

WELCOME

Welcome to Lionheart: Legacy of the Crusader. Lionheart is a completely new role-playing game brought to you by Black Isle Studios and Reflexive Entertainment. Set in an alternate-history earth, Lionheart uses the SPECIAL system, a character development system that first appeared in Black Isle Studio's Fallout and Fallout 2. This system has been updated and modified for fast, easy play and to incorporate the use of magic.

This manual is intended as a reference guide for Lionheart and is not to be read from cover to cover. Refer to it when you need to, or if you are confused about a certain aspect of game play.

THE MANUAL IS IN FOUR KEY SECTIONS:

- ✧ Quick Start outlines how to quickly get into the game if you don't like reading manuals.
- ✧ Interface goes over the basic mechanics of the game and the function of various interface panels and buttons.
- ✧ History covers what has happened on earth between the 12th and 16th centuries in the world of Lionheart.
- ✧ Rules: The SPECIAL System covers all of the information concerning the character development system used in Lionheart. This section describes all aspects of your character and the rules used in the Lionheart world.

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INSTALLATION

1. Insert the Lionheart: Legacy of the Crusader Installation Disc into your CD-ROM or DVD-ROM device.
2. If you do not have Autorun enabled or the Lionheart Installer does appear on your display, do the following:
 - a. Double-click My Computer on your desktop.
 - b. Locate your CD-ROM or DVD-ROM device in the window. This drive should be labeled Lionheart Disc 1. Double-click this drive.
 - c. Locate AUTORUN.EXE and double-click this file. The Lionheart Installer will now appear on your desktop.
3. After reading the licensing agreement, follow the on-screen instructions to install Lionheart to your hard drive.
4. Insert the Lionheart: Legacy of the Crusader Play Disc into your CD-ROM or DVD-ROM device when instructed to do so. You will need to have this disc in your drive while you play Lionheart.

DIRECTX®

If you play a lot of games, you most likely have DirectX installed on your computer already. Lionheart will offer to install DirectX 8.1 on your system. If you already have DirectX 8.1 or a newer version on your system, do not install this. If you have an older version, we recommend you update it.

REGISTRATION

Please take a moment to register Lionheart online at <http://register.interplay.com>. It's easy, free, and will provide you with offers and information on other great products from Black Isle Studios and Interplay.

WWW.BLACKISLE.COM

If you have comments, questions, or just want to hang out, come visit us at BlackIsle.com. You can get tons of information about all our products, and you can get onto the message boards to ask questions, find answers, or talk to the developers of Lionheart.

TROUBLE?

If you are having trouble installing or playing Lionheart, use the contact information at the end of this manual to get assistance online, or visit Interplay's support site at: <http://www.interplay.com/support>.

QUICK START

After booting up Lionheart, you will be taken to the Main Menu. From this screen you can start a new game, load a saved game, or adjust your options. The following quick start overview will give you the basics for playing Lionheart.

SPECIAL

Lionheart uses a role-playing system called SPECIAL. Named after the attributes that determine a character's strengths and weaknesses, this system allows for limitless character customization. For details on Attributes, Skills, Perks, Traits and other aspects of the SPECIAL system, see the Rules section beginning on page 30.

SELECTING A CHARACTER

In Lionheart you will play the role of a single hero. After selecting NEW GAME, you will be presented with your choice of 8 pregenerated characters so you can get right to the action. If you would like to create a custom character, select CUSTOM on the bottom of the screen.

HAROD RUTHGAR – MALE PUREBLOOD



Spirit: Bestial	ST	8
Aggregate Melee Skill: 111	PE	4
Aggregate Thief Skill: 70	EN	9
Tag Skills: Evasion, Two-Hand Melee,	CH	4
Find Traps/Secret Doors	IN	4
Traits: None	AG	7
Racial Trait: N/A	LU	5

Harod Ruthgar, Human male. Harod has never trusted magic much, preferring instead to place his trust in the solid truth of steel. A simple man with a strong back and steady nerve, he cares little for mental pursuits or childish games.

SAFA INTISAR – FEMALE PUREBLOOD



Spirit: Demonic	ST	5
Aggregate Melee Skill: 136	PE	10
Aggregate Thief Skill: 96	EN	6
Tag Skills: Ranged Weapons, Sneak,	CH	4
Find Traps/Secret Doors	IN	5
Traits: Arrows for Words	AG	7
Racial Trait: N/A	LU	4

Safa Intisar, Human female. Safa spent her childhood learning to survive on the streets and back alleys of Baghdad, an education that left her with an empty purse and a propensity for disappearing into the shadows. Having decided that there was no future in the slums of Baghdad, Safa took to the highways to seek the fortune she felt she deserves, a journey that would eventually lead her to the furthest shore of the Mediterranean. Safa prefers bows to swords.

AZUL TAIN – MALE DEMOKIN



Spirit: Demonic	ST	7
Aggregate Melee Skill: 101	PE	6
Aggregate Thief Skill: 68	EN	4
Tag Skills: One-Hand Melee; Thought	CH	6
Magic: Fire; Thought Magic: Protective	IN	8
Traits: None	AG	6
Racial Trait: Diabolism	LU	4

Azul Tain, Demokin male. He dominates those around him through sheer ferocity or enchantment. The target of abuse and scorn in his youth, he burns with an intense desire for revenge. Azul is ready to pull the strings of his own fate, no matter what the cost.

DEÑA ORTEGA – FEMALE DEMOKIN



Spirit: Demonic	ST	6
Aggregate Melee Skill: 98	PE	6
Aggregate Thief Skill: 48	EN	4
Tag Skills: One-Hand Melee, Diplomacy;	CH	8
Tribal Magic: Protective	IN	7
Traits: None	AG	6
Racial Trait: Vampiric Fury	LU	4

Deña Ortega, Demokin female. While Deña is known for her powers of persuasion, she doesn't begin to show her real talent until words fail and swords are drawn. While others grow hurt and exhausted during a fight, Deña never seems to tire and rarely leaves a fight with more than a minor scrape or bruise.

GRALL – MALE FERALKIN



Spirit: Bestial	ST	10
Aggregate Melee Skill: 70	PE	6
Aggregate Thief Skill: 70	EN	8
Tag Skills: Unarmed Combat, Evasion, Sneak	CH	1
Traits: None	IN	4
Racial Trait: Wolf Hide	AG	7
	LU	5

Grall, Feralkin male. Grall has literally and figuratively lived his whole life on the outskirts of society, and his features and personality reflect this. Hard and gruff, Grall is a vicious foe who fights with tooth and claw, never deigning to use a forged weapon even in the rare instances where one is available to him.

CASSANDRA DEVERA – FEMALE FERALKIN



Spirit: Bestial	ST	7
Aggregate Melee Skill: 130	PE	5
Aggregate Thief Skill: 86	EN	9
Tag Skills: Sneak, One-Hand Melee,	CH	3
Find Trap/Secret Doors	IN	3
Traits: None	AG	9
Racial Trait: Eagle Eye	LU	5

Cassandra Devera, Feralkin female. Never having been accepted by society, Cassandra didn't feel compelled to accept society's morality. Instead, she's made a living by stealing what she could and doing whatever was necessary to avoid being caught. She has lived her life on a sword's edge, depending upon luck and instinct to see her through.

ANTONIO GULA – MALE SYLVANT



Spirit: Elemental	ST	3
Aggregate Melee Skill: 79	PE	7
Aggregate Thief Skill: 51	EN	4
Tag Skills: Diplomacy; Thought Magic:	CH	10
Electrical; Divine Magic: Fortitude	IN	7
Traits: None	AG	5
Racial Trait: Dark Gift	LU	5

Antonio Gula, Sylvant male. Despite his obviously tainted features, Antonio has never found it hard to live in the midst of "human" society, thanks in no small part to his silver tongue and budding magical talent. Charismatic in the extreme and endowed with exceptional acumen, he could talk a snake out of its own skin.

LILIANA INAYA – FEMALE SYLVANT



Spirit: Elemental	ST	7
Aggregate Melee Skill: 91	PE	4
Aggregate Thief Skill: 74	EN	5
Tag Skills: One-Hand Melee, Sneak;	CH	7
Thought Magic: Fire	IN	8
Traits: None	AG	6
Racial Trait: Fiery Ancestry	LU	4

Liliana Inaya, Sylvant female. Liliana, like many "tainted" individuals, lives in the shadows, managing to stay alive through magic and the strength of her arm. Rumored to be a child of fire and earth spirits, she is known for her fiery hair, lightning reflexes, and blunt dislike of the Inquisition.

PLAYING THE GAME

After you have selected or created your character, the game will begin. Lionheart uses a simple point-and-click system for playing the game. If you are having problems, refer to your Quick Reference Card or the following section on Interface for detailed information about the interface.

INTERFACE

The following pages cover the interface, buttons, and options for playing Lionheart.

CUSTOM CHARACTER CREATION

If you choose to create a custom character for Lionheart, the following screens will appear in order. As you make decisions concerning all aspects of your character, the effects of those decisions will be shown on the right side of the screen. Every selection has a BACK button in case you want to go to a previous screen. For detailed descriptions of the SPECIAL system, see the Rules section beginning on page 30.

RACE AND ATTRIBUTES

The first step in creating your character is the selection of race. All characters in Lionheart are human, but the release of magic into the world has created three additional human bloodlines: Pureblood, Demokin, Feralkin, or Sylvant.

When you have selected a race, the Attributes for your character will appear. By clicking on the plus and minus arrows, you can add up to your racial maximum or subtract down to the racial minimum. The maximum, minimum, and starting value depend on the Race you have selected. You also have freebie points to spend on whichever Attributes you like.

You will also find an avatar image of the character here. Use the arrows on either side to select a character head. Use the Male and Female selector to select a body. Gender selection is a personal preference only, and does not impact character abilities. You can also select character clothing highlight colors here as well. Don't forget to select a name for your character!

TRAITS AND RACIAL TRAITS

Traits and Racial Traits are defining points for your character. Each Trait has both a positive and a negative aspect. A character may have as many as two, although you may choose none at all.

All non-pureblood characters must select one Racial Trait. Racial Trait selection occurs after a character race has been selected.

TAG SKILLS

Tag Skills represent things your character is innately good at. They are the skills in which your character excels. Increasing your skill level in your Tag Skills costs half what it does to increase other skills. Choose these wisely as they can have a huge effect on how powerful your character becomes.

SPIRIT SELECTION

The characters in Lionheart each have a type of spirit within them. The three types of spirit are Elemental, Demonic, and Bestial. The spirit you select for your character will have a profound effect on how the story plays out. Each spirit also has an innate ability in a particular Magic Discipline, and gives one skill point in each of the Spell Branches within its Discipline. The Elemental Spirit favors Divine Magic, the Demonic Spirit favors Thought Magic, and the Bestial Spirit favors Tribal Magic.

MAIN INTERFACE

The main interface shows all of the options available to the player.



The main window shows the world, where you interact with creatures, objects, other characters, and anything else in the world. The interface beneath this displays vital information and contains action and secondary interface buttons.

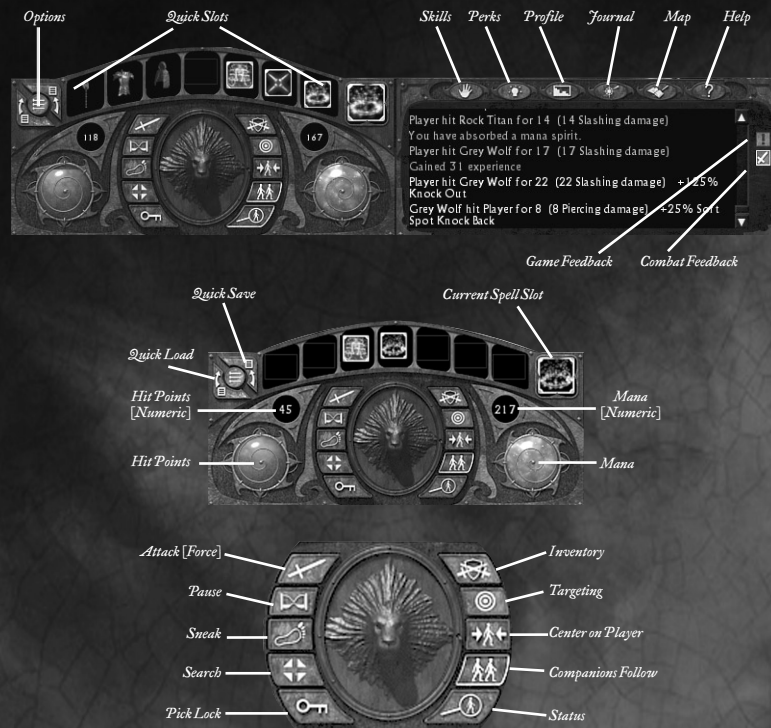
ACTIONS IN THE MAIN WINDOW

As you move your mouse around the main window, the cursor will change to reflect various things that you can do.



* You can click and hold if you want the character to "chase" the cursor.

ACTIONS ON THE MAIN INTERFACE



ATTACK

If you really want to attack something, and the default cursor is Talk, click this to override the default action.

COMPANION FOLLOW

This button tells companions to follow you or stay where they are. When this is highlighted, companions are following.

CURRENT SPELL SLOT

You can have only a single spell ready to cast at any given time—this slot displays the spell you are ready to cast. To change to a different spell, click on one in the Quick Slots or in the Skills interface.

HIT POINTS

Your character's health, represented by hit points, is displayed numerically and also in the large red globe. Keep an eye on this meter; if the globe goes empty, your character will die.

INVENTORY/OPTIONS

These buttons bring up their corresponding interfaces.

MANA

Your character's Mana is displayed numerically and also in the large blue globe. If you are a melee character, this should be of little concern to you, but if you are a wielder, pay attention to this at all times. Mana is spent every time you cast a spell. If you run out, you won't be able to cast spells until you acquire more. Overcharging can occur when you pickup more Mana than you are allowed to carry. The overcharged amount will steadily decrease until the normal maximum has been reached.

PICK LOCK

If you come across a locked object such as a door or chest, select this action to try your Pick Lock Skill. If you fail three times to pick the lock, you will not be able to try again until you increase your skill in picking locks.

QUICK LOAD/SAVE

Quick Save stores the current state of your game in a reserved save game file. Quick Load retrieves your last quick save.

QUICK SLOTS

Across the top of the interface are seven Quick Slots. Quick Slots can hold anything represented by an icon—weapons, armor, potions, spells. Click on an icon in a Quick Slot to equip weapons, consume potions, and make spells ready. This makes switching between your favorite swords or spells easy, and doesn't get in the way of quaffing a potion when things are looking dire.

QUICK STATUS

The Quick Status button will cause a visual health descriptor to appear below all enemies on screen. This can be used to determine the best target for an attack. Use this in conjunction with the Pause button for maximum strategy.

SEARCH

Search is a modal action. When you click this button, it will highlight and remain highlighted while you are searching. Searching uses your skill at finding traps and secret doors. Some actions, like Attacking, will stop your search.

SNEAK

Sneak is a modal action. When you click this button, it will highlight and remain highlighted while you are sneaking. Your success is determined by your skill at sneaking. Some actions, like Attacking, will stop your sneak.

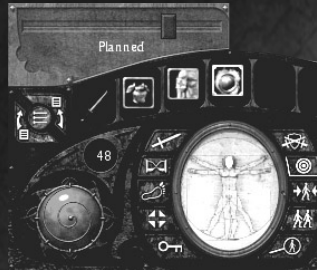
PAUSE

You can pause the game at any time by pressing this button. Game time will stop, and you can equip items, select spells and sift through your inventory without fear of reprisal. To resume the game, press the button again.

TARGETING

Targeting is a modal option. When you click it on, the interface will change slightly to give you the following options:

The slider bar across the top controls the speed of your character's attacks, while the representation of the person in the middle shows the body part targeted. If you increase your attack speed, you decrease your chance to hit, and vice versa. By targeting a small body part like the head, you decrease your chance to hit, but increase your chance to hit critically when you do land a blow. For more detailed information, see Combat on page 69.



DIALOG ICONS

When talking with other characters, icons will occasionally appear beside dialog options. These icons can help point out tone or content to assist you in deciding which path you wish your character to take. They may also help highlight options that become available because of a high skill or attribute that your character possesses.

QUEST



This is a quest-related dialog response.

ATTRIBUTE



This is acquired because of a high attribute, such as Strength or Charisma.

SPEECH



This is acquired through a high Speech Skill.

BARTER



This is acquired through a high Barter Skill.

FIGHT



This is an aggressive response.

EXIT



This icon indicates you wish to leave the discussion.

INVENTORY

In the Inventory, you can view the items you have acquired, equip them, or drop them.

ITEM PROPERTIES

You can view an item's properties by moving the mouse cursor on top of it. A description and statistics for the item will be displayed in the dialogue window.

EQUIPPING ITEMS

You can equip an item by clicking on it in the Inventory window. The border and background of the item will highlight when it is equipped. This will automatically unequip any other item that is equipped in the same slot.

READYING QUICK ITEMS

Clicking and holding down the mouse button while pointing to an item will cause the item to stick to the mouse. The item can then be dragged to one of the Quick Item Slots on the Main interface. Items in the Quick Item slots can be used or equipped from this location.

VIEWING EQUIPPED ITEMS

To see what is currently equipped on your character, look at the bottom part of the Inventory Window. At the bottom there is an array of slots that appear above the quick slots. These represent the equipped item slots, and the items that your character is using will be shown here.

MAP/WORLD MAP

Every location in the world has a top-down map that displays the entire area the player is currently in. Just as the normal view of the world is obscured by the fog of war, the map only reveals the places that the player has revealed. Double-clicking on any location on the map will center the main window on that area.



By clicking on the small globe at the top right of the Map screen, you can bring up the World Map from any location in the game.

The World Map shows a representation of the entire explorable world in Lionheart. Areas to which your character has traveled are displayed on the map with representative icons; the area you are currently in has an animated arrow over it.

If you've forgotten which area is which, just hover the mouse over the icons and tool tips will show their names.

If you are using the World Map to travel between areas, just click on the destination area and you'll begin your journey there.

SKILL INTERFACE



The Skills page shows the skills and your proficiency in each one.

When the Skills page is first opened, the skill categories will be shown across the top of the page: Melee, Thieving, Divine, Thought, and Tribal. Each of the categories will display the aggregate value of all the skills it represents by a number on the icon. By clicking on the category icons, the individual skills will be displayed, each with its respective skill in the bottom right corner.

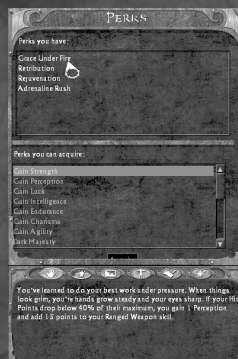
The top of the page lists the character's Level, Experience Points, the Experience Points required to attain the next level, and available skill points.

To spend your skill points, find the skill you are increasing and click the PLUS button on the icon. Every click spends at least 1 skill point, depending on skill advancement costs. Hover over the PLUS button in the game for the exact cost to upgrade the skill. If it is greater than 1, it will display the cost to you.

PERK INTERFACE

The Perks page shows the perks you have as well as those potentially available to you. The top of the page shows the perks you have already selected for your character. If your character has a perk or perks available to spend, the list on the bottom of the page will display them. A description of each perk is displayed in the dialogue window when you place the cursor over the perk. To select a perk to acquire, either double-click the perk, or select the perk and click the ACQUIRE button.

If you don't have any perks available, the list at the bottom of the page will be darkened. However, you can still view the list of perks and read their descriptions, even though you can't select them for your character.



PROFILE

The profile page lists all of the pertinent information about your character in a number of sections.

IMPORT/EXPORT

In addition to the information about your character listed on this page, you may click on the EXPORT button to save your current character to an external file. This file can then be imported into another single or multiplayer game using the IMPORT button to replace the current character with one previously exported.

QUEST LOG

The Quest Log is a journal that keeps track of quests that you have accepted and completed. It has three sections.

ACTIVE QUESTS

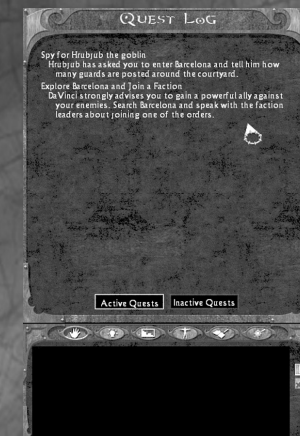
Every quest you are currently working on is listed in this section. As you complete different aspects of a quest, entries in this section may be replaced or added to so that you always have an up-to-date log of what to do next.

COMPLETED QUESTS

After you have finished a quest in its entirety, it is moved from the Active Quests section to the Completed Quests section. Here you can view all of your worldly accomplishments in chronological order.

FAILED QUESTS

When a quest has been deemed unable to be completed, possibly because of a character's death or from a choice the player made in the game, it will be moved from the Active Quest section to the Failed Quest section.



OPTIONS

The options pages contain controls for Video, Sound, and Controls that will allow you to customize Lionheart to fit your gameplay style.

HISTORY

In Lionheart you will find many historical locations and references. But nothing in the game is exactly as it happened in history. The following account describes the break with our history and the events that led up to the current time in the game.

DISJUNCTION

In the year A.D. 1189, Pope Gregory VIII called for a Third Crusade to recapture Jerusalem and the Holy Land from the infidel. King Henry II of England and King Philip II of France agreed to stop waging war upon each other and take up the cross.

As Henry and Philip gathered their armies, the Holy Roman Emperor, Frederick Barbarossa, marched from Europe with an army numbering some hundred thousand men. But Barbarossa met his fate at the river of Salef where he drowned. Broken by the loss of their leader, the German army disintegrated. And so the Crusade's fateful beginning foretold the horror to come.

Henry II, king of England, died before he could begin his march to the Holy Land. His son, Richard Coeur de Lion, or "the Lionheart," assumed the throne and answered the Pope's call to arms. He joined with Philip of France, and their armies set sail in the summer of 1190.

On the way, Richard conquered Sicily and Cyprus. Then, along with the French army, he laid siege to the city of Acre in the summer of 1191. After horrific battles, the Saracen army in Acre was forced to negotiate a truce with Richard and Philip. The terms of the truce were harsh indeed—the Saracens were to pay the crusading armies 200,000 gold coins and return plunder and prisoners.

But the siege had been hard, and the crusaders suffered from plague and a severe shortage of food. The kings themselves could hardly agree on a proper division the spoils. So even in victory the crusading armies were broken. It was not long before the German and French forces sailed for home, leaving Richard and the English army alone at Acre.

When Saladin, the Muslim leader, failed to pay the tribute demanded by the crusaders, it is said that Richard's trusted advisor called for the Muslims to be punished. He advised Richard to gather together several holy artifacts for a sacred ritual to bless Richard's forces and curse their foes. Acting on his counsel, Richard brought these artifacts together—relics whose combined power began to weaken reality. As Saladin's forces camped near Acre to again negotiate terms, Richard put to death 3,000 Muslim prisoners in a show of force and ferocity. It is said that this acted as a blood sacrifice for the catastrophic ritual the advisor had begun.

Within a day the fabric of the earth began to tear, and spiritkind and magic were unleashed. Hordes of demons and strange, powerful beings sprang up in the streets of Acre, surrounding Richard's army. After heavy losses, Richard and Saladin joined forces to wade through the hordes. With incredible valor, the two heroes wounded the advisor, now revealed as a demon of considerable power. The advisor fled, along with a host of the evil creatures, ending the ritual before its completion. Although the battle lasted but a few hours, the Disjunction, as it would come to be called, unleashed vast forces across the entire planet. During this time the new magics unleashed upon the world were first used by the devastated English. Used in the repair, communication, and defense of the nation, magic also begat the formation of a power group gone for centuries—the Druids.

TIMELINE OF KNOWN HISTORY

1188 - 1192	Third Crusade - Led by King Richard the Lionheart
1192	The Disjunction
1204	The last known tremor settles. Ireland and Brittany are gone and England has broken into 15 separate islands.
1215	English nobles force King John to sign the Magna Carta
1194 - 1244	Fourth Crusade against the Storm Dragons
1231	The Inquisition is formed
1241	The Great Khan Ogedei cheats death and binds with the Fell Spirit Weichi, allowing Batu Khan to continue his Eastern European campaign
1243	Western forces engage the Mongols after completing the Fourth Crusade
1249	Mongols reach Italy, forcing the Holy See to move to Spain
1250	Mongol forces are finally forced to retreat by the coalition of eastern and western forces
1251	Assassination of the Great Khan Ogedei; Batu Khan is recalled from his European campaign
1269 - 1275	Reconquista against rogue Wielders
1292	Marco Polo disappears before he can return to the West
1316	Famine strikes Europe
1347	The Black Death takes root in Italy. By 1351 it would spread throughout Europe.
1418 - 1449	Fifth Crusade against the Necromancers
1433	Jehanne D'Arc is killed in southern France
1449	Lord Amonsil, the last of the necromancers, is destroyed in Cairo, ending the Fifth Crusade
1461 - 1464	Sixth Crusade against the Fell Spirits
1492 - 1493	Columbus's first expedition to the New World is followed by his second, which is utterly destroyed
1521	Cortés is defeated at Tenochtitlan, ending the age of the conquistadors
1555	Nostradamus completes Centuries and is branded a heretic
1586	Assassination of King Philip II
1587	Galileo is imprisoned by the Inquisition for his heretical use of magic
1588	The Spanish Armada prepares to invade England

During these early years following the Disjunction, hordes of magical creatures scattered across the earth. The most powerful of these creatures were the Storm Dragons, immense reptilian beasts capable of unleashing terrible destruction with their magical abilities to control weather and summon natural disasters. Territorial and vicious, the Storm Dragons swiftly spread across the planet and began to carve up the landmasses. Blizzard Wyrms flew to the icy reaches of northern Europe, Inferno Drakes plagued the hot deserts of Africa and the Middle East, Lightning Dragons soared to the Americas, and Tidal Dragons controlled the waters of the Pacific.

THE FOURTH CRUSADE

The Fourth Crusade against the Storm Dragons was nearly lost as humankind found that conventional arrows, bolts, and ballistae were ineffective against the new menace. By this time, some purebloods had become hosts for alien spirits and began to comprehend the extent of their accursed powers. So, it was around this time, in the late twelfth century, that Wielders became the first human mages, capable of shaping a new form of energy channeled from the demons inside them. These Wielders would prove to be invaluable against the Dragons, as their defensive magic could protect troops against the scorching dragonfires and their offensive spells could pierce the tough dragon hides. By 1201, Richard and Saladin employed War Wielders to complement their forces.

Richard ordered the Wielders to invoke a mighty spell that would create a magical route through the earth. The Wielders combined their power and summoned magic crystals from the ground, a reckless spell that caused many such crystals to sprout randomly across the earth. Although the crystals were empowered with various effects, and some proved quite hazardous, the Wielders were able to form a few stable bridges between Europe and the Middle East, saving the crusaders months of valuable traveling time.

By the year 1218, Germany and France had been liberated, and in 1220 England was also free of the Dragons. In 1222, the crusaders marshaled a vast navy to sail against the Dragons in Norway and attack the heart of the Dragons' empire, the glacial fortress of Icingspire. However, the sea invasion proved disastrous, because the Blizzard Wyrms summoned their water brethren, the Tidal Dragons, to aid them. The devastating tidal waves and monsoons summoned by the Dragons sank the crusaders' navy. The largest of the Tidal Dragons capsized and tore apart the fleet's flagship, the vessel of King Richard the Lionheart. It was presumed the great crusader perished in the churning waters.

The loss of Richard proved so disastrous that the crusaders were not able to muster another fleet for another eight years. In 1230, the crusaders landed in Denmark and slowly captured Nordic territory. As they continued to rout the Dragons, the enslaved Nordic warriors broke free and battled against their captors. In 1239, the crusaders liberated Norway with the help of King Hakon IV and drove the Dragons into the sea. The final battle of the Fourth Crusade took place in Iceland in 1244 at Húnaflói, in what historians refer to as the Bay Battle. The crusaders brought ships from every coastal province to lay siege to Icingspire. Armed with magical ballistae forged by the Wielders, an enchanted siegecraft designed specifically to hunt Dragons, the fleet assaulted the fortress in a siege that would last two months and result in the extermination of Dragonkind.

The influence of the Wielders and the long war against the Dragons had their effect upon the population. Alarmed by the rapid spread of magical taint across the world, the people of Europe looked to their rulers and the clergy for protection. In 1231, the Western kings and the Papacy agreed to the formation of the first Inquisition, an organization of holy investigators trained to seek out and deal with the evils wrought by the Disjunction.

The combined forces of the Inquisition and the Knights Templar began to drive the organized tribes of monsters away from the cities and into the shadows. But as the Knights Templar continued to expand their influence outward for greater security, the Inquisition turned its attention inward to root out evils that had infiltrated society.

With the Dragons driven from Europe, and the Inquisition and the Knights Templar driving the forces of darkness away from cities, there was a brief period of peace. In 1241 this ended with the invasion of Batu Khan and the Mongol army.

As this army surged west, Batu gathered a vanguard of monstrous warriors, hideously cruel goblins formed from the union of dark spirits and humans. These creatures adapted quickly to the Mongol style of warfare, mastering the use of short bows while riding swift beast-mounts into battle. Batu's Golden Horde swelled with goblinoid forces as he cut a wide swath through the territories of eastern Europe. Batu's progress alarmed the nations of the West, already weary from their war against the Storm Dragons. In 1243, the Fourth Crusade against the Storm Dragons ended, allowing the Knights Templar and the forces of the West to join the Eastern forces against the Mongol horde.

The coalition succeeded in slowing the advance of the Golden Horde for several years, yet Batu's forces continued to gain ground. In 1249, the coalition finally halted Batu's advance in Italy, but not before many Italian provinces had felt the savagery of the Mongol horde. The situation appeared so desperate that the Holy See fled west to Spain, where it has remained ever since.

In 1250, the European armies finally defeated the Mongol forces through terrible attrition, with both sides sustaining heavy casualties. Batu cleverly dispersed his goblin tribes against the Europeans, sending the monsters through the ranks of the Europeans to cover his escape. The Mongols retreated as swiftly as they arrived, and a few of the goblin tribes managed to break through the European forces to race toward the western lands.

The furious march erased several powerful forces from the earth, including Byzantium and the Teutonic Knights. Although they fought valiantly against the Mongol horde, many Inquisitors died. The few Inquisitors who survived fled west to Spain to regroup, but the order did not recover its influence for many years.

By 1260, an alliance of ambitious Wielders moved boldly to consolidate their influence in these ravaged areas. Some of the more powerful and audacious Wielders proclaimed themselves to be dukes or governors and established minor duchies or provinces within the Western kingdoms. Using their magical abilities to expand their influence, by 1263 these Wielders ruled nearly a quarter of Spain and parts of France.

In 1268, the rulers of the Western nations and the surviving leaders of the Inquisition convinced the Knights Templar of the need to contain the Wielders in order to ensure the hegemony of the pureblood race. The Inquisition passed a series of edicts to protect citizens against the abuses of magic and to punish those who wielded magic illegally. While some of the War Wielders loyal to the Knights Templar accepted and understood the Inquisition's edicts, many other Wielders openly attacked Inquisitors to defend their accursed existence and corrupt positions of power.

The Spanish Inquisition was formed to reclaim the lands of Spain taken by the Wielders. The Inquisitors launched the Reconquista, also known as the Reconquest, an incredible series of magical battles that engulfed Spain and France in civil war. The rogue Wielders summoned terrible elemental forces, while the Inquisitors invoked mighty divine magic against the rebels, resulting in a staggering loss of pureblood and tainted human lives.

The Reconquista lasted six years, and by 1275, the Inquisition had vanquished the rogue Wielders. The War Wielders still loyal to the Templars quickly distanced themselves from the evil wizards that had controlled parts of Europe. However, the Inquisition still regarded all wizards with deep suspicion and would never again allow them to gain influence over the public.

FOURTEENTH CENTURY

In 1316, the Inquisition declared the practice of magic to be heresy—even when used to offset nations' food shortages. This edict, combined with an ever-increasing population, caused a terrible famine. By the winter of 1316, almost the entire population of Europe was starving. The prices of grain fluctuated greatly and many farmers switched to more dependable cash crops, worsening an already bad situation. After another poor winter in 1317, the Inquisition reversed its edict and allowed the practice of magic to increase the harvest as long as it was supervised by the clergy.

The Inquisition placed the blame for the famine on Wielders and many years of continuous scrutiny followed. Slowly, more and more edicts passed that restricted the movements of wizards and the tainted races. In 1343, the Spanish Inquisition decreed that a union with any non-divine spirit was a heretical offense. To escape persecution, some Wielders once loyal to the Knights Templar fled to England, where restrictions against the use of magic were far less severe.

Not long after that, the Inquisition declared that magic generated by divine spirits would be acceptable to those within the ranks of the Inquisition and to certain select others. Conditions would never improve for those born with visible marks of the Taint, and races would be subjected to night-time raids of their homes by the Inquisition, and countless trials and interrogations. Eventually, many would integrate into society, but those visibly tainted by magic would at best be treated as second-class citizens.



The Black Plague struck Europe in 1347, but the Inquisition held fast to its 1343 decree forbidding magical association with spirits or otherwise. Many Wielders appealed to the courts to allow them to practice their magic and to cure the diseased population only to find themselves imprisoned or worse. The Divine Wielders within the Inquisition were either swamped or too busy ferreting out rogue Wielders to assist the population, and as a result, many thousands of people died. Ironically, many of the imbued were more resistant to plague, so while purebloods died around them, the population of the tainted grew.

Between 1347 and the end of the 14th century the plague struck Europe many times. Until this time tainted births had accounted for only a small percentage of the population, but by the beginning of the 15th century there were enough tainted births that the variations in human bloodlines had taken on their vernacular names of feralkin, demokin, and sylvant.

THE FIFTH CRUSADE

In 1336, a group of powerful dark wizards stole from the risen pharaohs of Egypt a magical tome containing the secrets of life and death. The Book of the Dead detailed the art of necromancy, the magic of the afterlife and death. After studying the book, these Necromancers bound dark spirits to dead bodies, creating a powerful army of mindless undead warriors.

Using legions of animated corpses and undead horrors, these Necromancers conquered Egypt and many of the surrounding African nations by 1336. As they continued to wage war, the bodies of fallen warriors increased and so did the armies of the undead. The Ottoman Empire and the Knights of Saladin gathered their forces to try to stop the Necromancers. For several years, the Ottoman Empire and the Knights of Saladin slowly lost ground to the advancing undead horde.

By early 1344, the Necromancers expanded their campaign of terror by sending their massive bone barges across the Mediterranean and attacking European nations directly. While the undead armies attacked human forces in Asia, Africa, and Europe, the Necromancers sent their most powerful undead creatures to find the hidden artifacts guarded by the Knights Templar and Knights of Saladin.

The Inquisition and the Knights Templar relentlessly hunted down and destroyed every last Necromancer to ensure that the black arts would never be practiced again. In 1389, the knights killed the last Necromancer, Lord Amonsil. Although the exiled pharaohs were innocent of the crimes perpetrated by the Necromancers, the Inquisition viewed them as abominations and dispatched them without mercy, allowing the Ottoman Empire to control northern Africa.

FIFTEENTH CENTURY

By the early 1400s, during the Hundred Years War, much of northern France was under control of the English, and southern France was separated into duchies with little allegiance to the king. Famine and plague had taken a greater toll on the kingdom than on its neighbors, and the continuing wars left the populace greatly burdened. When Charles VII took the throne in 1422, France was in turmoil. Things worsened as the threat of the Necromantic armies to the south and east began to threaten all of Europe.

In 1429, just when it seemed as if France might lose any remaining European authority, a young girl of 17 named Jehanne D'Arc [Joan of Arc] managed to gain an audience with Charles. She convinced the king to give her titular command [acting as a figurehead] over one of his armies.

Jehanne soon assumed full control and with a sword in one hand and a banner in the other, led her army sweeping across France. Her abilities as a strategist and a leader were remarkable; within a year her soldiers and most of the populace believed she was a saint. Her army grew in size as she returned one territory after another to the crown—although it should be noted that most regions were easily captured due to the extended Fifth Crusade. By 1431, she had reclaimed lands across northern and southern France and had recaptured Paris. France's royal authority once again stretched from the Mediterranean to Guienne and north to Flanders.

Jehanne and her armies shifted focus in 1432 and joined the Fifth Crusade against the Necromancers. Jehanne and a vanguard of her men clashed with a massive force of undead at the resting place of a relic, in a series of caverns in southern France. It is said that the army and the magic-wielding forces of the undead caused the cave to collapse, killing her and the rest of her men.

Jehanne's death made her a martyr to the people of France, and their support buoyed the armies of France. The French forces played a pivotal role in the defeat of the Necromancers and continued to consolidate French holdings. The nation of France returned to the world stage, and the French people united under their king for the first time in history.

With the threat of the Necromancers neutralized, the knightly orders returned to their home territories to help rebuild the cities, while the Inquisition moved to establish its unequivocal power. Those who spoke out against the Inquisition risked being charged with heresy.

THE SIXTH CRUSADE

In 1461, a respected official of the Spanish government was accused of practicing magic and was brought before the Inquisition. The prisoner confounded the four Inquisitors, resisting their attempts at exorcism, demonstrating inhuman endurance, and speaking in ancient languages to confuse them. After days of arduous proceedings, two of the four Inquisitors collapsed from exhaustion. The third Inquisitor fell prey to a strange malady after the prisoner asked to speak with him privately so that he could confess his sins. When other Inquisitors returned, they found the interrogator babbling about the "Fell Spirits" while the prisoner laughed.

Learned bishops and high-ranking Inquisitors came to examine the man and were equally frustrated by his openly hostile and resilient attitude. Though these Inquisitors were no closer to exorcising the prisoner's demon, he spoke proudly of ages past, when the Fell Spirits were known as demons to many of the old religions. To the Hindus, they were known as the terrible Daityas; to the Persians, the Daevas; Buddhists knew them as the hungry Pretas; the Hebrews called one of the Fell Spirits Asmodeous, and the Christians feared Lucifer above all else.

Although the official record of the final interrogation with the first Fell Spirit has never been released, it is widely believed that the Grand Inquisitor visited the Fell Spirit and concluded the interrogation. Some historians have recorded that Torquemada summoned and bound a divine spirit, one who had opposed the Fell Spirit on many occasions in the past. According to these historians, Torquemada did not emerge from the chambers for several days, but eventually succeeded with the exorcism. It is rumored that Torquemada imprisoned the Fell Spirit deep within the chambers of the Inquisition so that its evil could not corrupt others again.

Word of the incident with the Fell Spirit spread quickly. It was widely believed that demonic forces had infiltrated the governments of other kingdoms.

The Inquisition initiated a widespread campaign to ferret out others in positions of power who were possessed by the Fell Spirits. The resulting hysteria crippled the capitals of Europe, as the Inquisition restricted travel and trade between cities. Communities turned on each other, and hundreds, possibly thousands, of innocents found themselves facing the harsh interrogations of the Inquisition.

In 1463, the Inquisition sent representatives to London to ensure the sanctity of the English monarchy. When the Inquisitors requested an audience with Queen Elizabeth, they were allowed to meet her in the presence of her honor guard. While exact details of the encounter are not known, it is evident that the Inquisitors attempted to interrogate the queen. Offended, Elizabeth had the Inquisitors put to death. The incident severely damaged relations between England and the Inquisition, and the two nearly went to war. However, in 1464, diplomacy prevailed and an unsteady truce ensued.

By this time, the Inquisition had also started to curtail the search for more Fell Spirits. Though many dark creatures were found hiding in the shadows of the cities of men, they could find no evidence of any other dreaded Fell Spirits infiltrating the governments of Europe. The crusade's success could be measured only by the hysteria it induced and the innocents who suffered.

Though the crusade against the Fell Spirits ended, the relations between England and the Inquisition had suffered irreparable damage. Both the English and Spanish nations built up their navies to protect their trade routes and overseas interests. Over the years, occasional skirmishes flared up, slowly fueling the fires of discontent on both sides.

In the 15th century, Spain sent out navigators to explore the seas and search for new trade routes. One such explorer, Christopher Columbus, set sail in August 1492 and barely survived a harrowing voyage across the treacherous Atlantic Ocean. He sailed along the north coast of Hispaniola and returned to Spain in 1493, telling the king about the wealthy and powerful tribes of the New World.

Impressed with his discovery, King Ferdinand funded a second voyage in 1493, granting Columbus a small army to establish a settlement in the New World. Blown off course by terrible storms, Columbus' fleet finally landed in North America. Columbus ordered his army to clear a swath of overgrown jungle to create a settlement for Spain, La Isabela. Two weeks later, indigenous tribes, riding monstrous reptilian mounts, attacked and butchered the colonists, killing Columbus and most of his troops. The few survivors of the expedition sailed back to Spain in 1494, and spoke of the horrors.

SIXTEENTH CENTURY

Determined to tame these savage new lands, King Philip funded several conquistadors to explore and claim them for Spain. One such conquistador, Hernán Cortés, was given a fleet of ships to conquer the New World. During his first expedition, Cortés established a minor foothold in southern Mexico and learned of the Aztecs, a powerful tribe that possessed vast riches. Cortés returned to Spain with treasures from the New World and requested more troops and resources to attack the Aztecs. In 1511, Cortés received a larger fleet and sailed back to the New World. Joined by other tribes, enemies of the Aztecs, Cortés marched against Tenochtitlan, the Aztec capital. When Cortés laid siege to the great city, the Aztecs unleashed a host of terrors never before seen by western eyes. Massive feathered serpents swept down from the city and destroyed the Spanish siege weapons as old Aztec gods walked among the fierce warriors, devouring the invaders. Cortés himself was severely wounded in the battle, but managed to retreat to Spain with only a single damaged vessel.

The utter defeat of Cortés' army was the last recorded attempt by European forces to gain a stronghold in the New World.

In 1587, a naval engagement between Spanish and English forces resulted in the loss of many Spanish lives, including several influential Inquisitors and Spanish nobles. Unlike the conflict a hundred years before, no diplomats were exchanged to prevent the war.

A year later, in the current time of 1588, it is known that the Inquisition has spent many months preparing for an inevitable conflict stemming from the miserable Sixth Crusade.

As the Inquisition prepares lengthy articles detailing heretical charges against England, the Spanish Armada has continued to grow, becoming one of the largest naval fleets in history. Because of its fight against this heresy, the Inquisition does not allow the casting of magic, save divine healing spells, within the bounds of Barcelona.



FACTIONS AND POWER GROUPS



The following organizations hold the power in modern day Barcelona and much of Europe. These groups and your associations with them will prove critical as you adventure through Lionheart.

INQUISITION

Formed in 1231 to eradicate spirits, magic, and their taint from the earth, the Inquisition is an order of warriors, clergy, and justices feared and revered among the general population. The Inquisition's methods are harsh. In a hypocritical fashion, the Inquisition practices Divine magic without regret to locate and imprison anything with the taint of magic. These beings are often killed, usually tortured, and always held with no hope of release or escape.

KNIGHTS TEMPLAR

The Order of the Lion is a special sect within the Knights Templar dedicated to protecting the holy relics of the West. Members of the Order are descendants of the original knights who served King Richard the Lionheart. Very rarely they invite to join their number outsiders who demonstrate tremendous faith and ability.

ORDER OF SALADIN

This venerable order of knights traces its origin to the legendary Muslim leader, Saladin, who fought alongside King Richard at the Battle of Acre. The warrior monks of the Order of Saladin are sworn to protect the sacred relics of the East from the forces of evil. Unlike the Knights Templar, the Order allows the use of some magic. Although the Inquisition frowns on the use of magic and considers the Order of Saladin a group of heretics, they honor the old pact and do not persecute them.

WIELDERS

Those who believe magic should be used for the good of mankind are known as Wielders. They congregate in hidden places, helping those imprisoned by the Inquisition to escape and planning for the day when they will again be accepted by the world.

RULES: THE SPECIAL SYSTEM

There are many different aspects to a character in Lionheart. Most are self-explanatory, but the following pages will give you a better idea of how the SPECIAL system works, what all those numbers mean, and how they work together.

ATTRIBUTES

Seven attributes determine the strengths and weaknesses of the characters in Lionheart. These basic attributes determine a character's starting skills and factor into just about every action he will perform over the course of his adventures.

STRENGTH (ST)

This is the individual's raw physical strength. It represents the character's ability to lift weights, punch harder, and carry more equipment. Stronger characters are able to lug more items, do more damage when brawling, and so on.

PERCEPTION (PE)

This is the ability to perceive the environment and notice things that others might miss. It is a combination of the individual's senses, including touch, sight, taste, smell and hearing. This attribute factors strongly into a character's ability to notice unusual things about the environment. Magic Wielders use this ability to understand their spirit, so Mana is partially determined by this attribute.

ENDURANCE (EN)

Endurance represents the character's general health and ability to withstand punishment and physical exertion. Endurance mainly affects the character's hit points. A character with high Endurance will be able to fight longer and take more damage in combat.

CHARISMA (CH)

The character's looks and charm are Charisma. The higher the character's Charisma, the easier it is to deal with non-player characters [NPCs]. Magic Wielders use this attribute to influence their spirit, so Mana is partially determined by Charisma.

INTELLIGENCE (IN)

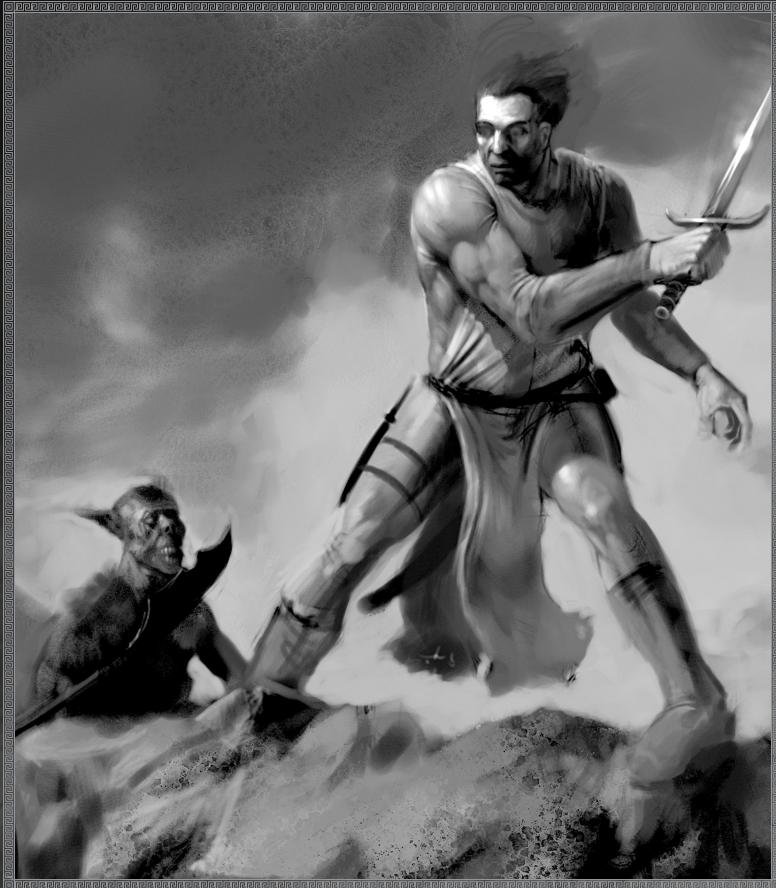
The higher the character's Intelligence, the more skills the character will excel in, and the more options he will have in dialogue. The number of skill points the character receives at each experience level is based on the character's Intelligence.

AGILITY (AG)

This statistic is a combination of the character's reflexes, balance, and coordination. The character's speed and quickness in combat are directly related to the Agility score. Combat and thief characters should have a higher Agility than diplomatic or magical characters.

LUCK (LU)

Luck represents a combination of fate, karma, and general good fortune. Luck affects many things in small amounts.



RACES

From the banned text, *Civilized History*, author unknown:

"The Disjunction released not only raw magic onto the earth, it also opened up our world to the spirit realms. This was not the opening of some rift...but rather a loosening of the bindings that separate our world from many, many others. And although the Disjunction was brief, there was time for all manner of spiritkind to come into our world. The spiritkind soon discovered that they had no essence of their own and were forced into either parasitic or symbiotic relationships with what they found around them. Spirits merged with the multitude of different things, from the rocks and rivers to the trees, birds, beasts, and men. Many of these spirits lacked sentience, while others were incredibly intelligent. Some were benign or helpful, while others grew like tumors within the bodies they possessed. All things on the face of the planet were affected by this.

The changes are too numerous to mention in this brief account, but recognize that some terrain became twisted and evil, real terrors never before imagined began walking the earth...and new races of man came into being. Some 400 years later, at the time of this writing, there are four documented and at least partially civilized species of man."

TAG SKILLS	3
RACIAL TRAITS	NONE
TAINT	NO

PUREBLOOD

Purebloods come from the untainted bloodline of humans. They and their ancestors remain untouched by the Disjunction and the spirits it released upon the earth. They have average attributes and make up the majority of Europe's population. Purebloods tend to control most of the continent and its politics.

TAG SKILLS	3	DEMOKIN
RACIAL TRAITS	1	The taint of a fiendish or impish spirit affects the bloodline of demokin. They exhibit some signs of their heritage, but can sometimes hide their small horns or pointed ears from the casual observer. They have a heightened magical affinity compared with purebloods, but are not as magically inclined as the sylvant.
TAINT	MAYBE	

TAG SKILLS	3	FERALKIN
RACIAL TRAITS	1	The widely persecuted feralkins have a bloodline touched by a beast spirit. Feralkins have some fairly obvious indicators of their heritage, but make up for it in brute strength and physical prowess. The beast folk also have some natural resistance to magic.
TAINT	YES	

TAG SKILLS	3	SYLVANT
RACIAL TRAITS	1	Sylvant come from a bloodline tainted by or containing an elemental spirit. Since they rely on their heightened ability to wield magic, they are often physically weaker than the other races. Because of their highly magical nature, it is essentially impossible for a sylvant to pass among purebloods undetected.
TAINT	YES	



TRAITS

Traits are characteristics that define your character. All have both a good and a bad impact on your character. Fortunately, traits are optional. If you want traits, you may select up to two during character creation. You cannot select a new trait once you start the game.

ASCETIC

You spent part of your childhood in the care of a group of stern monks. Living several years with an austere monastic order taught you focus and patience—the monks “encouraged” you to study for long hours. This arduous training grants you \mathcal{E} 10 skill points, reflecting the broad range of studies you pursued at the monastery. However, you never forgot the hard, frugal lifestyle of the monks, so you never feel right about accumulating too much gold. If you see ten gold pieces on the ground, you take nine, and leave one piece for someone less fortunate—over the course of your adventure, you will find 10% less wealth.

FAST METABOLISM

Your metabolic rate is twice the normal rate. This means that you are actually more susceptible to disease and poison, but your body heals faster. You have an increased Healing Rate, but your disease and poison resistances start at -10%. Feralkins cannot take this trait.

FINESSE

Your attacks show a lot of finesse. You don’t do as much damage, but you cause more critical hits. All of your physical attacks do -20% damage. Your critical chance is \mathcal{E} 10%. This trait cannot be selected with Heavy Handed.

GIFTED

Because you have more innate abilities than most, you have not spent as much time honing your skills. Your statistics are better than the average person’s, but your skills are lacking. All stats have a \mathcal{E} 1 modifier. All non-spell skills are lowered 10 points. You receive 4 fewer skill points per level.

GOOD NATURED

Your natural charm allowed you to get along with nearly everyone while growing up; you rarely got into fights and spent more time hitting the books instead. You were able to take good care of yourself instead of constantly having to figure out how to survive. Your combat skills start at a lower level, but Barter and healing rates are substantially improved. Barter gets a 25 point bonus. You also get a negative 5 point modifier to starting melee combat skills [One-Handed, Two-handed and Unarmed]. This trait cannot be selected with Nasty Disposition.

HEAVY HANDED

You swing harder, not better. Your attacks are brutal, but lack finesse. You rarely cause a good critical hit, but you always do more melee damage. You do \mathcal{E} 2 points of damage in melee combat [hand-to-hand or non-ranged weapons]. Your critical hits have a -30 modifier to critical chance. This trait cannot be selected with Finesse.

NASTY DISPOSITION

Your quick temper always got you into fights while growing up. Your Speech and Barter skills are decreased by 15, but your Unarmed, One-Handed and Two-Handed skills each get a 9 point bonus. You cannot have both the Nasty Disposition and Good Natured traits.

ONE HANDER

One of your hands is very dominant. You excel with single-handed weapons, but two-handed weapons cause a problem. You suffer an initial -10 to Two-Handed Weapon skill and -10 to Ranged Weapon skill but obtain a 10 to One-Handed Weapon Skill.

RENAISSANCE MAN

You're a connoisseur of the arts and a deep thinker. You are willing to give new ideas a go, but all your high-brow intellectualism doesn't mean much when you get punched in the face. You gain a 1 to Intelligence, but a 10 point penalty to One-Handed. Feralkins may not take this trait.

SKILLED

You spend more time improving your skills than a normal person does, allowing you to gain more skill points per level. The tradeoff is that you do not gain as many extra abilities. You will gain a perk one level later than you usually would [i.e., a human would gain perks once every four levels, and so on]. You will get an additional 5 skill points per new experience level.

SMALL FRAME

You are not as big as others of your race, but that never slowed you down. You can't carry as much, but you are more agile. You get a 1 bonus to your Agility, but your carry weight is 50 pounds less than normal. Feralkins may not take this trait.

STUDIOUS TINKERER

You spent your formative years hunched over a workbench, tinkering with random bits of magical things that nobody else would touch. Trouble is you've ruined your eyes! You get a 15 point bonus to Lockpick skills, and all spells gained start out at skill level 4 instead of skill level 1 due to your long experience with the way things work. However, you suffer a -1 penalty to Perception, and your Ranged Weapons skill has a 10 point penalty.

THICK SKINNED

Your skin is unnaturally calloused, more so than that of your peers. Add 5% to all damage resistances and 4 to your AC, but you have a thick head as well and suffer a -1 penalty to Intelligence and 10-point penalty to your Lockpick skill.

ARROWS FOR WORDS

Pick 'em off first, and when they're wounded and dying in the dirt, put the hard questions to them. You have a 15 point bonus to Ranged Weapons but suffer a 10 point penalty to your Diplomacy skills.

RACIAL TRAITS

All races except purebloods have racial traits. These are distinctive characteristics that set that individual apart from the rest of humanity. Racial traits are not optional and must be selected at Character Creation.

DEMOKIN RACIAL TRAITS

ACID BLOOD

Your body courses with acidic blood. If you are wounded, acid splashes onto your opponent, causing 1 point of damage for every 10 inflicted on you in a single strike. Crushing and Slashing resistances are decreased by 5%. Your odd skin pallor will mark you as tainted by magic, causing some people to react negatively to you.

BLOODY TALONS

You have fiendishly razor sharp claws that allow you to rip into your opponents. You gain 4 to Unarmed Skill and 1 to Unarmed damage. However, manipulating these razors can be difficult for you. You thus suffer -8 to Ranged Weapon and Lockpick skills. This trait will mark you as tainted by magic, causing some people to react negatively to you.

DEMONIC FRENZY

Sometimes demokins go stir-crazy because of their need to be alone and away from the rest of society; these solitary demokins are called "crazies." You're not there yet, but you're on the edge of losing it. You suffer a 1 point penalty both to Intelligence and to Charisma, but your Strength is increased by 1 and you add 15 points to your One-Handed Melee skill. This trait will allow you to pass as a human.

DIABOLISM

Your demonic background is exceptionally strong, and casting Thought Magic spells is easy for you. Thought Magic spells cost 10% less Mana to cast. However, this connection makes it more difficult to cast Divine spells. All Divine Magic spells cost 10% more to cast. This trait will allow you to pass as a human.

FORKED TONGUE

The impish blood in your family has given you a barely noticeable bifurcation on your tongue. The forked tongue allows you to charm your way through difficult encounters, giving you 15 to your Speech skill. Your reliance on diplomacy caused you to neglect your combat training, so you have a -5 on all combat skills, but this trait will allow you to pass as a human.

INFERNAL QUICKNESS

You were born with a rapid metabolism and you can never sit still. You gain a 10% movement speed bonus, but you often overlook things in your haste, so Perception is -1. This trait will allow you to pass as a human.

LUCKY DEVIL

Some dark angel has always watched over your family, and things usually seem to go your way. When they don't, things go really wrong. Your Luck attribute is increased by $\mathcal{E}1$, but no matter what you say, you usually put your foot in your mouth. Your Speech skill is reduced by -15 , but this trait will allow you to pass as a human.

SCALY HIDE

Your skin is covered with protective scales that add $\mathcal{E}5$ to AC, $\mathcal{E}5$ to piercing resistance, and $\mathcal{E}10$ to fire resistance. Unfortunately, the scales make you look sinister, so you lose 1 Charisma. This trait will mark you as tainted by magic, causing some people to react negatively to you.

SHROUD OF DARKNESS

Your demonic heritage causes shadows to gather around you. This trait grants 20 points to Sneak and increases your armor class by $\mathcal{E}5$, but the shadowy shroud lowers your Perception by -1 . This trait will mark you as tainted by magic, causing some people to react negatively to you.

VAMPIRIC FURY

You draw strength from the blood of others. For every 10 damage points you inflict, you heal 1 hit point. All healing spells and potions, however, are only half as effective for you. This trait will allow you to pass as human.

FERALKIN RACIAL TRAITS**BEAST OF BURDEN**

Because of your massive hands and strong back, you have a greatly increased ability to carry things, which has only fed your nearly neurotic compulsion to hoard useless gear. Your carry weight is increased by 20 pounds, but all of the random equipment you've stuffed in your pockets and tied to your pack tend to make a lot of noise, so you suffer a 10 point penalty to your Sneak skill. This trait, like all feralkin traits, will mark you as tainted by magic and will cause some people to react negatively to you.

CHAMELEON

You have the uncanny ability to adjust your skin color and blend in better with your surroundings. Because of this, you get a 20 -point bonus to your Sneak skill. Unfortunately, your skin is also frail and more susceptible to damage. Your armor class is reduced by 5 and your Crushing resistance suffers a 5% penalty. This trait, like all feralkin traits, will mark you as tainted by magic and will cause some people to react negatively to you.

EAGLE EYE

You have the eyes of an eagle, but unfortunately its lightweight bones as well. You receive a 15 -point bonus to your Ranged Weapon skill, but your carrying capacity is reduced by 30 pounds. This trait, like all feralkin traits, will mark you as tainted by magic and will cause some people to react negatively to you.

ELEPHANT HIDE

Your skin is unusually calloused. Your pain threshold is higher [$\mathcal{E}1$ to Slashing and Crushing damage thresholds], and you get a 5% bonus to your Slashing and Crushing resistances, but you suffer a -1 penalty to Agility and your Lockpick skill is reduced by 10 points. This trait, like all feralkin traits, will mark you as tainted by magic and will cause some people to react negatively to you.

MONKEY BRAINS

A whimsical monkey spirit passed on an uncanny magical cleverness to your family. Add 5 points to your Speech, Find Traps/Secret Doors, and Lockpick skills, but your inability to control your primate mannerisms lowers your Barter skill by 10 points and your Ranged Weapons skill by 5 points. This trait, like all feralkin traits, will mark you as tainted by magic and will cause some people to react negatively to you.

RABID FERVOR

In combat you rely on your bestial instincts. You gain $\mathcal{E}15$ skill points in One-handed, Two-Handed and Unarmed combat skills and $\mathcal{E}5\%$ to critical, but you are -1 to Intelligence and -1 to Perception. This trait, like all feralkin traits, will mark you as tainted by magic and will cause some people to react negatively to you.

REGENERATION

Your bestial heritage allows wounds to heal relatively quickly. You receive a $\mathcal{E}1$ to your healing rate. However, your metabolism cannot heal poison and disease as well, so you receive -15 to disease and poison resistances. This trait, like all feralkin traits, will mark you as tainted by magic and will cause some people to react negatively to you.

SERPENT'S TONGUE

Snake spirits have coiled into your family line, entrenching themselves in your mannerisms and bodily defenses. Their cunning grants a 15 -point bonus to your Speech skill, but your Acid, Fire and Electrical resistances are decreased by 8% due to your skin's odd spiritual makeup. This trait, like all feralkin traits, will mark you as tainted by magic and will cause some people to react negatively to you.

TUSKS

Your otherwise human face is marred by a pair of eight-inch tusks, frequently making it difficult for others to understand you. Your Speech skill is reduced by 15 points, but when speech fails, you deal $\mathcal{E}1$ damage in unarmed combat. This trait, like all feralkin traits, will mark you as tainted by magic and will cause some people to react negatively to you.

WOLF HIDE

You have a thick coat of fur covering your entire body. You gain $\mathcal{E}7$ to armor class, and $\mathcal{E}5$ resistance to Piercing and Slashing damage. However, your lupine features are very noticeable and lower your Charisma by -1 . Your fur is also a haven for ticks and fleas, decreasing your resistance to disease by -7 and fire resistance by -5 . This trait, like all feralkin traits, will mark you as tainted by magic and will cause some people to react negatively to you.

SYLVANT RACIAL TRAITS

BOND OF NATURE

Your magical connection to the earth is exceptionally strong. So strong in fact, that casting Tribal Magic spells is easier. Tribal Magic spells cost 10% less Mana to cast. However, this connection makes it more difficult to cast Divine spells. All Divine Magic spells cost 10% more to cast. This trait, like all sylvant traits, will mark you as tainted by magic and will cause some people to react negatively to you.

DARK GIFT

Your family line has been touched by the Dark Beyond. This closeness to the dark side gives you a deeper understanding of others. You receive a 15-point bonus to your Speech skill because of this. However, your dark affinity has separated you from some magical presence. All Thought Magic spells cost 10% more Mana to cast. This trait, like all sylvant traits, will mark you as tainted by magic and will cause some people to react negatively to you.

EARTH ANCESTRY

Your skin is crusted over with earthen stone and your hands are as hard as rock. You gain $\mathcal{E}1$ to Unarmed damage, but your Movement rate is decreased by 10%. This trait, like all sylvant traits, will mark you as tainted by magic and will cause some people to react negatively to you.

FIERY ANCESTRY

One of your parents passed down fire elemental traits to you. Elemental magic exudes from you. All fire-based spells are cast with $\mathcal{E}10\%$ damage bonus, and you have a $\mathcal{E}20$ resistance to all Fire damage. You also suffer -20 resistance to all Cold damage and all Cold damage you inflict is reduced by 10%. This trait, like all sylvant traits, will mark you as tainted by magic and will cause some people to react negatively to you.

FROST ANCESTRY

A frost spirit entered your family many years ago. Elemental magic exudes from you. All Cold damage you inflict receives a 10% bonus and your Cold resistance is increased by 20%. You also suffer -20 resistance to all Fire damage and all Fire damage you inflict is reduced by 10%. This trait, like all sylvant traits, will mark you as tainted by magic and will cause some people to react negatively to you.

GOSSAMER SKIN

Your skin is very fair, almost translucent. This allows you to sneak exceptionally well, granting a bonus of 15 points to Sneak. However, your skin is more vulnerable to attack, so you take more damage against slashing weapons. Slashing resistance is reduced by -10. This trait, like all sylvant traits, will mark you as tainted by magic and will cause some people to react negatively to you.

POLYELEMENTAL ANCESTRY

Your family has been tainted by multiple elemental spirits throughout the years, mixing powers and passing down various abilities. Add 10% to your Acid, Cold, Disease, Electrical, Fire, and Poison resistances, but suffer a 5% penalty to your Crushing, Piercing, and Slashing resistances. This trait, like all sylvant traits, will mark you as tainted by magic and will cause some people to react negatively to you.

SKIN OF THORNS

Thorny growths erupt from your body at odd angles and in uncomfortable places. Luckily, these thorns, which break off and grow back easily, give anyone who attacks you a face full of pain. Ten percent of all physical damage taken by you is given right back to your attacker. You also receive a 10% bonus to your Crushing, Piercing and Slashing resistances. The downside is that your Charisma is reduced by 1 and your Acid, Cold, Disease, Electrical, Fire and Poison resistances are all decreased by 10%. This trait, like all sylvant traits, will mark you as tainted by magic and will cause some people to react negatively to you.

STORM OF ARROWS

The introduction of a storm spirit into your family line has given you lightning fast reflexes and incredible hand-eye coordination. You deal $\mathcal{E}2$ damage with bows and crossbows. However, you are so focused on fighting at a distance that you do not fight well in close quarters. You receive a 10% penalty to Crushing and Slashing resistances. This trait, like all sylvant traits, will mark you as tainted by magic and will cause some people to react negatively to you.

WIND ANCESTRY

The taint of a wind elemental in your blood grants you swiftness. You gain $\mathcal{E}1$ Agility and $\mathcal{E}10$ to AC. But you are less substantial than normal humans, so you suffer -1 to Strength and your carrying capacity is reduced by -20. This trait will mark you as tainted by magic, causing some people to react negatively to you.



SKILLS

A character advances primarily by spending skill points to increase his skills. Typically, a character will want to focus most of his spending on several key skills that he will use to navigate through the world. The number of skill points that a character gains when he goes up a level is based entirely on his Intelligence attribute. In addition, within the Spell skill branches, some spells cannot affect the same attribute or derived attribute [such as Armor Class] while it is still being affected by another spell.



COMBAT



EVASION

Your character's skill at evading blows during combat.
Initial Value Based On: Perception, Luck



ONE-HANDED MELEE

The ability to fight with any weapon wielded by one hand, such as a sword or a mace.
Initial Value Based On: Agility, Strength



RANGED WEAPON

Determines how well one uses ranged weapons such as bows and crossbows.
Initial Value Based On: Agility, Perception



TWO-HANDED MELEE

The ability to fight with any weapon wielded by two hands, such as a Two-Handed Sword.
Initial Value Based On: Strength, Agility



UNARMED

Determines your character's ability to fight without a weapon. A skilled unarmed combatant is a deadly foe.
Initial Value Based On: Agility, Perception



THIEVING



DIPLOMACY

Affects your ability to persuade others in dialogue and get the best prices in stores.
Initial Value Based On: 2x Charisma, Intelligence



FIND TRAPS / SECRET DOORS

Ability to visually detect hidden traps and doors.
Initial Value Based On: Perception, Luck, Agility



LOCKPICK

Determines how skilled your character is at picking locks on chests and doors.
Initial Value Based On: Perception, Luck, Agility



SNEAK

Your character's ability to sneak around without being detected.
Initial Value Based On: Perception, Luck, Agility



DIVINE

This Magic Discipline gains its power from a spiritual source, and is the most self-enhancing.



DIVINE FAVOR

Invoking these spells grants the caster great spiritual powers. Spells of the Divine Favor Branch can strengthen the sword, steady the hand, and even summon a powerful spiritual knight.



DIVINE MIGHT

This spell calls down heavenly energies to increase the melee damage of the caster and at later levels all friendly characters within its radius of effect. Initially, the spell adds extra damage to blows struck by the caster only. As you place more skill points into the Branch, this spell will add the damage bonus to allies within the area of effect. At higher skill levels, this spell also increases the strength of the caster temporarily, but this increase is not cumulative with other temporary modifiers that raise Strength. As you add more skill points to the Divine Favor Branch, the duration of this spell increases.



BLESSED AIM

Casting this spell invokes divine energy to steady the hand and improve aim, increasing the caster's percentage chance of hitting with melee or ranged physical weapons. Initially, this gives a temporary skill increase for all weapon and unarmed skills. The effect initially lasts for a short time, but the duration of the spell can be increased by adding points to the Divine Favor Branch.



GREATER SIGHT

This powerful spell allows the caster to commune with spirits in the area, granting heightened awareness and vision. Casting this spell will increase the player's Perception for a limited time, and as the spell improves, it increases the player's Find Traps/Secret Doors ability. As you add more skill points to the Divine Favor Branch, the spell's effectiveness and duration will increase.



DIVINE POWER

Few mortals can contain the awesome fury invoked by Divine Power for long. By casting this spell, energies are called down from on high that increase the player's Strength for a limited amount of time. As the spell improves, it will also grant a temporary bonus to Endurance. As you add more skill points to the Divine Favor Branch, the duration of this spell increases.



SPIRITUAL KNIGHT

In times of darkness, the wise caster will summon forth a champion of light for protection. By casting Spiritual Knight, you recall a great warrior from an ancient time to fight for you. The Spiritual Knight will follow you obediently and fight foes that stand against you. As your skill with this spell increases, you will be able to recall more powerful knights to do your bidding, who have more hit points and deal out more damage. The knight's spiritual connection is tenuous, so he must return to his home plane after a few minutes. In addition, only one summoned creature may be called forth at a time, and each carries a slight Mana maintenance cost to keep them on this plane of existence.



SMITE

The Smite Spell Branch calls down a terrible celestial wrath upon an enemy or groups of enemies.



WEAKEN ENEMIES

This wicked spell saps vitality and willpower from enemies, weakening their resolve and strength. Weaken Enemies drains the strength and reduces the armor class of up to four enemies within a radius of the caster while also decreasing their chances to hit. The radius of this spell increases as you add skill points to the Smite Branch.



CRIPPLE ENEMIES

This spell creates an unseen divine hand that grasps all enemies within a radius of the caster. As the spell takes effect, the hand squeezes the enemies, causing massive crushing damage while also reducing the damage these enemies can inflict. As you put skill points into the Smite Branch, the radius of effect and crushing damage increase.



CELESTIAL SMITE

When Celestial Smite is cast, the caster channels holy energy from divine beings and can direct this force against a single enemy. At higher skill levels, Celestial Smite will also stun the target for a short time. As you put skill points into the Smite Branch, the amount of damage you can inflict on enemies increases dramatically.



EXORCISM

The casting of Exorcism calls forth a powerful divine force that attempts to wrench the spirit from the body of the victim. Holy inquisitors use this spell to drive demons away from the possessed, or to inflict harm against other unnatural creatures like undead. When Exorcism is cast, all enemies within a radius of the caster take severe crushing damage. If there are undead within the radius of effect, there is a chance that they will be destroyed instantly. As you put more skill points into the Smite Branch, the radius of effect, crushing damage, and chance to destroy undead all increase.



RIGHTEOUS FURY

With this awe-inspiring spell, you temporarily infuse yourself with pure holy energy that transforms you into an avenging divine spirit. The spell immediately inflicts crushing damage on all enemies within a radius around you. The Fury remains in effect for some time, healing you intermittently as you continue to do battle. As you put more skills into the Smite Branch, the effectiveness of this spell increases.



FORTITUDE

These spells enable the caster to call upon divine power to fortify his constitution, heal, or grant resistance to physical harm.



HEALING

The Healing spell allows a caster to call down the restorative energies of divine beings. When the spell is cast, the caster and all allies within a radius are healed of damage. As you place more skill points into the Fortitude Branch, the amount of damage you can heal and the radius of effect increase.



PURIFY BODY

This spell cleanses the body and increases the character's resistance to disease and poison. There is also a chance that lingering poison or disease effects will be cured. As you place more skill points into the Fortitude Branch, the amount of damage you can heal and the radius of effect increase.



RESIST ELEMENTS

At lower levels, this spell confers resistance to fire damage. As you put more skill points into the Fortitude Branch, you will earn the ability to increase cold resistance as well. As you continue to place more skill points into the Fortitude Branch, the effectiveness of the spell increases.



DIVINE ASSISTANCE

At lower levels, this spell increases damage thresholds within every damage type, except crushing and slashing, to all friendly characters in a radius of the caster. At higher levels, the amount added to the damage thresholds is increased, and armor class will be increased. At even higher levels, crushing and slashing resistances are increased, and Mana capacity is also temporarily increased. As you continue to place more skill points into the Fortitude Branch, the effectiveness of the spell increases.



GREATER RESISTANCE

This protective spell increases the resistance of the caster and all companions within a radius of the caster. The spell adds resistance to acid, fire, poison and electrical damage. As you place more skill points into the Fortitude Branch, the effectiveness of the spell increases.



PROTECTIVE

Spells from this Branch wrap their caster in a divine cloak, providing protection and security while the enchantments endure.



AID

This spell increases the armor class of the caster. At higher levels, it also increases hit points. As you place more skill points into the Protective Branch, the effectiveness of the spell increases.



PHYSICAL AURA

This spell projects an aura around the caster that deflects physical damage from him. Physical aura increases resistances to physical damage caused by melee or ranged weapons. As you place more skill points into the Protective Branch, the effectiveness of the spell increases.



HOLY FIRE

Channeling the scorching fires of truth, the caster is encircled by a powerful ring of fire. The Holy Fire follows the caster and burns all enemies within its radius. As you place more skill points into the Protective Branch, the effectiveness of the spell increases.



MANA SHIELD

The Mana Shield spells allows you to use your inner reserve of magic energy as a protective buffer to preserve your hit point totals. This shield splits all damage dealt the caster from any source between the Mana pool and the caster's hit point total. At low skill levels, more hit points will be lost than Mana. As you increase your skill, you will gradually improve this ratio, so that any damage inflicted upon you will detract from Mana and hit points more equally.



THOUGHT

Power is gained in this Magic Discipline from learning to channel the arcane magical spells and abilities that leaked through from the Disjunction. This magical type is the most directly aggressive.



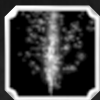
ICE

The caster can focus the terrible power of deepest winter into physical projectiles that chill and rend his foes.



SPIKE

Propels a razor-sharp icicle at an enemy target, inflicting cold damage. As you place skill points into the Ice Branch, the effectiveness of the spell increases. Each hit with a spike slows the target's movement rate.



ICE JAVELIN

A small missile of ice is projected from the caster in a specified direction, inflicting cold damage against an enemy. The ice javelin can make armor brittle, lowering its target's armor class. As you place skill points into the Ice Branch, the effectiveness of the spell increases.



ICE RING

When Ice Ring is invoked, multiple icy shards erupt from the caster, shooting off in all directions and causing cold damage to nearby enemies. There is a chance that enemies struck by the Ice Ring will be slowed. As you place skill points into the Ice Branch, the effectiveness of the spell increases.



ICE MISSILE

This spell projects a powerful spear of ice that explodes upon impact, doing cold damage to foes within its explosion radius. As you place skill points into the Ice Branch, the effectiveness of the spell increases.



ICE STORM

When you unleash an Ice Storm, a furious storm of ice and hail pounds the targeted area with cold damage. Enemies hit by the ice storm risk having their movement slowed. As you place skill points into the Ice Branch, the effectiveness of the spell increases.



FIRE

The disciplines of fire char the caster's foes, quickly reducing them to ash and smoke.



FIRE ORB

The fire orb sears an enemy with fire damage upon contact. After the orb strikes an enemy, it will continue to burn the opponent for a short period of time. As you place skill points into the Fire Branch, the effectiveness of the spell increases.



DRAGON'S BREATH

The spell fills the caster with searing heat that can be expelled against a group of enemies in a straight line from the caster. As you place skill points into the Fire Branch, the effectiveness of the spell increases.



FIRE CIRCLE

This spell creates a fiery ring anywhere the caster wishes. Enemies that pass through the circle take scorching fire damage. As you place skill points into the Fire Branch, the effectiveness of the spell increases.



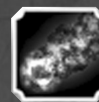
FIREBALL

The Fireball is the most destructive elemental force a caster can unleash. When the Fireball explodes, it inflicts devastating fire damage on all enemies within the radius. As you place skill points into the Fire Branch, the effectiveness of the spell increases.



ELECTRICAL

The wild energies of electrical storms are channeled by these spells into explosive torrents of magical power.



STATIC CHARGE

This spell shoots out a small electrostatic sphere of electricity in a specified direction. When the sphere touches an enemy target, it inflicts electrical damage. At higher levels, this spell also has a chance of stunning the target for a short period of time. As you place skill points into the Electrical Branch, the effectiveness of the spell increases.



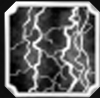
ELECTRICAL BURST

When you invoke this spell, your body becomes a living conduit for static electricity, causing the emission of a burst of magical energy around you. Enemies caught within the radius of the spell suffer electrical damage. As you place skill points into the Electrical Branch, the effectiveness of the spell increases.



LIGHTNING BOLT

This spell generates a strong current of electricity, jolting an opponent with intense magical energy. As you place skill points into the Electrical Branch, the duration and effectiveness of the spell increase.

**LIGHTNING STORM**

This powerful spell causes a flurry of lightning bolts to rain down from the sky, striking all enemies in the target area. As you place skill points into the Electrical Branch, the duration and effectiveness of the spell increase.

**THUNDERCLAP**

By harnessing the power of storms, a caster can call down a Thunderclap with devastating results. When Thunderclap is invoked, all enemies within a radius of the caster take electrical damage and may be knocked down for a short time. As you place skill points into the Electrical Branch, the effectiveness of the spell increases.

**PROTECTIVE**

The clever thought mage is careful to protect its physical form with these spells while engaged in burning or freezing enemies.

**MAGICAL SHIELD**

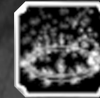
When cast, Magical Shield projects an aura around you that increases your armor class. At higher levels, the Magical Shield absorbs a certain amount of the physical damage as well, although the shield does not protect against spell attacks like fire or lightning. As you place skill points into the Protective Branch, the duration and effectiveness of this spell increase.

**POISON RING**

When Poison Ring is invoked, multiple magical spikes erupt from the caster, shooting off in all directions. These spikes inflict poison damage on their targets, and will continue to harm enemies struck by the spikes. Since poison does not damage the undead, this spell has no effect against them. As you place skill points into the Protective Branch, the duration and effectiveness of the spell increase.

**HALO OF FROST**

This spell summons a moving ring of freezing energy around the caster that deals cold damage to enemies in its radius. At higher levels, the spell has a percentage chance to slow some of the enemies caught in the radius. Both Halo of Flame and Halo of Frost cannot be in effect at the same time. As you place skill points into the Protective Branch, the duration and effectiveness of the spell increase.

**HALO OF FLAME**

This spell encircles the caster with a moving ring of scorching energy, dealing fire damage to enemies within its radius. At higher levels, the spell has a percentage chance of causing additional burning damage over time to enemies caught within the radius. Halo of Flame and Halo of Frost cannot be in effect at the same time. As the Protective Branch increases, the duration and effectiveness of the spell increase.

**MANA SHIELD**

The Mana Shield spell allows you to use your inner reserve of magic energy as a protective buffer to preserve your hit point totals. This shield splits all damage dealt the caster from any source between the Mana pool and the caster's hit point total. At low skill levels, more hit points will be lost than Mana. As you increase your skill, you will gradually improve this ratio so that any damage inflicted upon you will detract from Mana and hit points more equally.

**TRIBAL**

This Magic Discipline is powered by the awakening of the earth as the rocks, trees, and the natural environment release energy absorbed during the Disjunction.

**NECROMANCY**

The dark, forbidden arts of Necromancy beckon to the intrepid wizard who dares to unlock them. These spells give casters the power to call forth frightful creatures from beyond the grave.

**RAISE ENEMY**

The spell infuses the caster's own spirit energy into any corpse, temporarily bringing the target body back to life. The caster cannot afford to maintain the link for long, so the raised enemy will only remain animated for a few minutes. The raised creature has a fraction of the hit points and damage-dealing potential it did in life. As you place more skill points into the Necromancy Branch, enemies you raise will maintain more of their original hit points and damage-dealing potential. In addition, only one summoned creature may be called forth at a time, and each carries a slight Mana maintenance cost to keep them on this plane of existence.

**CORPSE BOMB**

One of the most destructive spells, Corpse Bomb allows the caster to infuse all corpses within a radius of the spell with tremendous energies, causing bodies to detonate. At higher skill levels, Corpse Bomb's explosion can poison enemies within the radius. As you place more skill points into the Necromancy Branch, the duration and effectiveness of this spell increase.

**RAISE UNDEAD**

With the Raise Undead spell, the caster calls forth a mindless undead servant from the dark beyond. The raised undead will serve the caster faithfully for several minutes before the necromantic energies sustaining the shambling abomination fade and return the corpse to the ground. At first, the caster will be able to summon a zombie, but the more skill points that are placed into the Necromancy Branch, the more powerful undead creatures can be created. In addition, only one summoned creature may be called forth at a time, and each carries a slight Mana maintenance cost to keep them on this plane of existence.

**UNDEAD ENERGY**

By tapping into dark planes of negative energy, you can augment the strength of summoned undead creatures. Casting Undead Energy on a summoned undead monster raises its hit points and damage-dealing potential. At higher levels, Undead Energy also increases fire, acid, and electrical resistances. As you place more skill points into the Necromancy Branch, the duration and effectiveness of this spell increase.

**VAMPIRE**

By invoking this dreaded spell, a caster gains the thirst and power of the legendary vampire. With each successful melee strike, the caster will take some health from the target victim. The Vampire spell does not allow you to drain victims with ranged weapons. As you place more skill points into the Necromancy Branch, the duration and effectiveness of this spell increase.

**NATURE'S FURY**

Nature is red in tooth and claw, a maxim reflected by this branch of spells.

**FERAL LASH**

To punish those who attempt to harm you, the Feral Lash spell inflicts a fraction of the damage dealt to you back on the attacker. Feral Lash partially protects you from all types of physical damage, including crushing, slashing, and piercing damage, but it has no effect against other types of damage, like poison, disease and electrical. As you place more skill points into the Nature's Fury Branch, the duration and effectiveness of this spell increase.

**NATURE'S BALANCE**

The warrior who likes to dabble in the magic arts would be ill advised to overlook the simplistic power of this spell. Nature's Balance increases the damage that the target creature takes from physical attacks, like crushing, piercing, and slashing; all other types of attack damage [magic based, poison, electrical, etc.] are not amplified by this spell. As you place more skill points into the Nature's Fury Branch, the duration and effectiveness of this spell increase.

**MONSTER SUMMONING**

Summoners use the Monster Summoning spell to transport a creature to them instantly. The summoned creature will protect the caster for several minutes before returning to wherever it came from. At first, you will summon lesser animals, but as you place skill points to the Nature's Fury Branch, you will summon more powerful monsters. In addition, only one summoned creature may be called forth at a time, and each carries a slight Mana maintenance cost to keep them on this plane of existence.

**SHAMAN'S EYE**

Shaman's Eye conjures a spiritual eye that travels to the targeted location and looks around an area without risk of detection. When the eye manifests, it pushes back the fog of war as it travels, allowing you to see the unseen. The eye will dissipate when the duration expires. This spell increases its effectiveness as more skill points are placed into the Nature's Fury Branch.

**INSECT PLAGUE**

No greater curse can be bestowed upon an enemy than the Insect Plague. This horrid spell unleashes a horde of insects that swarm around the target area, biting and stinging all enemies within range. At higher levels of this spell, the insects have an increasing chance to poison enemies within the spell's area. As you place more skill points into the Nature's Fury Branch, the duration and effectiveness of this spell increase.



DOMINATION

The power to control the minds of others is granted by this spell branch.



SLOW

By casting Slow, you fill the surrounding area with thick strands of unseen magic material that impede the movements of nearby enemies. After the spell is cast, those caught within the area effect will move more slowly than before for the duration of the spell. There is no maximum number of targets affected, but the effects of multiple Slow spells are not cumulative. As you raise your skill with the Domination Branch, the duration, area of effect, and number of enemies slowed will all increase.



DISCORD

The power of Discord is the ability to sow chaos and confusion among the ranks of the enemy. When Discord is cast, there is a chance that a random enemy within a group will turn against its brothers and fight for you. The spell inflicts damage against the target creature, whether the Discord power works or not. As you add skills to the Domination Branch, the damage to the creature and the chance that the Discord power will work properly increase.



SLEEP

When a caster invokes the Sleep spell, some enemies within a radius of the caster may fall asleep for a short period of time. Creatures that are affected will fall to the ground helpless until the spell expires. This spell only affects creatures with minds, so monsters like undead are unaffected. As you add skills to the Domination Branch, the chances of affecting enemies and the duration of the magic slumber increase.



DOMINATE

The Dominate spell attempts to charm a random enemy within the radius of the spell. If the Dominate spell is successful, the affected creature will follow you as a companion anywhere and protect you against enemies until the duration expires. When the duration ends after a time, the creature will regain control of its mind, and possibly seek revenge. This spell only affects creatures with minds, so monsters like undead are unaffected. As you add skills to the Domination Branch, the effectiveness and duration of this spell increase.



PROTECTIVE

These spells enable the caster to be as quick and cagey as a fox or as tough and resilient as a rhino.



ABSORB SPIRIT

Few powerful wizards know that there is energy in most things. Even recently slain creatures still harbor residual spirit power. By casting Absorb Spirit, you give yourself the ability to drain the lingering spirit energies from corpses and channel the energy into healing power. As you increase your skill in the Protective Branch, you increase the amount of healing you can draw from a corpse.



SHROUD OF DARKNESS

This spell calls forth a cape of supernatural darkness that surrounds the caster in shadow. When the spell is invoked, the sneak skill and the armor class of the caster improve. As you place more skill points into the Protective Branch, the effectiveness and duration of the spell increase.



ARMOR OF BONES

Once encased in the Armor of Bones, the caster enjoys powerful protection against physical and some magical attacks. When struck by a physical or magical attack, a portion of the damage is absorbed by the magic armor. The duration and effectiveness of the spell increase as you add skill points to the Protective Branch.



ANIMAL GRACE

This spell grants catlike reflexes to the caster. Animal Grace heightens the dexterity and movement speed of the caster to extraordinary levels, increasing his Agility. At higher levels the lockpick ability is also enhanced; at the highest level of skill, the caster benefits from improved luck. The duration of the spell increases as you place spells into the Protective Branch.



MANA SHIELD

The Mana Shield spell allows you to use your inner reserve of magic energy as a protective buffer to preserve your hit point totals. This shield splits all damage dealt the caster from any source between the Mana pool and the caster's hit point total. At low skill levels, more hit points will be lost than Mana. As you increase your skill, you will gradually improve this ratio so that any damage inflicted upon you will detract from Mana and hit points more equally.

PERKS

A character will gain a perk at Level 2 and at every third level after that unless he has a trait or perk that changes this. Therefore, perks are received on levels 2, 5, 8, 11, etc. When a character has a perk available to spend, the Perk button on the Main Interface will flash as will the Perk button on the Skills page.

At any time the list of perks you can choose from is based on the level, statistics, and skills your character has. Perks with ranks can be taken multiple times; each additional rank will increase the perk's power equally.

ADRENALINE RUSH

When things look their worst and the fight seems to be lost, you're just getting warmed up. If your hit points drop below half of their maximum, you gain 1 to Agility and Strength. If your hit points drop below a quarter of their maximum, you gain an additional 1 to Agility and Strength.

NUMBER OF RANKS: 1

REQUIREMENTS: Level 5

ANCESTRAL ARMOR

The spirits of your ancestors have taken an interest in defending your earthly body. Add 15 points to your Tribal Magic Protective Branch.

NUMBER OF RANKS: 1

REQUIREMENTS: Tribal Protective Branch at 40, Level 5

BACKSTAB

When you attack an enemy in sneak mode, you do 50% extra damage if you score a successful hit from behind. Each rank increases your extra damage by an additional 50%.

NUMBER OF RANKS: 2

REQUIREMENTS: 7 Agility, Sneak skill of 50

BONUS HTH DAMAGE

Experience in unarmed combat has given you the edge when it comes to damage. You cause 2 points of damage with Unarmed Melee for each level of this perk.

NUMBER OF RANKS: 3

REQUIREMENTS: 6 Agility, 6 Strength, Level 5, Unarmed skill of 50

BONUS RANGED DAMAGE

Your training with bows and other ranged weapons has made you more deadly in ranged combat. You do 3 damage with ranged weapons for each level of this perk.

NUMBER OF RANKS: 2

REQUIREMENTS: 6 Agility, Level 5

BONUS RATE OF FIRE

Long practice has enabled you to draw the string and fire a bow or crossbow quickly without sacrificing accuracy. This perk allows you to load and fire bows much more quickly.

NUMBER OF RANKS: 1

REQUIREMENTS: Ranged Weapon skill of 50, 7 Agility, 6 Intelligence, Level 14

BRUTISH HULK

Your great strength and fortitude allow you to shrug off blows that would kill lesser men. You earn double the hit points each time you gain a level.

NUMBER OF RANKS: 1

REQUIREMENTS: 7 Strength, Level 5, Feralkin

COLD SOUL

You wandered off into the woods as a child and were rescued by an odd creature of ice and frost. Most of your memories of the event were erased...until now. Images too numerous and peculiar to categorize are flitting at the edge of your consciousness, but one thing is certain: you have a bond with the cold that you can use to enhance any items or spells that deal cold-based damage. This perk allows all cold-based spells and items to do 15% damage due to your unusual affinity with cold.

NUMBER OF RANKS: 1

REQUIREMENTS: Thought Magic Cold-Branch skill at 40, cannot also have Mark of Fire

DAMAGE RESISTANCE

When you are tough, you take less damage. Each level of this perk will add 10% to your Crushing, Piercing and Slashing damage resistance.

NUMBER OF RANKS: 3

REQUIREMENTS: 6 Endurance, 6 Luck, Level 5

DARK MAJESTY

Last night you had the strangest dream. A shadowy being approached you with an offer that sounded too good to be true. For simply signing a blank piece of paper, he will make you a warrior of unparalleled puissance. You gain 3 skill points in all of your melee skills, 10% to poison resistance, 1 skill points per level, and a house in a very warm climate in your old age. What a deal!

NUMBER OF RANKS: 1

REQUIREMENTS: 6 or lower Perception, 6 or lower Intelligence, Level 11; Sylvants cannot select this perk.

DEADLY ACCURACY

Your character immediately gains 20 points to Ranged Weapon skill.

NUMBER OF RANKS: 1

REQUIREMENTS: Ranged Weapon Skill 40, 5 Agility

DIE HARD

You don't give up easily. When your hit points get below 20%, you gain 20% to all resistances and your armor class goes up by 5.

NUMBER OF RANKS: 1

REQUIREMENTS: 6 Endurance

DISEASE WARD

Binding with your spirit has made disease your friend. You eat the plague for breakfast and vacation in leper colonies. Your body immediately converts any Disease damage dealt to you into hit points.

NUMBER OF RANKS: 1

REQUIREMENTS: 5 Endurance, Level 11, cannot also have Venom Ward perk

DISPLACEMENT

When being seriously injured, you partially connect with the spiritual world, slipping your body out of phase with reality. When your hit points fall below 20% of their maximum, you partially fade out, granting 10 to your armor class and 1 Agility. While in this state, your Mana regeneration doubles.

NUMBER OF RANKS: 1

REQUIREMENTS: Level 11, Must have Die Hard perk

DIVINE PRIVILEGE

Whatever power source you tap into has shown you deference. Add 15 points to your Divine Magic Divine Favor Branch.

NUMBER OF RANKS: 1

REQUIREMENTS: Divine Favor Branch at 40, Level 5

DIVINE PROTECTOR

Help from beyond has allowed you to fortify your defenses. Add 15 points to your Divine Magic Protective Branch.

NUMBER OF RANKS: 1

REQUIREMENTS: Divine Protective Branch at 40, Level 5

DODGER

You are less likely to be hit in combat if you have this perk. Every level will add 5 to your armor class, in addition to the AC bonus from any worn armor. It also adds 3 skill points to your Evasion skill.

NUMBER OF RANKS: 2

REQUIREMENTS: 6 Agility, Level 5

EARTHEN CONTACT

Your connection with nature has long been cultivated, and has finally borne fruit. This perk attunes you to the ways of the earth, decreasing the casting cost of all Tribal Magic spells by 15%.

NUMBER OF RANKS: 1

REQUIREMENTS: Any Tribal Magic Skill 100, 6 Charisma, 6 Perception

EDUCATED

You've become educated in the ways of the world and have learned to see things and draw conclusions that once eluded you. Every time you gain a level, you receive 2 additional skill points. This perk is best purchased at low levels.

NUMBER OF RANKS: 1

REQUIREMENTS: 6 Intelligence, Level 5

ELOQUENCE

Continued study of your fellow man and some light reading have shown you how to display your thoughts and ideas to others in new and profound ways, adding 15 points to your Speech skill.

NUMBER OF RANKS: 3

REQUIREMENTS: 30 Diplomacy

ENLIGHTENMENT

Your spiritual devotion has brought you closer to the divine. Selecting this perk reduces the casting costs of all Divine Magic spells by 15%.

NUMBER OF RANKS: 1

REQUIREMENTS: Any Divine Magic Skill 100, 6 Charisma, 6 Perception

FIRE EVASION

Maybe you can chalk it up to childhood trauma, but you know when to duck and roll. You immediately add 2 to your armor class, and all fire-based attacks do -15% damage because of your unusual evasion ability.

NUMBER OF RANKS: 1

REQUIREMENTS: 6 Agility, cannot have Pyromaniac perk

FORTUNE FINDER

You have the talent of finding money. Selecting this perk allows you to find coins on the bodies of your foes that they didn't know they had.

NUMBER OF RANKS: 1

REQUIREMENTS: 8 Luck

GAIN AGILITY

Increases your Agility by 1 permanently.

NUMBER OF RANKS: 1

REQUIREMENTS: Level 11

GAIN CHARISMA

Increases your Charisma by 1 permanently.

NUMBER OF RANKS: 1

REQUIREMENTS: Level 11

GAIN ENDURANCE

Increases your Endurance by 1 permanently.

NUMBER OF RANKS: 1

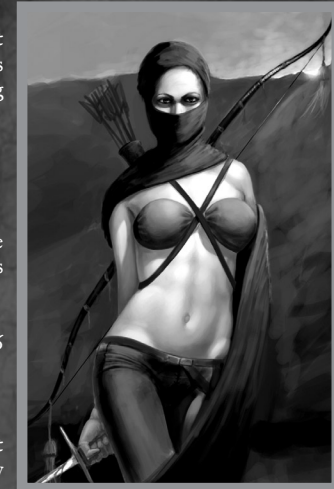
REQUIREMENTS: Level 11

GAIN INTELLIGENCE

Increases your Intelligence by 1 permanently.

NUMBER OF RANKS: 1

REQUIREMENTS: Level 11



GAIN LUCK

Increases your Luck by 1 permanently.

NUMBER OF RANKS: 1

REQUIREMENTS: Level 11

GAIN PERCEPTION

Increases your Perception by 1 permanently.

NUMBER OF RANKS: 1

REQUIREMENTS: Level 11

GAIN STRENGTH

Increases your Strength by 1 permanently.

NUMBER OF RANKS: 1

REQUIREMENTS: Level 11

GHOST

You move like a ghost with this perk, slipping in and out of shadows with ease. Your Sneak skill is enhanced 20.

NUMBER OF RANKS: 2

REQUIREMENTS: 50 Sneak, Level 5

GRACE UNDER FIRE

You've learned to do your best work under pressure. When things look grim, your hands grow steady and your eyes sharp. You gain 1 Perception and add 15 to your Ranged Weapon skill when your hit points drop below 40%.

NUMBER OF RANKS: 1

REQUIREMENTS: 9 or lower Perception, Level 11

HERE AND NOW

With this perk, your character gains one experience level immediately.

NUMBER OF RANKS: 1

REQUIREMENTS: Level 8

HIDE OF SCARS

Battle has scarred nearly every inch of your hide, making it tough, leathery...and ugly. Add 15% to ALL resistances except fire, but subtract 1 from your Charisma.

NUMBER OF RANKS: 1

REQUIREMENTS: 6 Endurance, Level 11

INHERITED RESISTANCE

Neither your mother nor father had a sick day in their lives, and as their child you have an uncanny ability to shrug off diseases and poisons. Add 10% to Poison and Disease resistance, and your Disease, and Poison damage Thresholds increase by 2.

NUMBER OF RANKS: 1

REQUIREMENTS: 5 Endurance, Level 2 or lower

LIFEGIVER

Your daily regimen of pushups and eating nails has paid off. Every time this perk is selected, you gain 6 hit points.

NUMBER OF RANKS: 2

REQUIREMENTS: 4 Endurance, Level 11

LIGHTNING ROD

You have a bond with electricity that you can use in your casting. This perk allows all electrical based spells to do 15% damage.

NUMBER OF RANKS: 1

REQUIREMENTS: Thought Magic Electrical Branch at 40

MARK OF FIRE

You have a bond with fire that you can use in your casting. This perk allows all fire-based spells to do 15% damage.

NUMBER OF RANKS: 1

REQUIREMENTS: Thought Magic Fire branch at 40, cannot also have Cold Soul

MASTER OF DOMINATION

Bending the minds of others to your will has never been easier! Add 15 points to your Tribal Magic Domination Branch.

NUMBER OF RANKS: 1

REQUIREMENTS: Domination branch at 40, Level 5

MASTER THIEF

Rob from the rich and give to yourself. Add 20 to your Find Traps/Secret Doors, Lockpick, and Sneak skills.

NUMBER OF RANKS: 1

REQUIREMENTS: Lockpick, Find Traps/Secret Doors and Sneak at 50, Level 11

MASTER TRADER

You have mastered the ability to pester, prod, and browbeat merchants into offering you their wares at a significant discount. With this perk, you get a 25% discount when purchasing items from a store or trader, and you add 10 points to your Speech skill.

NUMBER OF RANKS: 1

REQUIREMENTS: 7 Charisma, 60 Barter, Level 8, must have Salesman perk

MASTERY OF FORTITUDE

Healing thyself is your thing. Add 15 points to your Divine Magic Fortitude Branch.

NUMBER OF RANKS: 1

REQUIREMENTS: Fortitude Branch at 40, Level 5

MASTERY OF SMITING

You have been given assistance from above to call forth crushing power from beyond. Add 15 points to your Divine Magic Smite Branch.

NUMBER OF RANKS: 1

REQUIREMENTS: Smite Branch at 40, Level 5

MASTERY OF WOUNDING

Your ancestors hate your enemies almost as much as you do. Add 15 points to your Tribal Magic Nature's Fury Branch.

NUMBER OF RANKS: 1

REQUIREMENTS: Wounding Branch at 40, Level 5

MENTAL FOCUS

The interrelationships between magic and the world around you are becoming clear. This perk decreases the casting costs for all Thought Magic spells by 15%.

NUMBER OF RANKS: 1

REQUIREMENTS: Any Thought Magic skill 100, 6 Charisma, 6 Perception

MORE CRITICALS

You have learned exactly where the insertion of a sharp object or the application of blunt trauma does your foe the most harm. Each time you select this perk, you add 5% to your chance to cause a critical hit. This is a good thing.

NUMBER OF RANKS: 3

REQUIREMENTS: 6 Luck, Level 5

NECROSAGE

Your morbid fascination with the countless corpses you've left in your wake has led to a deeper understanding of their peculiarities. When fighting undead, you do 2 extra points of damage per melee attack. Any undead you summon do 1 damage when they attack.

NUMBER OF RANKS: 1

REQUIREMENTS: 5 Intelligence, Level 8

OBSERVANT

Call it a sixth sense, paranoia, or just an overly cautious nature, but you tend to notice when things are out of place. You are always subconsciously checking for traps in the vicinity, giving 25 points to your Find Traps/Secret Doors skill and 5 points to your Lockpick skill.

NUMBER OF RANKS: 1

REQUIREMENTS: Perception 5, Find Traps/Secret Doors 30

POWER FROM BEYOND

Your spirit has given you access to a mysterious pool of magical energy. Your secret power source provides you with a 2 Healing Rate bonus and 1 extra skill point per level. Only sylvants and demokins can pick this perk.

NUMBER OF RANKS: 1

REQUIREMENTS: 5 Intelligence, Level 5, Demokin, Sylvant

PUGILIST

When the fists start flying, you're willing to punch, kick, and gouge your way to victory...and you do it pretty damn effectively. This perk grants an additional 1-4 points of damage to your Unarmed attacks.

NUMBER OF RANKS: 1

REQUIREMENTS: Unarmed Skill 25, Level 5

PYROMANIAC

You have a natural affinity for fire and a knack for setting things ablaze—especially other people. You get 10% damage with fire-based weapons or spells.

NUMBER OF RANKS: 1

REQUIREMENTS: 5 Intelligence, Level 8, cannot also have the Fire Evasion perk

REJUVENATION

Dipped as a child by your mother in a magical pool, you have always healed slightly faster than others. This perk adds 1 to your Healing Rate.

NUMBER OF RANKS: 1

REQUIREMENTS: 5 Endurance

RETRIBUTION

A mysterious unearthly power has taken an interest in killing your foes. Whatever its reason may be, it's good for you! The Crushing and Slashing damage you deal is increased by 10%.

NUMBER OF RANKS: 1

REQUIREMENTS: Level 8

SALESMAN

Long practice has made you an adept salesman. You could sell ugly to an ogre. This perk adds 40 points to your Barter skill.

NUMBER OF RANKS: 1

REQUIREMENTS: Barter 50, Level 5

SHARPSHOOTER

You've become very good at killing your enemies at long range. This perk increases your Perception by 2 when you are using a bow or crossbow.

NUMBER OF RANKS: 1

REQUIREMENTS: 7 Perception, 6 Intelligence, Level 8

SLAYER

The Slayer walks the earth! With a successful Luck roll, all of your hits in hand-to-hand combat are upgraded to critical hits, causing destruction and mayhem.

NUMBER OF RANKS: 1

REQUIREMENTS: 8 Agility, 8 Strength, 80 Unarmed, Level 24

SNAKE EATER

Yum! Tastes like chicken. You have gained a slight immunity to poison, resulting in 30% to your Poison resistance.

NUMBER OF RANKS: 2

REQUIREMENTS: 3 Endurance, Level 5, cannot have Venom Ward perk

SNIPER

You have mastered the bow or crossbow as a source of pain. With this perk, any successful hit in combat with a ranged weapon will be upgraded to a critical hit if you also make a Luck roll.

NUMBER OF RANKS: 1

REQUIREMENTS: 8 Agility, 8 Perception, 85 Ranged Weapons, Level 24

SPIRIT GUIDE

You have an unearthly talent for obtaining extra Mana from the spirits you find and absorb. You receive an additional 10% Mana from absorbing spirits.

NUMBER OF RANKS: 1

REQUIREMENTS: 7 Charisma or 7 Perception

STRONG BACK

AKA Mule. You can carry an additional 50 lbs. of equipment for each level of this perk.

NUMBER OF RANKS: 3

REQUIREMENTS: 6 Strength, 6 Endurance

SUPERIOR SENSES

You have been given a gift of superior senses owing to the ancient tribal worship of your ancestors. This perk gives you a 3 bonus to Perception and 15 skill points in Find Traps/Secret Doors.

NUMBER OF RANKS: 1

REQUIREMENTS: 5 Perception, Level 14

SWIFT LEARNER

There's a lesson in everything, and you rarely miss it. This perk grants a 5% bonus whenever you earn Experience Points. It is best purchased at an early level.

NUMBER OF RANKS: 3

REQUIREMENTS: 4 Intelligence

THIEF

Thief is such an unflattering term. But whatever you want to call it, you're very good at finding things other people don't want found. This perk grants a one-time bonus of 10 points to your Lockpick Find Traps/Secret Doors, and Sneak skills.

NUMBER OF RANKS: 1

REQUIREMENTS: None

THOUGHT AS ARMOR

You have gained the ability to focus your mind in the greater defense of self. Add 15 points to your Thought Magic Protective Branch.

NUMBER OF RANKS: 1

REQUIREMENTS: Thought Protective Branch at 40, Level 5

TOUGH HIDE

Exposure to extreme conditions has hardened you against the elements. You gain 5 to armor class and 7% to all resistances. Only feralkins and sylvants can pick this perk.

NUMBER OF RANKS: 1

REQUIREMENTS: 8 or lower Endurance, Level 11, Feralkin, Sylvant

TRAPPER

Stripping animals of their hides has become second nature to you. You are able to strip a wolf or bear of its hide every time you kill one. These hides are also more valuable because of your great skill.

NUMBER OF RANKS: 1

REQUIREMENTS: 4 Agility

UNDEAD GLORY

A vision during meditation has given you a wondrous insight into the machinations of life after death. This perk grants all skeletons or zombies that you raise 15% more hit points and an increased chance to hit.

NUMBER OF RANKS: 2

REQUIREMENTS: Raise Undead skill 50, 6 Intelligence

VENOM WARD

The spirit inside you has learned to convert poisons into healing energy, allowing you to walk fearlessly through the dens of vipers. Rather than harming you, damage dealt by poison is added to your hit points.

NUMBER OF RANKS: 1

REQUIREMENTS: 5 Endurance, Level 11, cannot have Disease Ward or Snake Eater perk

WEAPON FINESSE, ONE-HANDED

Practice makes perfect, or at least substantially better. This perk increases your One-Handed Melee skill by 10 points.

NUMBER OF RANKS: 1

REQUIREMENTS: One-Handed Melee skill 55, cannot have Heavy Handed trait

WEAPON FINESSE, TWO-HANDED

Just as with the one-handed finesse perk, practice improves your skill. This perk grants you 10 Two-Handed Melee skill points.

NUMBER OF RANKS: 1

REQUIREMENTS: Two-Handed Melee skill 55, cannot have Heavy Handed trait

WEAPON HANDLING

Your long familiarity with weapons has made you adept at their employment. This perk adds 1 to your Agility and 3 points to One-Handed and Two-Handed Melee skills.

NUMBER OF RANKS: 1

REQUIREMENTS: 5 Agility, Level 14

WEAPON SPECIALIZATION, ONE-HANDED

You have mastered the art of fighting with one-handed weapons. This perk gives you 3 damage with one-handed weapons, and your One-Handed Melee skill is increased by 5.

NUMBER OF RANKS: 1

REQUIREMENTS: One-Handed Melee skill 100, must have One-Handed Weapon Finesse perk

WEAPON SPECIALIZATION, TWO-HANDED

You have mastered the art of fighting with two-handed weapons. This perk gives you 3 damage with two-handed weapons, and your Two-Handed Melee skill is increased by 5. It can only be taken if you already have the perk Two-Handed Weapon Finesse.

NUMBER OF RANKS: 1

REQUIREMENTS: Two-Handed Melee Skill 100, must have Two-Handed Weapon Finesse perk

DERIVED STATISTICS

ACTION POINTS (AP)

This represents how quickly a character can perform an action. The higher the value, the more quickly your character acts.

Primary Factors: AG

ARMOR CLASS (AC)

Armor class represents how hard it is to hit a critter and do damage. The higher AC something has, the better. Armor class is based strictly on Agility, but may be augmented and improved by wearing armor.

Primary Factors: AG

HEALING RATE (HR)

People heal at different rates over time. If your character has taken damage, he will get a number of hit points back periodically during game play based on this value, so the higher the better.

Primary Factor: EN

HIT POINTS (HP)

This number represents the amount of damage a character can take before death. Hit points are based mostly on Endurance, but are modified by Strength as well. Fortunately, as the character improves and gains experience levels, he will also gain more hit points.

Primary Factors: EN, ST

MANA (MP)

This number represents the magical energy your character has available to him at any given time. Because magical energy is channeled from the spirit within you, Mana is based on Charisma and Perception. As you cast spells, you will spend Mana, which can only be regained by acquisition or time.

Primary Factors: CH, PE

RESISTANCE – DAMAGE

A character has resistances for each type of damage—acid, cold, crushing, disease, electrical, fire, piercing, poison and slashing. Resistances represent the character's ability to shrug off some or all of the damages he would normally receive. The higher the percentage, the less damage that he is going to take. Resistances over 100% actually HEAL the player instead of harm him.

COMBAT

Combat in Lionheart is usually quite straightforward. You either click on an enemy to begin attacking him or select a spell to cast on him. Your character's skill determines his effectiveness. A few things helpful to understand as you meet your foes are covered here.

ATTACK FREQUENCY

If you choose to modify your Attack Frequency on the Main Interface, the following table shows the modifiers that will be applied to each attack. By speeding up your attack, you sacrifice accuracy for speed, which can be very helpful against weak opponents. By taking the cautious approach, you slow your attacks but increase your chance to hit, which is very helpful against strong opponents or ones you are just plain having trouble hitting.

SELECTED ATTACK FREQUENCY	SKILL MODIFIER	ATTACK FREQUENCY
Hectic	-25%	♣25%
Quick	-15%	♣15%
Normal	0	0
Planned	♣10%	-25%
Calculated	♣33%	-50%

TARGETING

If you choose to target a specific location on the body, the following table illustrates the effects on your ability to hit your target. Half the penalty incurred is added to your chance to perform a critical on any given hit. So while you won't hit as often, it'll be that much more fun when you do.

TARGET AREA	RANGED PENALTY	MELEE PENALTY
Torso	0	0
Legs	20%	10%
Arms	30%	15%
Head	50%	25%

CRITICALS

Every time a character scores a successful hit, there is a chance that the hit is especially damaging—these are called critical hits. Your chance to land a critical hit is increased if you've targeted a specific part of the body.

When you land a critical hit you always do increased damage. There is also a chance that you will cause some sort of secondary effect to the target. These special critical results are based on the part of the body currently being targeted as shown in the following table:

CRITICAL	TORSO	ARMS	LEGS	HEAD
Soft Spot	X	X	X	X
Knock Down	X		X	X
Knock Back	X		X	X
Crippled Arm		X		
Crippled Leg			X	
Groin Shot	X			
Stunned				X
Unconscious				X
Blinded				X

Most of these are self-explanatory. "Soft Spot" means that extra damage is done and "Crippled Limbs" means that items are used at a substantial penalty [arms] or slow movement [legs].

Monsters can inflict critical hits upon your character as well. If you should become crippled, stunned, or suffer some other heinous wound, the detrimental effects will wear off slowly with time.


LEVELING UP

Every time the character kills a monster, performs certain actions, or solves quests, he will be given a certain number of Experience Points. When he has reached a certain number of Experience Points, he will gain a level. The following chart represents the Experience Points needed to reach a new level:

LEVEL	EXPERIENCE REQUIRED	LEVEL	EXPERIENCE REQUIRED
1	0	16	120,000
2	1,000	17	136,000
3	3,000	18	153,000
4	6,000	19	171,000
5	10,000	20	190,000
6	15,000	21	210,000
7	21,000	22	231,000
8	28,000	23	253,000
9	36,000	24	276,000
10	45,000	25	300,000
11	55,000	26	325,000
12	66,000	27	351,000
13	78,000	28	378,000
14	91,000	29	406,000
15	105,000	30	435,000

When a character levels up, he will gain a number of hit points based primarily on his endurance. Every several levels, he will gain perks and may have new perks open up as he meets the requirements for them. The main thing that every character gets when he goes up levels, however, is skill points.

SKILL POINTS

A character will gain skill points equal to 10  IN every time he gains a level. At any point after this, he may spend these skill points on any skill by going to the Skills page.

There is no restriction on how many skill points can be put into a certain skill, however, the cost to raise skills increases. The following chart illustrates the increasing cost of skills:

CURRENT SKILL	SKILL COST PER POINT
0 - 75	1
76 - 125	2
126 - 175	4
176 - 225	6
226 - 300	8

This is why Tag Skills are very important to character development, especially once you have increased your skills greatly.

SPIRITKIND

The average person in the Lionheart's 16th century Europe will never see a true wielder of magic outside the ranks of the Inquisition. Even the tainted ones only demonstrate the influence of a spirit in past generations. Those who have a spirit within them are rare; rarer still are those with a powerful and cognizant one. The following passages from the diary of an aging Inquisitor speaks of such things:

"Although they are rare, I have had occasion to examine several creatures and people that had been infused with the plague of magic. In most cases, there was simply the unmistakable stench of the taint, which was removed through simple purification. But be warned, while some poor souls are captive to the trappings of simple magic, others are infested with demons of the most dire nature. While I have never witnessed these vile, parasitic taints, I have collected through trusted sources the following categorizations. I include these here for the good of science, understanding, and posterity.

ELEMENTAL

The elemental spirits seem to be the most noble—for utter lack of a better word—of the evil beings. Although undoubtedly rotten to the core, they tend to act in a mature and reasonable manner. Their taint reeks of energy, raw and ancient.

In the account of this spirit, the accused was bathing in the fiery light of purification, pleading for the accursed spirit to leave his body and racked with pain caused by the taint in his soul. The spirit emerged and with its bedeviled speech attempted to barter for the life of the accused. As if purification would not set him free...

DEMONIC

I have yet to decide whether I am less at ease with Demonic or Bestial spirits. Fast talking, chaotic, and often mean, the demonic spirit is by far the more devious.

Again I have only a single account of this spirit type, but it is only logical to assume that thousands of them infest our population. As with the elemental, the demonic was released through purification. The vile thing accused the court, in harsh terms, of torturing its host as if it had not done so for an eternity.

BESTIAL

The Bestial spirit is chaotic and animalistic. It thinks and acts like something from the depths of a jungle that has been caged in our world of order, truth, and righteousness.

I have no firsthand or even secondhand accounts of these demons, but they are sure to exist based on those humans of the feral nature and their evil taint."

ARMOR

The following tables gives basic statistics for Armor in Lionheart.

AC BONUS: This number is added directly to the character's current armor class.

SLASH/CRUSH DR: This percentage is added to a character's Slashing damage resistance and Crushing damage resistance.

SLASH/CRUSH DT: This number is the amount of damage shrugged off by the character any time he takes damage that is either Slashing or Crushing.

PIERCING DAMAGE RESIST: This percentage is added to a character's Piercing damage resistance.

MOVE RATE: This is the amount the character will be slowed by wearing this armor.

SNEAK SKILL: By wearing this armor, the character's effective Sneak skill will be modified by this amount.

ARMOR TYPES	AC BONUS	SLASH/ CRUSH DR	SLASH/ CRUSH DT	PIERCING DAMAGE RESIST	MOVE	SNEAK SKILL	OTHER
Leather	10	0%	—	0%	—	—	2% Fire & Cold Resist
Hard Leather	15	0%	—	0%	—	—	5% Fire & Cold Resist
Chain Mail	20	0%	—	5%	—	-6	—
Hauberk Mail	25	5%	—	5%	-5%	-10	-5 Evasion
Plate Mail	30	8%	2	10%	-10%	-15	-10% Electrical Resist -10 Evasion
Full Plate Mail	40	10%	2	15%	-15%	-25	-15% Electrical Resist -15 Evasion

SHIELD TYPES

Small	2	3%	—	3%	—	—	-5 Unarmed Skill
Medium	4	5%	—	5%	—	—	-3% Attack Rate
Large	7	10%	—	15%	—	—	-10 Unarmed Skill -8% Attack Rate -15 Unarmed Skill

WEAPONS

MAJOR WEAPON TYPES	HANDED	DAMAGE	DAMAGE TYPE	SPEED
Bastard Sword	One	[1-10]	Slashing	Slow
Battle Axe	Two	[2-12]	Slashing	Slow
Battle Axe, Great	Two	[4-14]	Slashing	Very Slow
Club	One	[1-6]	Crushing	Fast
Long Sword	One	[1-8]	Slashing	Medium
Mace	One	[2-7]	Crushing	Medium
Mace, Great	Two	[3-10]	Crushing	Slow
Morning Star	One	[2-7]	Crushing	Medium
Scimitar	One	[1-6]	Slashing	Fast
Short Sword	One	[1-5]	Slashing	Very Fast
Two-Handed Sword	Two	[2-12]	Slashing	Slow
Two-Handed Sword, Great	Two	[4-14]	Slashing	Very Slow
War Hammer	Two	[2-12]	Crushing	Slow
Crossbow	Two	Bolt	n/a	Slow
Long Bow	Two	Arrow	n/a	Medium
Composite Bow	Two	Arrow	n/a	Medium
Arrows	n/a	[1-8]	Piercing	n/a
Bolt	n/a	[2-10]	Piercing	n/a

CREDITS

REFLEXIVE ENTERTAINMENT

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DEVELOPED ON
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CUSTOMER SUPPORT

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Technical Support
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Parc de l'Esplanade
77400 St Thibault des Vignes
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Phone number : 0906 802 2002

Interplay: <http://www.interplay.com>
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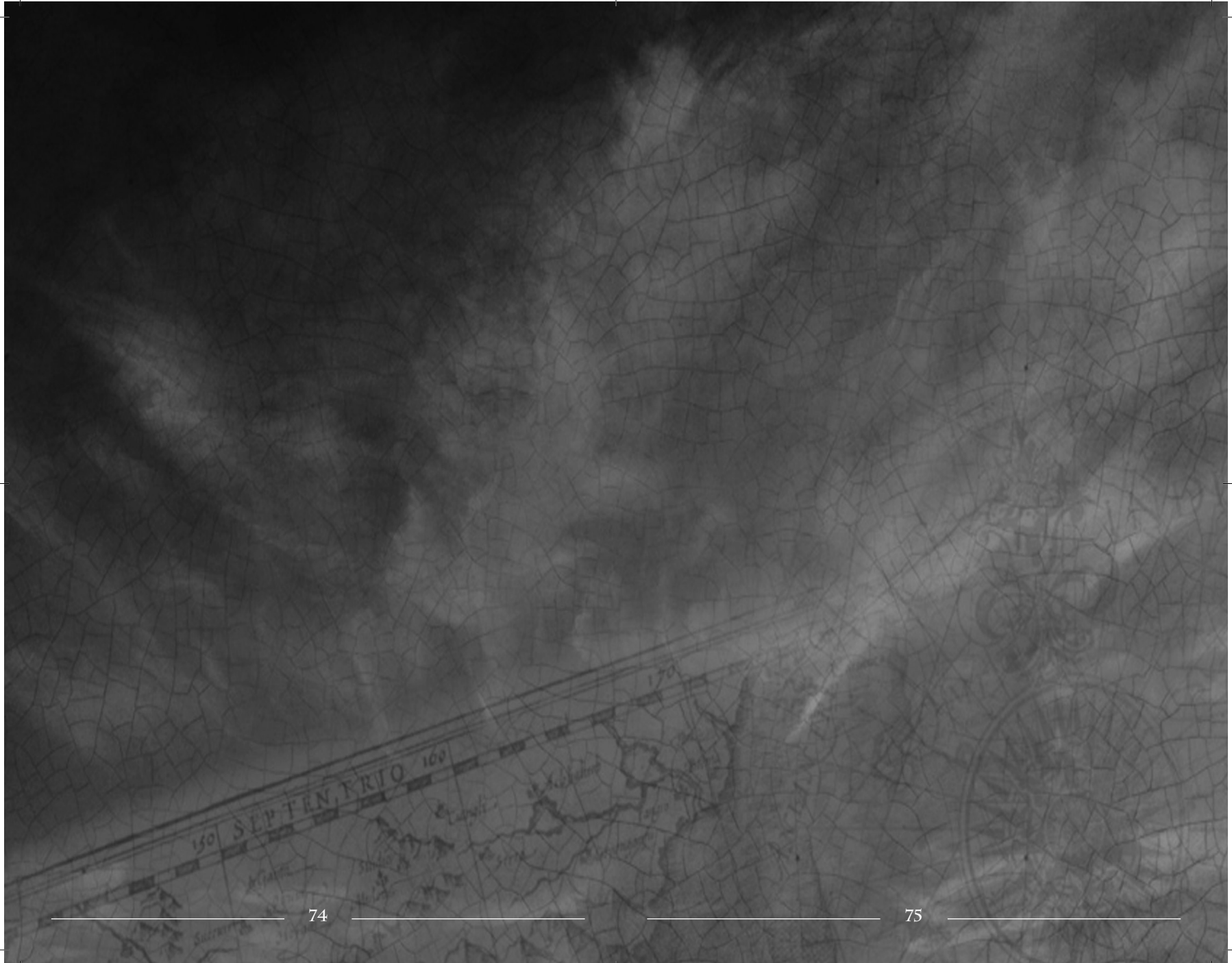
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