

## **Jabilo (Mana Scarred Sorcerer) – Players Guide.**

*"There are those who question...*

*Why are those born with the curse of mana in their blood allowed to exist?*

*Our presence is a threat to those around us, so much so, that we are forced to leave our families when young, forced to cull our own when they can not handle the power the Gods cursed them with.*

*This is all true; this also means that I am not one of the weak who can not control my power.*

*My mastery is complete, and that all of the power the Seven granted me is mine to control, to shape."*

### **The World of Skara.**

This Players Guide is designed to give you a feel for the basic world setting, some of the geography, history and knowledge your character knows (It is by no means set in stone).

It also contains some basic information on your character and rules you might find useful. It is not essential to memorise it, but please keep it handy for the game.

### **Introduction.**

*Your journey began, as did most of the Mana Scarred with the memory of your parent's horror. It is not an easy feeling to understand when you are just five years old, the despair and fear in your parents eye's, the realisation that everything you where is suddenly lost to them. As the blue trails worked their way up your arms, your mother at first tried to hide it, but as soon as your abilities began to manifest, she knew it was no good. You where taken from your family, and moved south towards the nearest Academy. It was the last you saw of your parents.*

*Training at the Academy was tough, and as with all of life's great lessons understanding is learnt only through pain. You were not alone, others passed to the Academy for training, however you saw what happened to those the training failed. The memories of those who had to be destroyed sometimes reappear in your dark dreams at night, but even then you can not give in to the loss of control.*

*Years have passed, your training now complete, and yet you remain at the academy, unsure of where in life to go. Traditionally you would try to court a Lord perhaps, maybe one of the great trading houses, but for now you have taken to training the young yourself. The head of the Academy, a woman known as Dagger Thane Ingelda, has silently approved your choice, for now at least.*

*A month ago the peace of the Academy has been shattered by a daring night-time raid on your storehouses. Foul bandits stole in at night, and even injured an initiate before fleeing with foodstuffs and clothing. You have heard reports that the caravan that brings supplies to both the Academy and the nearby farmsteads has been attacked three times now, and in your mind a dark premonition of worse to come rose.*

*Your fears are realised when a messenger from Odger, a nearby farmstead owner, that Lord Theldred, the protector off these lands some twenty years, has been injured and worse poisoned by a cowards arrow fired from one of these bandits. Ingelda has asked you to accompany her to Odger's Farm to see what aid you can both give in treating these poisoned wounds.*

## **The Word of the Mana Scarred.**

*Mana Scarred are the few in Skaran society who are born with an innate talent for magic. Their power they control is said to be the same that feeds the Seven God's. Obviously much debate ensues whether this is a power that any mortal should be allowed to wield, and more question if the Mana Scarred are capable of wielding it safely.*

*There is some truth in this notion. Mastery of the magic comes from long hours learning mental discipline, working out how to keep emotions under control. Those who can not control the magic find that in the end the magic consumes them, often in explosive ways dangerous to those around them.*

*Mana Scarred normally first show signs of their power at age five to seven. The power literally burns in their blood, causing tracks of glowing energy to appear over their bodies, most notably the hands and arms at first. These spread, and end up covering them in small trails of light. With practice and thought they can douse these lights for a time, but doing so always takes conscious effort. When these signs appear, most Skaran know that the best hope for their child lies in one of the many Academies located well outside of most civilised areas. Without training it is rare for the discipline needed to control these powers to develop. The Academies provide a safer training ground, and a place where the young Mana Scarred can be protected.*

*Mana Scarred are taught how to release their power by using ceremonial daggers, cutting into their own flesh in elaborate rituals and using the Mana powered blood in their ceremonial castings. Using these daggers does no harm to the caster, as long as the dagger is attuned to him, and has never been used to bleed any other creature. (Attuning a dagger takes a while, and only one can be attuned at a time). Of course, if the blood is released any other way, this can also be used to fuel a ritual.*

## **Skaran Society**

*Skaran Society is split into differing levels.*

*Slave > Freeman > Thane > High Thane > Lord > High Lord > King.*

*None may obtain rank just through the privilege of his birth, a defect recognized from the last days of the Great Empire. Those who wish for power must prove it to their superiors, and be granted the right prove them worthy of their tasks.*

*Different Castes have different titles for these levels.*

*Once a Mana Scarred has proven himself he may return to Skaran society as a Freeman, none hold Mana Scarred as Slaves (to much danger there), and they often rise through the lower castes of society quite quickly, their skills being, if feared, in demand.*

*Dagger Thanes (The Mana Scarred equivalent of a Thane) are often those who run the Academies or do lesser work for Lords or other Thanes. Staff Thanes are normally those of employ of a Lord, and are given ceremonial staffs to show their status. There are currently no higher ranks so far held by any of the Mana Scarred. Simply, the Skaran people would not follow them into any true leadership rankings.*

*The Brethren are the priests and keepers of the knowledge of the Great Empire from before the Exodus, all trained at the holy city of Storfald. Every aspect of the Skaran Society involves interactions of a celestial level with the Seven, and the Skaran (A name itself meaning 'follower of Askar), are proud of their religious beliefs.*

*At Storfald the Brethren maintain a council of elders, divine men who are true to the guidance of the Seven. Only they have the power to crown a King.*

### History as Jabilo knows it.

*"First there was the Empire, and it was good. Mana flowed into the world freely, unrestricted and pure. The Shapers of the Mana where revered in the empire, and held aloft as its paragons, it was a time of light, of unity and of false strength.*

*As the Empire grew so did their demand for Mana, it was used for everything, some say wasted on frivolous excess. We tell how something in the Great Flow changed, something turned the Mana from light to burning darkness, and still the multiple races of the Empire ignored the warnings. Thus was born the Ebon.*

*A few God's saw the Ebon, and realised that defeat was already handed to us, they talked and we listened. We conversed with Lagetan and Korandia, and where convinced of the true danger. We contacted the God Askān, and begged of him to lead us to a new and safer home. Thus began the Great Exodus.*

*The pursuit of the Ebon came close to wiping us out, when the God's made offer of a lone way of saving our people. All shapers and those gifted sacrificed themselves, along with the God's themselves who gave physically all they had, to raise a vast and permanent magical barrier to protect our people. The Sea of Storms is the single greatest show of power anywhere, and the Ebon was cowed, and turned and avoided our people, leaving them safe.*

*We had thought we had given up all rights to that power of Mana, the power from the Gods. The Brethren lectured people on how the evil of tapping into this power was responsible for the fall of the Empire. Understandable how people reacted when, generations later this power, my people, returned.*

*At first many of the Mana-Scarred where killed, destroyed even by their own loved ones. Until one of the Brethren his name hidden, was the receiver of a vision of the truth of Lagetan's word, how we the Scarred where fated to return when the Chosen needed us.*

*The prophecy proved true as the ruling council of Storfald, our first and holiest of cities was smashed, invaded and set on fire by the act of a petty warlord called Hereca. A heathen he denied our duty to the Seven, our place in the celestial plan and the ruling rights Brethren Council. Others followed him in a religious civil war, thus began the Great Divide. Hereca denied the calling of his blood, his faith and the Seven, to smash and destroy much of what little we had left after the Great Exodus.*

*We worked with a general called Sigthryth, a great man, and a brave warrior who at once saw the Mana Scarred as all true Skaran's should, as God Blessed. With our forces united, we routed the foul Hereca and his army north beyond the Great Mountains. Weaving magic's long forgotten we unleashed the curse of the Mistress of Ravens upon them, and transformed them into the faithless Orcad.*

*Sigthryth remembered our role, and though the warrior scholars and even the Brethren forget our place in history, ever since the Great Divide every King, Lord, Thane or man of repute has had a Mana Scarred sitting at his right shoulder. Our order has spread, wars happen, disputes and fallings out, but we, the closest to the God's remain, awaiting our next great calling."*

### The Seven as Jabilo knows them.

The Skaran worship the Seven Gods, Faith is an important part of the Skaran, Serve them well.

**Alvandia** - The River Mother.

*She is the Great Source of Mana, and through her everything that that has been made is. She is not worshiped openly, for we are as beneath her as the bugs beneath our feet, we still revere her, for without her we are as nothing.*

**Lagetan** - The Bloodied Rune.

*A scholar, it is said he was the first to realise the darkness rising in the old Empire. He is the one who taught the Scarred how to wield their powers. When the Great Exodus began Lagetan ensured that his knowledge would be preserved with those leaving the Great Empire before its final fall. We have a link with him, for it is by his teachings we do not fall into the trap that awaited poor Korandia, but so do the Brethren, for they are the final keepers of his last teachings.*

**Korandia** - Mistress of Ravens.

*Korandia was once the most powerful of the God's, baring of course Alvandia herself. She was one who bathed in the Great River and showered down the power of it to the people of the world. When she was alerted to the darkness by her mate Lagetan, she tried to fight the Ebon, and failed. Some say she is corrupted by the Ebon, that she was maddened and scarred by it is obvious. However despite this, Lagetan insisted on protecting her during the Great Exodus, as he does to this day. Her ways are inscrutable, and her methods as likely to cause harm as benefit those who worship her. She never ignores a request or a word spoken while in earshot of the foul ravens that have surrounded her ever since. She can bestow great power or great curses. Fear her.*

**Askan** - The Storm Warrior.

*A Great Warrior, after being shown the truth of the Empire from Lagetan and Korandia he was chosen to lead the Great Exodus. Without his battle prowess we could not have survived. Despite this, he is hardly the greatest of the Seven, his over eagerness for battle could have cost us all many times without the influence of Lagetan, Korandia & Elangtia.*

**Elangtia** - The Great Gift.

*Saved by the God Askan during the exodus, some fools see her as weak woman who refused to fight. A pacifist in wartime seems like a bad idea, but she was a healer, and a practical woman who released that ideals needed to be preserved for when the war ended. Basic gifts we take for granted, such as simple seed and domestic animals made sure that the Great Exodus not an ending, but a beginning.*

**Atienos** - The Wild Rager.

*As insane as Korandia, Atienos is a tinkerer and a wild man of endless rage. It is true that he was a great asset on the Exodus, but since... He seems to take delight in making creatures that 'test' our race. Nature is his domain, and the wild is dangerous enough without antagonising him. I worship him, as I worship all the Seven, but I would no sooner trust the Mistress of Ravens.*

**Ogimos** - The Final Watcher.

*Simply put an arrogant fool. A man who challenged Death and won, and in winning was forced to replace him. Mention his name never, for he may come when called.*

### Races of the Skaran Isle as Jabilo knows them.

#### **THE SKARA.** [Skar-a]

*The main people of the campaign, the Skara are a race of humans who dominate the Isle. They are roughly five to six foot in height, and fair skinned.*

#### **THE ORCAD.** [Orc-ad]

*According to history cursed by the events following the Great Divide, these former Skaran where cursed by the Mistress of Ravens. They do not follow the Skaran's worship of the Seven, and now hold several small islands in the north. Over the course of history, they have redeemed themselves little, considered dim, if brave warriors, and have sometimes been allies or enemies to the rest of the Skaran. They are basically humanoid in appearance, slightly shorter than the Skaran's. Their skin is dark in colour, but they often decorate their form with white ink tattoos. They often have long lank hair, normally black, though red and white are also in evidence. They have powerful jaws, and short pronounced tusk like fangs from their lower jaws that show off their bestial nature.*

#### **THE KHUDZ** [Kuz-ud]

*The Khuzd are a mystery to all the Skaran, they arrived just a decade ago as traders from somewhere south of the Islands. How they managed to sail through the Sea of Storms has never been explained. Short, normally reaching a maximum of five foot high, they are stocky, and incredibly powerful, strong and enduring. However they are also very slow. They are grey to blue grey skinned, they have no body hair.*

*Little is known of their homelands, their leaders or much else of their society, except they do not follow the Skaran's Gods.*

#### **THE MELIAI** [MEL-E-I]

*A mythical race that are rumoured to have inhabited the southern woodlands of the isles since before your race arrived during the Great Exodus. Their beauty is said to be bewitching, like nature alive, and their powers unbelievable.*

#### **THE UERCO** [ur-co]

*Another fairy tale race, stone skinned giants who, it is said have power over the earth itself. They can shake it to upset foes, or even awaken it to life.*

#### **THE SKRATTA** [Sk-ra-ta]

*Common over the entire Isle, these creatures are known for being a pain and a common foe of the Skaran people. More of a pest than anything, they tend to live underground. They are short (about 3 foot high maximum), and have earth coloured skin. They are bald, producing no hair, and often naked, or wearing rags. They are fast breeders, and you'll rarely find one alone. When they attack their foes they come in swarms that can be deadly if overwhelmed. Rarely groups of these creatures will raid villages and farms in the night for food or goods. They are easily distracted and normal scare easily. They like shiny things, but prefer meat over most treasure. They are intelligent, in fact more so than they first appear, but are not to be considered a major race.*

## Geography of The Skaran Isle as Jabilo knows.

### **The Isle.**

*The Skaran lands are basically a large landmass surrounded by water, with several smaller isles. A mountain range rings off the North Western corner of the land and it is here that the wild **Orcad** roam.*

**Sea of Storms:** *This whirling living sea surrounds the entire Skaran Isles. Raised by the sacrifice of the Gods, it prevents any vessel from sailing too far from the islands. Some in Falun know that there is apparently a gap in the Sea of Storms which the **Kfuzd** have managed to navigate, to travel from their lands, though none know of its location.*

**Storfald:** *Known as the city of landing, it is here the Great Exodus ended, and the King and the Council of Brethren reside.*

### **Nordun, Torsang, Borslang, Enbacka, Milsun, Falun.**

*The six domains of the Skaran, Each of the domains are governed by a series of Thanes, Lords and finally the High Lord. Each owes allegiance to Storfald, and not necessarily each other..*

**Falun:** *The domain the adventure takes place within. It is the youngest of the seven domains of the Skaran, and is located on the southern edge of the Skaran lands. It was created almost two hundred years in the past, and has expanded to three main cities, farms and small villages.*

**Falun City:** *The principal city of the Falun domain, here resides the High Lord.*

**Bodun:** *The southern most city of Falun and the smallest, it is a fishing and trading port, and nearby hosts a large group of farm lands known as the Orchards.*

**The Orchards:** *This strip of Orchard farms runs for acre after acre, over twenty different settlements across the southern cliff grow fruit which is traded and ate or drank by most in Falun, and across the rest of the isles. It is also the location for the Mana Scarred Academy where you reside.*

**Kiruna:** *The second of the three cities of Falun, here the great merchant houses dwell.*

**The Wilderness:** *It is worth noting that most Skaran, while brave, will not venture the wilderness without care. Life in the wilderness can be dangerous, short. The Great Caravan guilds hold some sway here, but few are the true masters of the Wild.*

**Some people Jabilo knows.**

**Lord Theldred**

*The Lord Theldred has been Lord Governor of Bodun City for twenty years. You have met him on occasion when he has felt the need to visit the Mana Scarred Temple in search of one of the Scarred for his household, or to approve on for others. In your dealings with the man he has been fair, if aloof.*

**Brethren Tul**

*A Brethren who serves the religious needs of the local community. He has visited the Academy on several occasions though he always seems a little uncomfortable around the Mana Scarred.*

**Odger**

*While you and the farmers have a weary relationship, Odger and his family have always gone out of their way to treat you with respect. They have provided food and drink for the academy and a shelter when you have run short of rooms. He is to be respected for the aid he has given to the Mana Scarred.*

**Idone**

*A herbalist who lives in a small cave on the edge of the Orchard lands, a few venture to hers for healing in barter for items she will not get herself, as she has never been known to enter either a farmstead or the nearby city. Some of your order whisper that she was exiled for an act around the time Lord Theldred came to power, but you are unsure of the details.*

**Dagger-Thane Ingelda**

*The head of the Mana Scarred Academy located out on the edge of the Orchards, where you are currently serving. She has a strong control over her powers and emotions and little has ever been seen to shock her, or reduce her control. With all of this she is empathic and sensitive to the duties of training others. She is proud to say that in the forty years she has held this post she has only had to kill a handful of her students.*

## **Sorcerer Powers Sheet**

### **Role: Striker.**

Strikers specialize in dealing high amounts of damage to a single target at a time. They have the most concentrated offence of any character in the game. Strikers rely on superior mobility, trickery, or magic to move around tough foes and single out the enemy they want to attack.

### **Armour Proficiencies:**

Your sheet lists the types of armour your proficient in.

If you don't have armour you have not been trained in you take a -2 penalty to all attack rolls and -2 to your reflex defence.

### **Weapon Proficiencies:**

You can use any weapon without proficiency, however when wielding a weapon you are proficient in you gain the weapons proficiency bonus (normally +2) to your attack rolls.

## **Class Features.**

**Storm Mana:** The mana in your blood embodies the fury and power of a thunderstorm. Only through harsh training, discipline and sheer force of personality have you kept it under control.

Charisma is your primary ability score, since you use it to attack and deal damage. Dexterity is your second-highest score, contributing to your AC and Reflex and adding special effect to your attacks. Strength is your tertiary ability score.

**Storm Power:** You gain a bonus to the damage of any Arcane attack equal to your Dexterity bonus.

**Storm Soul:** You are more resistant to the powers of the storm; you gain Resist 5 Thunder, and Resist 5 Lightning.

You can voluntarily drop this resistance, doing so means next time you are hit with a Thunder or Lightning power you do take full damage however from then on you gain a +4 bonus to all defences until the end of your next turn.

Dropping your resistance like this can only be done once per encounter as an Immediate Interrupt, and your resistance will not return until you have had a short rest.

**Storm Embrace:** When you roll a natural 20 on an Arcane attack roll, the full fury of the storm manifests in your blood. Lightning crackles up your body and an un-natural wind surges around you and your foe. If you wish you can push your target 1 square and then fly 1+ Dex Mod squares after applying the attack's other effects.

**Implement Mastery:** All mana scarred are trained to use mystical daggers and staves as Implements which can increase the power of their Arcane abilities. You can use these artefacts when you find them.

## **Feats.**

**Ritual Caster:** You can perform rituals you have learnt of your level or lower.

**Raging Storm:** Gain +1 to damage with thunder or lightning powers.

**Tempest Magic:** All arcane powers with thunder or lightning as a keyword deal an extra +1 to damage.

## **Skills.**

You are trained in Arcana, Diplomacy, Insight and Intimidate.



## Sorcerer Powers (Cheat Sheet).

### i) At Will

#### **Lightning Strike** Sorcerer Attack 1

*Carving into your flesh, you point your blood soaked dagger at your foes, and unleash a bolt from the heart of the storm.*

At-Will, Arcane, Implement, Lightning

Standard Action, Ranged 10

**Target:** One creature

**Attack:** Charisma vs. Reflex

**Hit:** 1d8 + Charisma modifier lightning damage. A creature of your choice other than the target and within 10 squares of the target takes lightning damage equal to your Dexterity modifier.

**Storm Magic:** You can apply your Storm Power bonus either to the damage roll against the target or to the damage taken by the enemy within 10 squares of the target.

#### **Storm Walk** Sorcerer Attack 1

*You slam your bloodied palms together, your dagger held between, and send a wave of thunder to batter your enemies.*

At-Will, Arcane, Implement, Thunder

Standard Action, Ranged 10

**Target:** One creature

**Attack:** Charisma vs. Fortitude

**Hit:** 1d8 + Charisma modifier thunder damage.

**Effect:** Before or after the attack, you shift 1 square.

#### **Blazing Starfall** Sorcerer Attack 1

*Raising your fist into the air, you unleash a cage of violent energy that descends upon your foes, scorching those caught within.*

At-Will, Arcane, Fire, Implement, Radiant, Zone

Standard Action, Area Burst 1 within 10 squares

Target: Each creature in burst

Attack: Charisma vs. Reflex

Hit: 1 d4 + Charisma modifier radiant damage.

### ii) Encounter Powers

#### **Whirlwind** Sorcerer Attack 1

*Weaving your fingers, and spinning the blood over your blade, you create a powerful wind, the fury of the storm and scatter your foes.*

Encounter, Arcane, Implement

Standard Action Area burst 1 within 10 squares

**Target:** Each creature in burst

**Storm Magic:** You can choose not to target a creature in the origin square of the burst.

**Attack:** Charisma vs. Fortitude

**Hit:** 1d10 + Charisma modifier damage, and you knock the target prone.

### **Thundering Gust** Sorcerer Attack 3

*Carving a forbidden rune into your chest, you call forth the full force of the raging storm and shrieking gales. Lightning scorches them, even as the fury of the wind moves them to where you need them.*

Encounter, Arcane, Implement, Thunder

Standard Action Close blast 3

**Target:** Each creature in blast

**Attack:** Charisma vs. Fortitude

**Hit:** 1d10 + Charisma modifier thunder damage, and you slide the target a number of squares equal to your Dexterity modifier.

**Storm Magic:** If you choose not to slide any targets, until the end of your next turn, you gain a fly speed equal to 1 + your Dexterity modifier, and you can hover.

### **iii) Daily Powers**

#### **Howling Tempest** Sorcerer Attack 1

*You relax your control, allow the mana in your blood full release and summon a howling storm on the battlefield. The tempests thunder deafens your foes, and its winds scatter them.*

Daily, Arcane, Implement, Thunder, Zone

Standard Action Area burst 1 within 10 squares

**Target:** Each creature in burst

**Storm Magic:** You can choose not to target a creature in the origin square of the burst.

**Attack:** Charisma vs. Fortitude

**Hit:** 2d6 + Charisma modifier thunder damage, and the target is deafened (save ends). You slide the target a number of squares equal to your Dexterity modifier.

**Effect:** The burst creates a zone of deafening wind that lasts until the end of your next turn. Each creature that starts its turn within the zone takes thunder damage equal to your Charisma modifier. As a move action, you can move the zone 3 squares.

**Sustain Minor:** Use a minor action, and the zone persists for another round.

### **iv) Utility Powers**

#### **Stretch Spell** Sorcerer Utility 2

*Using your training you focus and increase the range of your arcane reach.*

Encounter, Arcane

Minor Action, Personal

**Effect:** Until the end of your turn, add your Dexterity modifier to the range of your ranged arcane powers.

### **v) Rituals**

#### **Silence**

*You place a drop of blood on the eight compass points, and a soft glowing circle of privacy is created.*

**Level:** 1      **Category:** Warding      **Time:** 10 minutes      **Duration:** 24 hours

**Key Skill:** Arcana (no check)

You ward a single room (or a burst 4 area), against eavesdropping.

Creatures attempting to listen to something in the warded area from outside the area take a –10 penalty to their Perception checks.

#### **Pyrotechnics**

*You unleash a fleck of mana empowered blood skywards, where it explodes brightly.*

**Level:** 2      **Category:** Creation      **Time:** 1 minute      **Duration:** 10 minutes

**Key Skill:** Arcana (no check)

You send a barrage of small, colourful explosions into the sky. The explosions blossom into whatever colour or shape you choose for 1 minute. At the end of each minute of the ritual's duration, you can choose a new colour and shape. At night, the lights are visible within a 10-mile radius. During the day, the lights are visible within a 1-mile radius.

**Sacred Tooth Ristir (Dagger)**      Magical Weapon L2

*This sacred dagger has been cleansed, purified and been ritually linked to work for just you as your Graduation present. Carved from a single tooth from a sea creature allegedly killed sometime during the Great Exodus it allows your mana to flow easier past your targets defences, and to sometimes steal their defences for your own benefit.*

**Implement:** Dagger.

**Enchantment:** +1 to Sorcerer power attack and damage rolls.

**Critical:** +1d6 damage, and the target loses any resistances (save ends).

**Power (Daily):** Free Action. Until the end of the encounter, sorcerer attack powers you use through this dagger ignore the resistances of any enemy within 10 squares of you.

**Special:** If this dagger is used in melee, it functions as a normal, non-magical dagger, and loses its enchantment until such a time as it is re-purified.

**Healing Potions**      Magical Potion L5

*These potions, imbued with the mana from the Mana Scarred, helps others heal their wounds, just a lot faster than perhaps nature intended.*

**Power (Consumable: Healing):** Minor Action. Drinking this potion allows you to spend a healing surge, even after you have taken a Second Wind action. Heal 10 points of damage instead of what you would normally heal.

## **Quick Play Rules.**

### **The Basic Mechanic.**

Roll 1d20 add Modifiers, and see if you beat the target number.

## **Combat Quick Rules.**

### **Before Combat: Roll your Initiative.**

Roll 1d20 add your Initiative mod from your character sheet, highest goes first.

### **On Your Turn.**

1. **Take any ongoing damage.**
2. **Take your actions.**
3. **Make any Saving Throws.**
4. **End your round.**

**On your turn you make take the following four actions.**

### **Standard Action**

*Most basic attacks, taking a Second Wind, or Charging an enemy are examples of a Standard Action.  
You can trade for either a Minor or a Move action.*

### **Move Action**

*Make a basic move, run, or standing up after being knocked prone.  
You can trade for a Minor action.*

### **Minor Action**

*Drinking a potion, voluntarily dropping prone, dropping a weapon.  
Can not be traded in.*

### **Free Action.**

*Make as many as the DM will allow.*

## **Attacks.**

### **Basic Attacks.**

Basic attacks work by you rolling 1d20 adding your Strength / Dexterity Modifier (Depending on melee / ranged and weapon), adding any proficiency modifiers (you normally get a +2 to hit if your trained with a weapon).  
A hit deals the weapons damage, plus normally your Strength modifier.

### **Powers.**

*Your powers cover some special moves you have learnt, but use these as guides. If you want to try something, try it!*

Powers are split into At Will, Encounter and Daily.

At Will powers can be used as often as you like.

Encounter powers normally can be used once per encounter, and you get them back after a short (5 min) rest.

Daily powers can be used once and then you need a good eight hours rest to get them back.

Power types tell you what the power is and what you need to do it.

Most of your powers are 'Arcane', magical in origin, some have 'Implement' meaning that if you have a magical Implement you can use it's bonuses to help you increase the power, 'Thunder' & 'Lightning' are damage types, and certain creatures are more or less vulnerable to these.

Most powers tell you what damage they do on a hit as 1[W] meaning it does the weapons normal damage.

2[W] means you roll the damage dice twice, and add together, 3[W], three times normal damage and so on.

Some powers, (normally Daily powers) can deal damage, or have special effects on a Miss. Make sure to read the power to be sure.

**Defences.**

You have four defences, Armour Class, Reflexes, Willpower and Fortitude.

This is what the enemy targets to hit you, and assumes you are dodging and so forth.

You can increase these by spending a Standard Action to go Total Defence.

**Holding an Action.**

To hold your action, you must declare what will trigger your action to start, i.e.: I want to charge the enemy when they move past that rock. If you do this you can interrupt an enemy's action. If you change your mind, or alter your trigger, you can still act when you wish, but if you go on the same initiative as an enemy you go after them.

**Critical.**

On a natural 20 on any attack, you automatically deal maximum possible damage.

Some powers add dice to criticals.

**Saving Throws.**

A saving throw is normally rolling a 11 or above on a single 1d20 roll.

**Movement.**

Moving up to your move value is a move action.

You can run (move your value +2 sq) as a move action, but you grant Combat Advantage to all enemies.

You can charge or bull rush if you have at least two sq between you and your target as a Standard Action, gaining a +1 to your attack roll.

**Action Points.**

You start play with 1 action point, this resets every extended rest.

You gain action points in play after every two encounters.

Spend it to gain either a extra Standard, Move or Minor action on your turn.

**Death, Damage & Healing.**

**hp:** Your hit points are your life force, when they hit 0 or less you go unconscious.

**Bloodied:** When you drop below  $\frac{1}{2}$  your maximum hp you become bloodied. Some powers trigger only on bloodied creatures.

**0 hp rule:** When you drop below 0 hp, keep a track of negative hp, as if it drops below your bloodied level, your dead. However all healing works as if you where on 0 hp, you don't count negative points.

**Healing Surges:** You have a number of healing surges you can use per day, you only get these back after extended rests. Some powers activate these to help heal you.

**Second Wind:** Once per combat, you can spend a Standard Action to use one healing surge.