Magic

Modern Talislantan Magic Cannot:

- ☒ Return the dead to life.
- ☒ Create life.
- ☒ Affect time or causality.
- ☒ Control two Powers at once (no spells of Earth and Fire).
- ☒ Cast more than one spell at a time, or blend two spells together (use two Modes at once).

Spell Penalty:

A spellcaster may cast a number of spells per day equal to their WIL (*minimum of one*) without incurring a spell penalty. Each time a spell is cast beyond this limit, the magician incurs a cumulative penalty of -1 on further spell casting die rolls for that day.

Spells that result in a **Critical Success** do not contribute to this penalty.

A minimum of seven hours of rest is required to recover normal spellcasting abilities. "Rest" includes sleep, meditation, or any other form of relaxation.

Counterspells:

-5 penalty to casting roll if the counterspell is of a different Order.

Compare the level of the counterspell to the level of the spell to be countered. Use the counterspell level as a positive modifier and the level of the spell to be countered as the Degree of Difficulty.

Full/Critical Success means the spell has been countered. Partial Success means the spell's level and its effects have been reduced by half (round up).

A **Mishap** may actually strengthen or extend the duration of the target spell (GM's ruling).

Magical Orders:

- ☒ **Astromancy:** The magic of Talislanta's suns, moons and stars.
- ☒ **Cartomancy:** The magic of, luck, circumstance, and fate as represented in the cards of the Zodar.
- ☒ **Cryptomancy:** The study of magical runes, sigils, and symbols.
- ☒ **Crystalomancy:** The study of crystals and their magical properties.
- ☒ **Elemental Magic:** Magicians of this Order draw their power from one of the Elemental Planes of Water, Earth, Air, or Fire.
- ☒ **Invocation:** Members of this Order call upon supernatural entities for magical power.
- ☒ **Mysticism:** This Order deals with the powers of the mind, will, and soul.
- ☒ **Natural Magic:** The magic of animals, plants, and the natural world.
- ☒ **Necromancy:** The magic of death, decay, and entropy.
- ☒ **Shamanism:** Members of this Order draw their power from thetotem-spirits of animals and the Dreamrealms.
- ☒ **Witchcraft:** The most ancient and secret of Orders, tracing its heritage to the first primitive Archaens.
- ☒ **Wizardry:** Wizards produce their effects by manipulating the flux of arcane energy that permeates the omniverse. This versatile Order is the most common in Talislanta today.
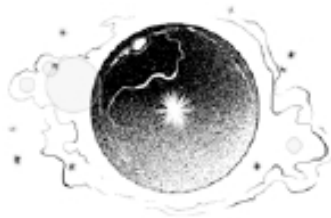
Magical Mishaps:

- ☒ 50% chance of side-effect occurring later
- ☒ Spell rebounds upon caster
- ☒ Spell strikes unintended target (random direction)
- ☒ Reverse spell effect (rebounds upon caster)
- ☒ Reverse spell effect (random direction)
- ☒ Static spell effect; area charged with magical energies (5-foot radius around the caster)
- ☒ Wandering spell effect, 5-foot radius charged with magical energies, moves at random
- ☒ Phase-shift: caster teleported to random location
- ☒ Black hole effect: caster and any individuals within 20 feet are drawn into another dimension
- ☒ Temporal rift: caster falls backwards (or forwards) in time
- ☒ Random spell effect (Gamemaster's choice)

Magical Modes:

- ☒ **Attack:** Channeling destructive energies.
- ☒ **Conjuration:** Conjuring inanimate objects and summoning otherworldly creatures.
- ☒ **Divination/Conceal:** Simulating arcane senses or concealing oneself from them.
- ☒ **Enchantment:** Modifying the physical properties of a creature or object.
- ☒ **Illusion:** Creating phantasmal imagery.
- ☒ **Influence:** Controlling or affecting a creature's thoughts and emotions.
- ☒ **Move:** Moving or levitating creatures or objects.
- ☒ **Transmutation:** Changing a creature's shape or form.
- ☒ **Ward/Hex:** Protecting a creature from a specific bane, or weakening it towards that bane.

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The Action Table

Step One: Intent

Before rolling on the Action Table, the player needs to state his character's intent. Tell the Gamemaster which Attribute, Skill, Combat Tactic or Mode of magic you're using, and what it is you're trying to accomplish.

Step Two: Bonuses and Penalties

Intent: A clearly stated Intent may add to or subtract from the Action Table roll.

Attribute Rolls: Double Attribute Rating.

Skill Rolls: Add Skill Rating.

Combat Rolls: Add Skill Rating; subtract opponent's Skill Rating.

Magic Rolls: Add Mode Rating; subtract Spell Level and Base Difficulty.

Degree of Difficulty: Attribute and Skill Rolls, and sometimes Combat and Magic Rolls, may further be modified by the Degree of Difficulty the GM assigns to the task.

Multiple Actions: Cumulative -5 for each additional action attempted.

Step Three: Roll

The player rolls a d20 on the Action Table, applying the total modifier to the die result.

The ACTION TABLE

ROLL	RESULT
0 or Less	Mishap
1 to 5	Failure
6 to 10	Partial Success
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20 or More	Critical Success

Degrees of Difficulty:

No chance of failure: No roll needed.
Any fool could do it: +10
Very Easy: +7
Easy: +5
Simple: +3
Routine: +0
Tricky: -3
Difficult: -5
Very Difficult: -7
Extreme: -10
Beyond Extreme: -15 or worse

Step Four: Judging the Results

☒ **Mishap:**
Not only does the attempted action fail, but it fails miserably and may have additional negative consequences.

☒ **Failure:**
The action fails to achieve the intended result.

☒ **Partial Success:**
The action is only moderately successful, achieving part but not all of the intended effect.

Combat Rolls: half weapon DR.

Magic Rolls: the spell has half the intended effect, range, duration, or potency (GM's ruling based on the type of spell cast).

☒ **Full Success:**
The action is successful, and the intended effect is achieved.

☒ **Critical Success:**
The action is even more successful than intended, achieving the player's stated intent and also yielding additional benefits of some sort.

Combat Rolls: full weapon DR, and a Critical Wound is inflicted.

Magic Rolls: the spell does not contribute to the caster's Spell Penalty for the day.

Combat

Initiative:

Each combatant makes an Attribute Roll vs. Speed; the highest roller goes first and is followed by the other combatants in descending order.

Rounds & Actions:

Each combat round lasts approximately 6 seconds. A character may perform one action per round.

Characters may perform more than one action per round, at a cumulative -5 penalty per each additional action attempted. This penalty is offset by the character's SPD Rating.

Combat Modifiers:

General Modifiers:
- ⚔ Attacking from above: +2
- ⚔ Using weapon in off -hand: -5
- ⚔ Defending from below: -2
- ⚔ Mounted vs unmounted opponent: +3
- ⚔ Limited visibility*: -1 to -10
- ⚔ Unstable footing (mud, ice, etc.): 1- to -10
- ⚔ Dodging an Area Effect spell: -1/foot of spell radius

Includes fighting in darkness (unless one has night vision), in fog or mists, or with vision partially impaired; the extent of the penalty is based on visibility.

Ranged Modifiers:
- ⚔ Target is within half effective Range: no penalty
- ⚔ Target is beyond half effective Range: -5
- ⚔ Target is beyond effective Range: -10
- ⚔ Target is beyond 2 times effective Range: -20
- ⚔ Target is moving: -1 per point of SPD above -5
- ⚔ Target is protected by cover: -1 per 10% cover
- ⚔ Target is smaller than man-sized: -1 to -10
- ⚔ Target is larger than man-sized: bonus of +1- +10

Mishaps that occur from botched ranged attacks generally result only in a missed shot unless the attacker is firing into group (where they may accidentally hit an ally or other unintended target).

Life and Death:

Individuals or creatures reduced to zero or less Hit Points are rendered unconscious and on the verge of death. Roll on the Action Table, using the victims CON and current Hit Points as modifiers. The total will yield one of the following results:

⚔ **Mishap:** barring a miracle of some sort, the victim's career has come to an untimely end. If the victim was a PC, the player can create a new character.

⚔ **Failure:** things are looking grim. The victim is fading fast and will need to make another CON roll every minute at a cumulative penalty of -1 per minute. A result of failure or worse on any of these subsequent CON rolls results in death. On a subsequent result of partial success , and the victim gets to live for another minute. At best, the victim will suffer a permanent injury of some kind (as per a result of Partial Success).

⚔ **Partial Success:** the victim will recover, but will suffer some sort of permanent injury.

⚔ **Full or Critical Success:** the victim will recover completely, with or without medical attention, and suffer no permanent damage.

Critical Wounds:

Any attack that is made with the intent to kill or injure that yields an Action Table result of Critical Success will cause a Critical Wound. Assuming the victim has not been reduced to zero or less Hit Points, he must make a roll vs his CON Rating (minus the DR of the attack) to determine the extent of the injury, as follows:

⚔ **Critical Success/Success:** victim can continue without penalty.

⚔ **Partial Success:** victim can continue, but suffers a penalty of -5 on all die rolls until the Critical Wound damage is healed (by magical or non-magical healing, or through rest and recuperation).

⚔ **Failure/Mishap:** victim is incapacitated and rendered incapable of movement, regardless of actual Hit Point total. No further actions can be taken until the Critical Wound damage is healed.

In the case of minor NPCs, a critical hit can cause instant death or knockout (GM's ruling) without the need for a CON roll.

Wound Recovery:

- ⚔ 5 Hit Points/day;
- ⚔ Plus/minus one additional point of healing per +1/-1 CON (minimum 1);
- ⚔ Longer convalescence for Critical Wounds/near-death experiences is required (GM's decision).

Combat & Tactics

Aimed Shot:

An aimed shot is an Attack intended to hit a very specific target and/or cause a very specific effect. A result of Success or Critical Success is required to achieve the intended effect.

Subdual Attack:

An attempt to knock-out an opponent by non-lethal means. If a subdual attack causes an opponent to be reduced to 0 HP, the victim is merely rendered unconscious for 1-20 rounds. HP lost as a result of a Subdual attack is restored shortly after the victim regains consciousness.

Dodge:

A **Dodge** may be attempted using the following:

- ☒ Evade Skill Rating
- ☒ Acrobatics Skill Rating at -5
- ☒ Dexterity Rating or Combat Rating (as per rules for substituting Attributes for Skills)

Parry:

A **Parry** attempt may be modified by the following:

- ☒ Weapon Skill Rating
- ☒ Guard Skill Rating
- ☒ Brawling (no penalty if parrying a Brawling attack; penalty of -5 if parrying a weapon attack)
- ☒ Combat Rating
- ☒ Defender is using a shield: +3
- ☒ Defender is using a buckler, garde, amysram or Danuvian bracers: +2

Grappling Attack:

While engaged in a Grappling Attack, the attacker suffers a -5 penalty to defense (i.e. attackers are at +5 to hit the grappling character) and may not make any Dodge attempts.

Defenders roll using their Strength Rating (doubled) or Brawling. If the defender's escape attempt is unsuccessful, on the next turn the attacker can either throw or choke the defender without the need for a second attack roll. A thrown defender can be hurled up to 5 feet away (+1 foot per +1 STR), and/or body-slammed (DR 3 +STR). Choking causes 4 DR per round until the defender escapes or is rendered unconscious. A single target can be both grabbed and choked or grabbed and thrown in the same turn, at a -5 penalty for the extra action.

When Attacking

☒**Mishap:** The attacker has twisted himself into an awkward position and failed to effectively hold his opponent. The opponent receives a +5 bonus on their next attack vs. the grappler.

☒**Failure:** The attacker fails to grab the defender.

☒**Partial Success:** The attacker gets a partial hold but has little leverage. No choke or throw attacks may follow this attack. The defender gets a +5 bonus to his or her attempt to escape this hold.

☒**Full Success:** The attacker achieves the hold they were attempting. They may throw or choke the defender with their next action, or simply continue to hold.

☒**Critical Success:** The hold is especially well-placed and strong. The defender takes an additional -5 penalty to an escape attempts.

When Escaping

☒**Mishap:** The defender twists himself into an even worse position. He takes an additional -5 penalty to any further escape attempts. Note that further Mishap results do not add to this penalty.

☒**Failure:** The defender remains in the hold.

☒**Partial Success:** The defender slips part-way out of the hold. Add +5 to his next escape attempt.

☒**Full Success:** The defender escapes the grapple.

☒**Critical Success:** The defender performs a perfect reversal. The defender may make an immediate attack on his opponent at full skill, flee, or perform any other action.

Retreat:

A retreating opponent can move up to half her normal Movement Rate per round while continuing to fight or defend against attack without penalty.

Flee:

If a Fleeing character is being pursued, both the character and pursuer(s) must make Attribute Rolls vs their respective Speed Ratings once for each round of pursuit. Compare Action Table die rolls and Speed Ratings to see if the Fleeing individual escapes or gets caught, using the following guidelines:

- ☒ **Mishap:** stumble and fall; you're injured and cannot continue next round.
- ☒ **Failure:** stumble and fall; you can get up and continue next round.
- ☒ **Partial Success:** move up to half your maximum Movement Rate.
- ☒ **Full Success:** move up to your maximum Movement Rate.
- ☒ **Critical Success:** maximum Movement Rate plus you gain an additional 50' on opponent

Advance:

An Advance is an attempt to close with an opponent at half maximum Movement Rate or less. This tactic allows the individual to attack or defend while moving, without penalty. It is also possible to use this tactic to Advance under cover, making it more difficult for opponents to target the advancing individual with Ranged Attacks.

A high speed Advance is called a Charge. This tactic allows the individual to move up to his maximum Movement Rate, though at the expense of any attempts at defense. Attacking while Charging is possible, at a penalty of -3 for Close Attacks and -5 for Ranged Attacks. When making Close Attacks while Charging, add the character's Speed to the damage rating, as well as Strength.

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Reactions:

The first impression that a character makes on any new acquaintance is determined by making a Charisma roll on the Action Table.

In some situations, skills such as Fashion can be used for reaction rolls, depending on the nature of the individuals being encountered, their native culture, and other factors.

⚅ **Mishap:** An utter faux pas brings on a seethingly hostile reaction.
⚅ **Failure:** An unfavorable or even hostile reaction.
⚅ **Partial Success:** An ambivalent reaction.
⚅ **Success:** Acceptance.
⚅ **Critical Success:** The most favorable response possible under the prevailing circumstances.

Currencies:

The most commonly-utilized coins on Talislanta are the **gold lumen** *(g.l.)*, the **silver piece** *(s.p.)*, and the **copper piece** *(c.p.)*. Some other currencies in wide circulation include the following:

⚅ **Zandir Crescents** (10 g.l. in Zandu; 1 g.l. elsewhere)
⚅ **Gold Pentacles** (5 g.l.)
⚅ **Farad Sul** (1 g.l.)
⚅ **Quan Emperors** (100 g.l. in Quan Empire; 10 g.l. elsewhere)
⚅ **Dracartan Pyramids** (5 s.p.)
⚅ **Imrian Brass Rings** (1 c.p.)
⚅ **Aamanian Coppers** (1 c.p.)
⚅ **Orgovian Yatmas** (0 g.l.)

Coins from ancient treasure troves can often fetch anywhere between two to one hundred times their face value.

Experience Points:

As players earn Experience Points (XP) for adventures, they can use accumulated XP to improve their character's Skills and Modes, as well as learn new ones. They may also purchase certain Quirks.

Learn...	Cost
Improved Skill/Mode	2x new level
New Preferred Skill/Quirk	1 XP/wk. training
New Skill/Quirk	2 XP/wk. training
New Mode	20 XP (+ 20 wks. training)
Enhanced spell	2 XP/point of enhancement

Skill Benchmarks:

Skill Rating	Description
0	Novice
3	Apprentice
5	Competent
7	Adept
10	Professional
15	Expert
20	Master
30	Grandmaster
40	Legendary

Languages:

Low Talislan *(Across Talislanta)*
High Talislan *(Among the learned)*
Archaen *(Among Magicians)*
Avian *(Gryph)*
Bodorian
Chanan
Elder Tongue *(Witches, Ariane)*
Moorg-Wan
Nomadic *(Djaffir, Dracartans)*
Northron *(Ur)*
Phaedran *(Among the learned; dead)*
Piscine *(Imrians)*
Quan *(The Quan Empire)*
Rajanin
Sarisa
Sauran
Sea Nomad
Sign
Sylvan *(Muses, forest creatures)*
Sun-Ra-San
Thaecian
Xambrian

Skill Rating	Proficiency
0 to +3	Basic
+4 to +9	Fluent
+10 or greater	Native

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