1

Empathy - 0

**SOUL - 3**

Attunement - 0

Luck - 1

Willpower – 2

**SHEEP-**

**PHYSIQUE - 4**

Strength – 1

Hardiness – 1

Agility – 2

**MIND - 2**

Wit - 1

Intelligence - 1

Empathy - 0

**SOUL - 3**

Attunement - 0

Luck - 1

Willpower – 2

**WHALE-**

**PHYSIQUE - 15**

Strength – 5

Hardiness – 6

Agility – 4

**MIND - 2**

Wit - 1

Intelligence - 1

Empathy - 0

**SOUL - 3**

Attunement - 0

Luck - 1

Willpower – 2

**TIGER-**

**PHYSIQUE - 10**

Strength – 4

Hardiness – 3

Agility – 4

**MIND - 2**

Wit - 1

Intelligence - 1

Empathy - 0

**SOUL - 3**

Attunement - 0

Luck - 1

Willpower – 2

**WOLF-**

**PHYSIQUE - 10**

Strength – 3

Hardiness – 3

Agility – 4

**MIND - 3**

Wit - 2

Intelligence - 1

Empathy - 0

**SOUL - 3**

Attunement - 0

Luck - 1

Willpower – 2

# MONSTERS AND OTHER ENEMIES

Typically using New Age a GM will come up with his own stats for monsters either on the fly, or have them prepared somewhere. But for the sake of giving GM's the idea of what some of Fantasy's most famous monsters might be like in New Age, we have compiled a short list of creatures in alphabetical order. Also included in this section are some other samples of what can sometimes be the world's most heinous of monsters, mortals. Be it corrupt politicians or a dreaded pirate captain, you'll find that humanity can sometimes be your worst enemy on your adventures.

**BANDIT -**

**PHYSIQUE - 7**

Strength – 2

Hardiness – 3

Agility – 2

**MIND - 3**

Wit - 1

Intelligence - 1

Empathy - 1

**SOUL - 4**

Attunement - 0

Luck - 2

Willpower – 2

**CENTAUR -**

**PHYSIQUE - 11**

Strength – 3

Hardiness – 4

Agility – 4

**MIND - 6**

Wit - 2

Intelligence - 2

Empathy - 2

**SOUL - 4**

Attunement - 0

Luck - 2

Willpower – 2

**CERBERUS -**

**PHYSIQUE - 15**

Strength – 5

Hardiness – 6

Agility – 4

**MIND - 2**

Wit - 1

Intelligence - 1

Empathy - 0

**SOUL - 3**

Attunement - 0

Luck - 1

Willpower – 2

**CYCLOPS (GIANT) -**

**PHYSIQUE – 13**

Strength – 5

Hardiness – 5

Agility – 3

**MIND - 4**

Wit - 2

Intelligence - 2

Empathy - 0

**SOUL - 3**

Attunement - 0

Luck - 2

Willpower – 2

**DRAGON (SMALL) -**

**PHYSIQUE - 13**

Strength – 5

Hardiness – 5

Agility – 3

**MIND - 8**

Wit - 3

Intelligence - 3

Empathy - 2

**SOUL - 8**

Attunement - 2

Luck - 3

Willpower – 3

**DRAGON (GIANT) -**

**PHYSIQUE - 16**

Strength – 6

Hardiness – 6

Agility – 4

**MIND - 11**

Wit - 4

Intelligence - 4

Empathy - 3

**SOUL - 13**

Attunement - 5

Luck - 4

Willpower – 4

**FAIRY -**

**PHYSIQUE - 6**

Strength – 1

Hardiness – 1

Agility – 4

**MIND - 7**

Wit - 2

Intelligence - 2

Empathy - 3

**SOUL - 9**

Attunement - 3

Luck - 4

Willpower – 2

**GHOST-**

**PHYSIQUE - 8**

Strength – 0

Hardiness – 6

Agility – 2

**MIND - 3**

Wit - 1

Intelligence - 1

Empathy - 1

**SOUL - 6**

Attunement - 3

Luck - 1

Willpower – 2

**GOBLIN -**

**PHYSIQUE - 4**

Strength – 1

Hardiness – 1

Agility – 2

**MIND - 4**

Wit - 1

Intelligence - 1

Empathy - 2

**SOUL - 4**

Attunement - 0

Luck - 2

Willpower – 2

**GOLEM -**

**PHYSIQUE - 14**

Strength – 6

Hardiness – 6

Agility – 2

**MIND - 4**

Wit - 2

Intelligence - 1

Empathy - 1

**SOUL - 1**

Attunement - 0

Luck - 1

Willpower – 0

**HARPY -**

**PHYSIQUE - 7**

Strength – 2

Hardiness – 2

Agility – 3

**MIND - 6**

Wit - 2

Intelligence - 2

Empathy - 2

**SOUL - 4**

Attunement - 0

Luck - 2

Willpower – 2

**HYDRRA -**

**PHYSIQUE - 14**

Strength – 6

Hardiness – 6

Agility – 2

**MIND - 2**

Wit - 1

Intelligence - 1

Empathy - 0

**SOUL - 4**

Attunement - 0

Luck - 2

Willpower – 2

**IMP -**

**PHYSIQUE - 4**

Strength – 1

Hardiness – 1

Agility – 2

**MIND - 4**

Wit - 1

Intelligence - 1

Empathy - 2

**SOUL - 5**

Attunement - 1

Luck - 2

Willpower – 2

**LICH -**

**PHYSIQUE - 7**

Strength – 2

Hardiness – 3

Agility – 2

**MIND - 9**

Wit - 3

Intelligence - 3

Empathy - 3

**SOUL - 9**

Attunement - 5

Luck - 2

Willpower – 2

**MINOTAUR -**

**PHYSIQUE - 12**

Strength – 4

Hardiness – 5

Agility – 3

**MIND - 3**

Wit - 2

Intelligence - 1

Empathy - 0

**SOUL - 3**

Attunement - 0

Luck - 2

Willpower – 2

**OGRE -**

**PHYSIQUE - 9**

Strength – 4

Hardiness – 4

Agility – 1

**MIND - 4**

Wit - 1

Intelligence - 1

Empathy - 2

**SOUL - 4**

Attunement - 0

Luck - 2

Willpower – 2

**PIRATE (REGULAR) -**

**PHYSIQUE - 7**

Strength – 2

Hardiness – 3

Agility – 2

**MIND - 4**

Wit - 2

Intelligence - 1

Empathy - 1

**SOUL - 4**

Attunement - 0

Luck - 2

Willpower – 2

**PIRATE (CAPTAIN) -**

**PHYSIQUE - 9**

Strength – 3

Hardiness – 3

Agility – 3

**MIND - 8**

Wit - 3

Intelligence - 2

Empathy - 3

**SOUL - 6**

Attunement - 0

Luck - 3

Willpower – 3



**ROC -**

**PHYSIQUE - 10**

Strength – 3

Hardiness – 3

Agility – 4

**MIND - 3**

Wit - 1

Intelligence - 1

Empathy - 1

**SOUL - 4**

Attunement - 0

Luck - 2

Willpower – 2

**SPHYNX -**

**PHYSIQUE - 12**

Strength – 4

Hardiness – 4

Agility – 4

**MIND - 11**

Wit - 4

Intelligence - 4

Empathy - 3

**SOUL - 6**

Attunement - 2

Luck - 2

Willpower – 2

**TROLL (BRIDGE) -**

**PHYSIQUE - 8**

Strength – 3

Hardiness – 3

Agility – 2

**MIND - 4**

Wit - 1

Intelligence - 1

Empathy - 2

**SOUL - 4**

Attunement - 0

Luck - 2

Willpower – 2

**VAMPIRE (TRADITIONAL) -**

**PHYSIQUE - 8**

Strength – 2

Hardiness – 3

Agility – 3

**MIND - 10**

Wit - 3

Intelligence - 3

Empathy - 4

**SOUL - 6**

Attunement - 2

Luck - 2

Willpower – 2

**WEREWOLF -**

**PHYSIQUE - 12**

Strength – 4

Hardiness – 4

Agility – 4

**MIND - 3**

Wit - 1

Intelligence - 1

Empathy - 1

**SOUL - 4**

Attunement - 0

Luck - 2

Willpower – 2

**ZOMBIE (TRADITIONAL) -**

**PHYSIQUE - 7**

Strength – 2

Hardiness – 4

Agility – 1

**MIND - 1**

Wit - 1

Intelligence - 0

Empathy - 0

**SOUL - 1**

Attunement - 0

Luck - 1

Willpower – 0