

SIGILS

by Mike Olson

A work-in-progress, fan-made sword & sorcery conversion for Adamant Entertainment's

Icons Superpowered Roleplaying

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GOALS AND OVERVIEW

The aim here is to take the fun and simplicity of ***Icons*** and transfer it to a sword & sorcery fantasy setting. We're talking guys like Howard and Lieber here – someplace Conan, Kull, and the Grey Mouser would feel right at home, but without being so focused on these archetypes that a wide variety of appropriate character concepts isn't possible.

Powers are reserved for sorcery, and sorcerers aren't exactly commonplace, so there's a greater emphasis on Specialties; in ***Icons*** terms, you can think of ***Sigils*** characters as all having the Trained Origin, although it's implemented a little differently here. Moreover, ***Sigils*** characters aren't superhuman, so rolled Ability levels top out at 6.

Personally, I love the minigame that is character creation in ***Icons***, so that's been preserved, as has most of the existing system. The assumption is that all PCs are human. To that end, Origins are reflavored as Cultures, and Specialties are randomly determined according to a character's Backgrounds in his or her Culture, as are starting Resources. This is a system geared toward randomly generating S&S characters, but if you're not into that, the point-buy option from ***Icons*** should work out fine... probably. As a fan of randomly generating things, I really wouldn't know!

REVISION HISTORY

This is version 0.5 of ***Sigils***, which replaces version 0.4. (That's how numbers work.) Updates to this version include:

- Some cleaning up.
- Added more flavorful bits to some spells.

To-Do List:

- Broad vehicular combat (ship-to-ship) rules – nothing too complicated.
- Some sort of alchemy/concoction-brewing rules.
- Poison, too.

CHARACTER CREATION

Character creation in Sigils happens in a few short phases:

1. Determine your character's **Ability Levels**.
2. Determine your character's **Culture**, and adjust your Ability Levels accordingly. Note your Culture's Bonus Specialties as well.
3. Determine how many **Backgrounds** your character has in that Culture.
4. For each Background, roll on the Culture's Backgrounds subtables. Record both the name of the Background and the **Specialty** gained from it, and roll the Specialty's level.
5. Note your character's starting **Resources**. (This is new.)
6. Calculate starting **Determination**, **Stamina**, and **Spirit**. (Spirit's new, too.)
7. Figure out a backstory that incorporates your Backgrounds, Specialties, and Resources, and come up with three appropriate **Qualities** and one **Challenge**.

ABILITIES

Sigils uses the six standard Abilities of **Icons**: Prowess, Coordination, Strength, Intellect, Awareness, and Willpower (which is, of course, why it's often called PCSIAW). The first three are Physical Abilities; the latter three are Mental Abilities. They don't especially differ from their counterparts in **Icons**, but here's a quick rundown anyway.

Prowess is used in hand-to-hand combat, whether attacking or defending.

Coordination is a mix of manual dexterity, agility, and quickness. It's also used for ranged attacks.

Strength is physical force, toughness, and endurance.

Intellect is what it sounds like. It's also important for sorcery-types.

Awareness covers perception and intuition.

Willpower represents both your resolve and your ability to persuade, coerce, threaten, and/or lie to others. A large part of sorcery is enforcing your will on reality, so, like Intellect, it's integral to spellcasting.

Roll on the table once for each Ability. (If you're keepin' it real, you'll do this in order.) Afterward, you can switch any two Ability Levels (this happens *before* Cultural adjustments to Abilities).

An Ability of 1 is weak and feeble, whereas a level 6 Ability is practically the zenith of human potential, more or less. A character with a 7 or 8 in an Ability is a virtual paragon where that Ability is concerned.

Roll	Ability Level
2	1
3-4	2
5-6	3
7-9	4
10-11	5
12	6

CULTURES

Roll 2d6 to determine your Culture of origin:

<p>2-3: Frozen North: You come from a barbarous people who live in the frigid, inhospitable mountains to the north. The hostile environment, however, has forged you into a hardy and strong tribe, if also contemptuous of those who grow soft and complacent behind the walls of the cities to the south.</p> <ul style="list-style-type: none"> • +1 Awareness, +1 Strength • Bonus Specialty: Survival (Wilderness)
<p>4-5: Eastern Steppes: Yours are a proud and nomadic people who roam the harsh steppes to the east. From a young age, you learned to value your horse as you value your very life.</p> <ul style="list-style-type: none"> • +1 Awareness, +1 Coordination • Bonus Specialty: Animals (Horses)
<p>6-7: Great City: You are of civilized, urban stock, from some undoubtedly corrupt city bloated with inhabitants. You might be a street thief, a politician, a merchant, a member of the city guard, a slovenly trull, or anything in between.</p> <ul style="list-style-type: none"> • +1 to Coordination, Awareness, <i>or</i> Willpower • Bonus Specialties: Trade and Languages
<p>8-9: Western Coast: You are a seafarer from a coastal town, and have spent much of your life aboard ships, boats, and just about anything else that can float. You've probably traveled to distant lands, or at least listened to the tales of those who have.</p> <ul style="list-style-type: none"> • +2 Coordination • Bonus Specialty: Survival (Water)
<p>10: Untamed Wilds: Many would call your people primitive – and, to be fair, that's a pretty accurate assessment. You grew up close to the land, deep in a dark forest or jungle unknown to most outsiders.</p> <ul style="list-style-type: none"> • +2 Awareness • Bonus Specialty: Stealth <i>or</i> Survival (Wilderness)
<p>11: Noble Descent: You are of a noble bloodline, loved, feared, or hated (or all three) by your people. Perhaps you've fallen from a position of power, or have the misfortune to be far down the line of succession. Regardless, you were raised with relatively sophisticated sensibilities and away from the common rabble. Note: <i>Roll again on this table, ignoring this result, to determine your actual Culture. When rolling your Backgrounds, you may roll on either the Noble Descent Backgrounds subtable or the Backgrounds subtable for your culture.</i></p> <ul style="list-style-type: none"> • +2 Willpower • Bonus Specialty: Lore (Politics)
<p>12: Decadent South: Yours is a culture steeped in ancient knowledge and dangerous magic. Most people give you a wide berth, and for good reason: You creep them out.</p> <ul style="list-style-type: none"> • +2 to Intellect <i>or</i> Willpower • Bonus Specialty: Lore (Any) <i>or</i> Sorcery (Any)

SPECIALTIES

As in *Icons*, Specialties in *Sigils* are your areas of proficiency. These are the things you're especially good at (or "at which you're especially good," if you prefer). They come in three degrees:

- **Trained:** The Specialty grants +1 to any roll for which it's relevant. The "standard" level.
- **Expert:** As a Normal Specialty, but a +2 bonus instead.
- **Master:** As above, but a +3 bonus.

Specialties marked with an asterisk are actually a collection of Specialties under the same header.

Most of these are the same as in *Icons*, but, as you can see, a few are new and a few others are missing.

Animals: Training, handling, and, if appropriate, riding animals.

- Horses, Dogs, Birds, Snakes, etc.

Deceit: Lying your face off. Opposed by Awareness and whatever Specialty seems appropriate.

Etiquette: Knowing how to behave in the polite strata of society.

Influence: Persuasion, intimidation, coercion, seduction, and so on.

Leadership: The ability to take charge of a situation or group and get something accomplished. In addition, once per scene, you may roll Leadership vs. a target of 3. If you achieve a Moderate Success, you can direct the GM to give a point of Determination to one ally. This Determination must be spent by the end of the scene, and the ally must be able to see and hear you when you make your roll. On a Major Success, two allies receive a point of Determination each, and on a Massive Success, up to three allies receive a point of Determination. Regardless, the same restrictions outlined above apply.

Lore: The catch-all "knowledge" Specialty. If it doesn't fit under Art, Military, or any other Specialty, it's a Lore.

- History, Magic, Engineering, Politics, Blacksmithing, etc.

Sorcery: You can't cast spells without this Specialty. Each level in Sorcery is a separate category of spells; there are no Expert or Master levels here. See the **Sorcery chapter** for more details.

- Alter, Control, Harm, Mind, Protect, Sense, Travel

SPECIALTY LIST

Acrobatics	Lore*
Animals*	Medicine
Art*	Mental Resistance
Athletics	Military
Brawl	Sleight of Hand
Deceit	Stealth
Etiquette	Sorcery*
Influence	Survival*
Investigation	Trade
Languages	Weapons*
Leadership	

BACKGROUNDS

Roll on the table to the right to determine how many Backgrounds your character has. The more Backgrounds, the more experienced the character. Think of Backgrounds as very general *curriculum vitae*. You may end up with some interesting combinations, such as Criminal (Theft) and Martial (City Guard); consider it an opportunity to come up with a backstory that explains how that happened.

Roll	Backgrounds
2-4	2
5-7	3
8-10	4
11-12	5

For each Background, roll on your Culture's Backgrounds subtable to find that Background's Specialty. Usually this involves two 1d6 rolls. The first die determines the specific Background, and the second, the Specialty you get out of it. (The Great City is a self-explanatory exception, owing to the wide variety of people and professions to be found there.)

DECADENT SOUTH

1-2: Sorcery

- 1-2: Sorcery (any)
- 3-4: Lore (any)
- 5: Mental Resistance

3-5: Scholarship

- 1-2: Lore (any)
- 3-4: Languages (any)
- 5: Medicine

6: Soldier

- 1-2: Weapons (Blades)
- 3-4: Military
- 5: Athletics

Duplicate Specialties pile up as Expert and Mastery. If you already have Mastery in a Specialty and you roll it again, pick a Specialty (*any* Specialty) from the Specialty List instead. Make note of those duplicate Backgrounds, though; it'll matter when it comes to determining your starting Resources.

If the roll for your Specialty comes up a 6, you can instead reroll that Background on any *other* Culture's Backgrounds subtable. For example, if your character's Culture is Great City, and your roll on the Soldier Background is a 6, you could choose to replace that Background with, say, a roll on the Frozen North's Backgrounds subtable.

FROZEN NORTH

1-3: Warrior

- 1-2: Weapons (Blades)
- 3-4: Athletics
- 5: Brawl

4-5: Hunter

- 1-2: Weapons (Bows or Thrown)
- 3-4: Stealth
- 5: Animals (Avians or Canines)

6: Crafter

- 1-2: Trade
- 3-5: Lore (one Lore appropriate to the chosen craft)

EASTERN STEPPES

1-3: Rider

- 1-2: Animals (Horses)
- 3-4: Survival (Wilderness)
- 5: Weapons (Bows or Blades)

4-5: Warrior

- 1-2: Weapons (Blades)
- 3-4: Athletics
- 5: Brawl

6: Crafter

- 1-2: Trade
- 3-5: Lore (one Lore appropriate to the chosen craft)

GREAT CITY

1-2: Criminal

1-2: Theft

- 1-2: Sleight of Hand
- 3-4: Stealth
- 5: Athletics

3-4: Murder

- 1-2: Weapons (Blades)
- 3-4: Stealth
- 5: Survival (Urban)

5-6: Trickery

- 1-2: Influence
- 3-4: Deceit
- 5: Sleight of Hand

3-4: Mercantile

1-4: Merchant

- 1-2: Trade
- 3-4: Languages
- 5: Sleight of Hand

5-6: Crafter

- 1-2: Trade
- 3-5: Lore (one Lore appropriate to the chosen craft)

5-6: Martial

1: Guard

- 1-2: Weapons (Bludgeons)
- 3-4: Influence
- 5: Lore (City or Law)

2: Inspector

- 1-2: Lore (Law)
- 3-4: Investigation
- 5: Influence

3-4: Soldier

- 1-2: Weapons (Blades)
- 3-4: Military
- 5: Athletics

5-6: Mercenary

- 1-2: Brawl
- 3-4: Weapons (Any)
- 5: Languages

WESTERN COAST

1-3: Seafarer

- 1-2: Survival (Water)
- 3-4: Weapons (Blades)
- 5: Acrobatics

4-5: Merchant

- 1-2: Trade
- 3-4: Languages
- 5: Sleight of Hand

6: Crafter

- 1-2: Trade
- 3-5: Lore (one Lore appropriate to the chosen craft)

UNTAMED WILDS

1-2: Hunter

- 1-2: Weapons (Bows or Thrown)
- 3-4: Stealth
- 5: Animals (Avians or Canines)

3-4: Warrior

- 1-2: Weapons (Blades)
- 3-4: Athletics
- 5: Brawl

5: Healer

- 1-2: Medicine
- 3-4: Survival (Wilderness)
- 5: Lore (Homeland or Magic)

6: Shaman

- 1-2: Sorcery
- 3-4: Mental Resistance
- 5: Lore (Homeland or Magic)

NOBLE DESCENT

1-2: Power

- 1-2: Military
- 3-4: Leadership
- 5: Weapons (Blades)

3-4: Loyalty

- 1-2: Lore (Any)
- 3-4: Influence
- 5: Languages

5-6: Intrigue

- 1-2: Lore (Politics)
- 3-4: Influence
- 5: Deceit

RESOURCES

The more time you've spent in a Background, the more you have to show for it in terms of the **Resources** it's yielded. These come in five basic categories:

- **Gear** is any type of equipment, from rope to weapons. The more Gear Resources you have, the more or better Gear you start with. Each Gear Resource is worth a Gear Level; the tables in the **Gear chapter** list how many Gear Levels are required to obtain a given piece of Gear.
- **Wealth** is what it sounds like – gold, gems, trade goods, and the like. It's a material possession whose primary purpose is to enable you to trade it for other material possessions. Wealth *cannot* be converted into Gear or anything else before play begins. Each Wealth Resource is +1 Wealth Level; Wealth tests can be made to acquire goods, bribe guards, and so on during play. Wealth Levels can also be frittered away after a story in exchange for additional Determination or Specialties. See **Advancement** for more details.
- **Transport** is any form of transportation, from a horse to a galleon. Each Transport Resource is worth a Transport Level; better transportation costs more Transport Levels. Some Cultures receive a discount on certain types of Transport (for example, the Western Coast's Transport Resources count *double* if the Transport being acquired is an ocean-going vessel). The **Gear chapter** has more on acquiring transportation via Transport Levels or Wealth Levels.
- **Contacts** are useful or important people the character knows – or might know. Every Contacts Resource acquired is a Contact Level for the character. Once per session, the player may use a Contact Level to declare that their character, in essence, "knows a guy." Treat this as a Specialty. The more Contact Levels spent on a contact, the higher the bonus (e.g., two Contact Levels yield an Expert Contact).
- **Companions** are servants, pets, and sidekicks. Each Companions Resource is worth a Companion Level, though how this works beyond this sentence is currently a mystery. One solution could be to make the Companion a Quality, with a point of Determination for each Companion Level that can only be used for/by the Companion. For example, if you wanted your hunting falcon to attack a guy, you could spend Determination to tag your Companion Quality and use your Animals (Birds) Specialty for a slashing attack at range. Similarly, the Companion Quality could be tagged "for effect" to retcon. It's a fairly simple solution that's consistent with the system without introducing an effective multiple-actions-per-round thing that would be, generally speaking, pretty annoying.

FROZEN NORTH

Warrior	Hunter	Crafter
1: Gear*	1: Gear*	1: Gear*
2: Transport	2: Companion	2: Wealth
3+: Companion	3+: Transport	3+: Transport

*Gear Levels count double for this culture if spent on weapons.

Count the iterations of a given

Background you have and find it on the tables below. For example, if your Backgrounds are Warrior, Warrior, Hunter, you'd have two Gear Resources and a Transport Resource.

WESTERN COAST

Seafarer

- 1: Gear
- 2: Transport*
- 3+: Transport*

Merchant

- 1: Wealth
- 2: Contact
- 3+: Transport*

Crafter

- 1: Gear
- 2: Wealth
- 3+: Transport*

*Transport Levels count double for this Culture if spent on watercraft.

UNTAMED WILDS

Hunter

- 1: Gear
- 2: --
- 3+: Companion*

Warrior

- 1: Gear
- 2: Transport
- 3+: --

Healer

- 1: --
- 2: Gear
- 3+: Companion*

Shaman

- 1: Companion*
- 2: Gear
- 3+: --

*Companion Levels count double for this Culture if spent on animals.

EASTERN STEPPES

Rider

- 1: Transport*
- 2: Gear
- 3+: --

Warrior

- 1: Gear
- 2: Transport*
- 3+: Companion

Crafter

- 1: Gear
- 2: Wealth
- 3+: Transport*

*Transport Levels count double for this Culture if spent on a horse.

NOBLE DESCENT

Power

- 1: Gear
- 2: Wealth*
- 3+: Companion

Loyalty

- 1: Companion
- 2: Wealth*
- 3+: Contact

Intrigue

- 1: Contact
- 2: Wealth*
- 3+: Gear

*Wealth Levels count double for this Culture.

GREAT CITY

Criminal

- 1: Gear
- 2: Contact*
- 3+: Wealth

Mercantile

Merchant

- 1: Wealth
- 2: Contact*
- 3+: Transport

Crafter

- 1: Gear
- 2: Wealth
- 3+: Transport

Martial**

Guard/Inspector

- 1: Gear
- 2: Contact*
- 3+: Gear

Soldier/Mercenary

- 1: Gear
- 2: Gear
- 3+: Transport

*Contact Levels count double for this Culture.

**These Backgrounds receive one free Gear Level that must be spent on weapons.

DECADENT SOUTH

Sorcery

- 1: Gear
- 2: Contact
- 3+: Wealth

Scholarship

- 1: Contact
- 2: Gear
- 3+: Wealth

Soldier

- 1: Gear
- 2: Gear
- 3+: Transport

QUALITIES AND CHALLENGES

Qualities can be tagged or compelled; Challenges can *only* be compelled.

DETERMINATION, STAMINA, AND SPIRIT

Your starting **Determination** total is equal to 6 minus the number of Backgrounds you have. Determination has the following uses: Determined Effort, Focused Effort, Retcons, and Recovery.

Determined Effort, however, works differently here than in **Icons**. Before you roll, declare that you're making a Determined Effort and **commit** at least one point of Determination. To do this, simply set the committed Determination aside. After the roll, you *must* spend each point of committed Determination to tag a Quality, at a benefit of +2 to your effort for each Quality tagged. You may then spend *additional* Determination to tag *other* Qualities, but each of these yields only a +1 bonus to your effort.

Example:

Cormac's locked in mortal combat with a great sabre-toothed cat and wants to make sure he emerges the victor. Before making a Prowess roll to attack with his spear, he decides to make a Determined Effort, committing two points of Determination. Unfortunately, his roll is only a Moderate Success, but he has two points of Determination yet to spend. He uses these to tag two Qualities, "Warrior of the Wilds" and "Dangerous When In Danger," which gives him an effect of +4 – a Major Success! He's just one point away from a Massive Success, though, so he spends a third point of Determination to tag another of his Qualities, "Killer of Beasts and Men." This gives him another +1, for a total effect of +5.

Recovery's a bit different too; more on that below.

Your **Stamina** is equal to Strength + Willpower.

Damage isn't normally taken off Stamina. Instead, there's a new stat for that: **Spirit**, as in "fighting spirit." Your starting Spirit is equal to Prowess + Willpower. When you spend Determination for a Recovery, you either regain Spirit equal to the higher of your Strength or Willpower, *or* regain 1 point of Stamina.

TIME AND DISTANCE

Time is measured, when it's measured at all, in **paragraphs** (a single character's action), **pages** (a span of time long enough to allow for one action from each participant), and **chapters** (the length of an adventure).

Distance is measured the same as in **Icons**.

DAMAGE

Every weapon has a damage rating. When an attack is successful enough to deal damage, the defender loses Spirit equal to this damage rating. For example, if you're wielding a sword (slashing 4) and achieve a Moderate Success on your attack, you'll deal 4 Spirit damage to your opponent. When Spirit reaches zero, you're out.

For attacks that **slam**, **stagger** or **stun**, Major or Massive successes can deal potentially one point of *Stamina* damage, as well. (In the case of a Massive Success with an attack that deals slashing damage, this is fairly irrelevant, as your opponent will most likely be dead.)

When Stamina reaches zero, you're also out – but Stamina has a more important use. When an attack achieves a slam, stagger, or stun result, test the attacker's **Strength** (for melee or thrown attacks) + weapon damage dealt *or* **Awareness** (for ranged attacks) + weapon damage dealt vs. the defender's *Stamina* to determine the result of the attack.

Every two points of effect is an **Outcome Level**. One Outcome Level is a **Moderate Success** (Mod), two are a **Major Success** (Maj), and three *or more* is a **Massive Success** (Mass).

When an attack achieves a **Major Success**, in addition to dealing damage to the defender, the attacker also assigns the defender a temporary **Challenge** indicative of the wound dealt. This Challenge remains until the defender has a chance to rest and/or regain Spirit or Stamina. When an attack achieves a **Massive Success**, it also assigns a temporary **Challenge** to the defender, but one which *remains* until removed with an Ability roll appropriate to the nature of the Challenge. For example, a challenge of "Coughing Up Blood" could be removed by someone else using Intellect (and a relevant Specialty, such as Medicine). The difficulty for this Ability roll is equal to the Spirit damage dealt by the attack; on a Moderate Success, the Challenge is removed.

Damage types in **Sigils** are a little more detailed, owing to a greater emphasis on weapon use.

Bashing damage is dealt by *bludgeoning* weapons, such as clubs, maces, mauls, and fists.

- **Mod:** Damage
- **Maj:** Damage + Stagger
- **Mass:** Damage + Stun

Slashing damage is dealt by *edged* weapons, such as swords and axes.

- **Mod:** Damage
- **Maj:** Damage + Stun
- **Mass:** Damage + Kill

Stabbing damage is dealt by *piercing* weapons, such as knives, spears, and arrows.

- **Mod:** Damage
- **Maj:** Damage + Stagger

- **Mass:** Damage + Kill

Thwacking damage is dealt by *big monstrous things*, such as a giant lizard's tail, an elephant's trunk, or the fists of an enormous albino ape. When in doubt, if the attacker's Strength is 7 or higher, it can, at the GM's discretion, deal thwacking damage instead of bashing damage.

- **Mod:** Damage + Stagger
- **Maj:** Damage + Slam
- **Mass:** Damage + Kill

The effects of these conditions vary only slightly from their treatment in *Icons*:

Slam: If a slam result is obtained, test the attacker's Strength (for melee and thrown weapons) or Awareness (for ranged weapons) + weapon damage *dealt* vs. the defender's Stamina.

- **Mod:** No additional effect.
- **Maj:** Target takes 1 point of Stamina damage and is knocked prone; getting up is a supplemental action (-1 to all other actions this paragraph)
- **Mass:** Target takes 1 point of Stamina damage and is knocked out of range – usually from personal or close to extended. If the target hits an obstacle and the attacker's Strength level is higher than the obstacle's, the target is knocked through it and is subject to additional Spirit damage equal to the Strength of the obstacle (armor counts against this damage). If not, the target hits the obstacle and stops.

Stagger: If a stagger result is obtained, test the attacker's Strength (for melee and thrown weapons) or Awareness (for ranged weapons) + weapon damage *dealt* vs. the defender's Stamina.

- **Mod:** No additional effect.
- **Maj:** Target takes 1 point of Stamina damage
- **Mass:** Target takes 1 point of Stamina damage and is knocked prone; getting up is a supplemental action (-1 to all other actions this paragraph)

Stun: If a stunt result is obtained, do the test with the damage and the Stamina and the thing.

- **Mod:** No additional effect.
- **Maj:** Target takes 1 point of Stamina damage and cannot take any actions for 1 page
- **Mass:** Target takes 1 point of Stamina damage, loses all remaining Spirit, and falls unconscious.

Kill: If a kill result is obtained, etc.

- **Mod:** No additional effect.
- **Maj:** Target takes 1 point of Stamina damage, loses all remaining Spirit, and falls unconscious.
- **Mass:** Target loses all remaining Spirit, falls unconscious, and loses 1 point of Strength each page if left unattended. When Strength drops below zero, the target is dead.

GEAR

Weapons have a Strength minimum equal to Damage Rating -1. For example, a character with a Strength of 2 cannot effectively wield a greatsword.

Weapon	Damage Rating	GL	WD	Notes
Knife	Stab 1	0	1	Range: Close
Dagger	Slash 2/Stab 2 (Thrown)	1	2	Range: Close
Short sword	Slash 3	2	3	
Sword	Slash 4	3	4	
Rapier	Stab 3	3	4	Nobles love 'em
Greatsword	Slash 5	4	5	Two-handed
Hand axe	Slash 3/Slash 3 (Thrown)	2	3	Range: Close
Axe	Slash 4	3	4	
Greataxe	Slash 5	4	5	Two-handed
Javelin	Stab 2/Stab 3 (Thrown)	1	2	Range: Extended
Spear	Stab 4/Stab 3 (Thrown)	2	3	Range: Close
Club	Bash 2	1	2	
Warclub	Bash 3	2	3	
Maul	Bash 5	3	4	Two-handed
Mace	Bash 4	3	4	
Flail	Bash 3	3	4	Ignores shields
Staff	Bash 2	0	0	
Bow	--	2	5	Range: Extended
Arrow	Stab 4	1 per 12	2 per 12	
Sling	--	0	0	Range: Extended
Sling bullet	Bash 3	1 per 12	1 per 12	
Whip	Slash 1	1	2	No damage against armored targets

GL: The weapon's cost in Gear Levels. A character can't begin with more than one zero-GL weapon.

WD: The default Wealth Difficulty to buy the weapon. This can be modified up or down by location, relative scarcity, the local disposition toward the buyer, and other factors.

Armor comes in two varieties: Light and Heavy. Light armor is anything from boiled leather to a breastplate to a mail shirt. Heavy armor is a full suit of mail (probably the most advanced armor available in the setting). Also, there are shields. As for their effects:

Light armor reduces incoming Spirit damage by 2 and reduces the outcome of incoming slashing attacks by one level (e.g., two outcome levels are only a Moderate Success, not a Major one).

Heavy armor reduces Spirit damage by 4 and reduces the outcome of incoming slashing *and* bashing attacks by one level. It also imposes -1 to Coordination rolls and to endurance-related Strength rolls.

Shields grant a +1 bonus to rolls made to parry (evade) or block attacks.

Armor Type	DR	-1 OL vs.	GL	WD	Notes
Light	-2	Slash	1	2	--
Heavy	-4	Slash/Bash	4	6	Conditional -1 to Coordination, Strength rolls
Shield	--	--	1	2	+1 to parry or block

DR: Damage Reduction.

OL: Outcome Level.

Transportation takes three basic forms: horses, horse-drawn vehicles, and watercraft. The default horse is as presented in *Icons*, with slight variations to account for worse or better mounts.

Transportation Type	TL	WD	Notes
Horse	2	4	As seen in <i>Icons</i> .
Pack horse/mule	1	3	S5 W1, Stamina 6, Spirit 4, Running Specialist (+1)
Champion horse	4	6	P3 S7 W3, Stamina 9, Spirit 6, Running Master (+3)
Cart	1	2	Holds four people in relative comfort; one-horse team
Wagon	2	4	Long-distance vehicle, usually covered; two to six horses
Carriage	3	5	Travel in style; four horses
Rowboat	1	2	Seats two – three if you're desperate.
Sailboat/skiff	2	4	A plain but functional coastal vessel.
Cutter	4	6	A proper ship with a small crew.
Galleon	6	8	A big oceangoing vessel, suitable for piracy.

TL: Cost in Transport Levels.

WD: Wealth Difficulty to acquire.

As for other equipment, like rope, lockpicks, and all of that, an easy rule of thumb is to make them all cost on 1 GL, with a WD between 1 (for easily acquired equipment, like rope and ink) and 5 (for rarer commodities such as a map of the palace or high-quality lotus powder). Really, though, if something's super-rare, acquiring it should be the goal of an *adventure*, not a shopping trip.

Using Wealth Levels to Acquire Things

Roll your Wealth as if it were an Ability – e.g., if you have Wealth 2, roll the dice and add +2 to the result. Compare this to the listed Wealth Difficulty to determine whether you're wealthy enough to afford that thing, whatever it is.

- **Failure:** No, turns out you aren't.
- **Mod:** Yes, you are! You get the thing you wanted to buy, but lose two Wealth Levels (down to a minimum of zero).
- **Maj:** As above, but only lose one Wealth Level.
- **Mass:** As above, but lose *no* Wealth Levels.

Important: *You must have at least one Wealth Level to make a Wealth test.*

Wealth Levels as Treasure

Yes.

In other words, treasure should be presented in narrative terms – “A sack of gold crowns!” – but handled mechanically as Wealth Levels – “+4 Wealth Levels!” Keep in mind, though, that this is sword & sorcery, not high fantasy. Poverty is the order of the day. Gold is almost always stolen, lost in a dice game, or pissed away on the proverbial ale and whores. See **Advancement** for more on this.

ADVANCEMENT

At the end of a story, players can use whatever remaining Wealth Levels they possess to improve their characters. This involves describing, *in graphic detail*, exactly how those characters spent or lost all their gold, whether by drunkenness, lust, or general foolishness. These improvements *must make sense in light of the story* – no spontaneously learning Sorcery after a drunken night in a brothel. See the table below for a pricing schedule.

Improvement	WL Cost	Notes
Specialties:	--	
New Specialty	1	
Normal to Expert	2	
Expert to Master	4	
+1 Spirit	2	Can't be purchased more than twice per story
+1 Stamina	4	Can't be purchased more than once per story
+1 Contact Level	2	

So... that's how that works.

SORCERY

Sorcery spells in *Sigils* come in seven spheres: **Alter**, **Control**, **Harm**, **Mind**, **Protect**, **Sense**, and **Travel**. Each is a separate Specialty, and a character can only cast spells from a sphere in which he or she has a Specialty.

		1-2:	3-4:	5-6:
2-3:	Alter	1-2: Ability Boost 3-4: Chameleon 5-6: Duplication•	1-2: Extra Body Parts 3-4: Invisibility• 5-6: Life Support	1-3: Phasing• 4-6: Transformation•
4-5:	Control	1-2: Animal Control 3-4: Animation 5-6: Elemental Control	1-2: Healing 3-4: Plant Control 5-6: Summon•	1-3: Telekinesis 4-6: Transmutation•
6:	Harm	1-2: Affliction 3-4: Aura 5-6: Binding	1-2: Blast 3-4: Blinding 5-6: Life Drain•	1-3: Paralysis 4-6: Strike
7:	Mind	1-2: Astral Projection 3-4: Emotion Control 5-6: Illusion	1-2: Mental Blast• 3-4: Mind Control• 5-6: Mind Shield	1-3: Possession• 4-6: Telepathy
8:	Protect	Counterspell	1-3: Immunity• 4-6: Invulnerability	1-3: Reflection 4-6: Resistance
9-10:	Sense	Detection	1-3: ESP 4-6: Supersenses	1-3: Postcognition• 4-6: Precognition•
11-12:	Travel	Flight•	1-3: Dimension Travel• 4-6: Teleportation•	Wall-Crawling

For each Sorcery Specialty obtained from your Culture or Backgrounds, roll 2d6 and consult the two left-hand columns above to determine which spheres you know (rerolling duplicates). Next, roll 1d6 twice: once to determine one of the three columns to the right, and a second time to determine the exact spell known in that sphere. (With Counterspell, Detection, and Flight, the second roll isn't necessary).

Characters have a number of spell slots equal to their *Intellect*. Spells marked with a • take up two spell slots. If you roll one of these spells but only have one slot remaining, ignore it and roll again.

Every spell you know has a **Spell Level** that starts equal to your *Willpower*. Each time you roll a spell, increase its level by one level (e.g., if your *Willpower* is 4, rolling *Affliction* once gives you *Affliction* 5, rolling *Illusion* twice gives you *Illusion* 6, etc.).

How to Cast Spells

Any given spell has a **duration** (how long it lasts) and a **complexity** (how long it takes to cast). While the spell is being cast, the caster may take no other actions without ruining the spell. If the caster takes *Spirit* or *Stamina* damage during the casting time, the spell is ruined.

- **Instantaneous** spells have no duration – they’re *instantaneous* – and a complexity of **one paragraph**.
- **Brief** spells have a duration of **five pages** and a complexity of **one page**.
- **Lasting** spells have a duration of **five pages plus a number of pages equal to the caster’s Willpower** and a complexity of **10 pages minus a number of pages equal to the effect obtained on the caster’s Willpower test** (note that a negative effect will *increase* the complexity).

To cast a spell, make a *Willpower* test against a target number equal to the number of spells you know. For example, if you have a *Willpower* of 4 and know five spells, you’ll need to roll at least +1 on the dice to successfully cast the spell.

- **Mod:** Your efforts are clumsy and barely sufficient. The spell is cast, but at a -2 penalty to its *Spell Level*.
- **Maj:** A competent casting. The spell is cast with a -1 penalty to its *Spell Level*.
- **Mass:** Well done – exactly as you learned. The spell is cast with no penalty to its *Spell Level*.

Every spell you currently have active imposes a -1 penalty to your *Willpower* test to cast a spell. If this roll fails, you take damage: either 5 *Spirit* damage, or 2 *Stamina* damage.

Alternatively, instead of making a *Willpower* test and risking failure, you can just spend a point of *Determination* and automatically succeed.

Most *Brief* and *Lasting* spells can be maintained by one of three means:

- **Action:** By taking no other actions during your paragraph, the spell is maintained for another page.
- **Determination:** Spend a point of *Determination* to “restart” the spell’s duration.
- **Willpower:** Make a *Willpower* test to extend the duration for another page (this applies most frequently to spells which summon or control another being).

Some spells have a *Bonus Spell* option that can affect the targeting or duration (but not the *complexity*) of the spell. E.g., *Spread* allows for extra targets at a -1 penalty/additional target.

SPELL DESCRIPTIONS

Most **Sigils** spells operate fairly identically to their **Icons** counterparts; exceptions are indicated below. All references to Stamina in the **Icons** power descriptions should be replaced with Spirit. “Bonus spells” are limited to those listed in each spell or category description. Some bonus spells are actually just modifications to the spell itself, such as Ranged (the spell can be used at range), Spread (the spell can have multiple targets, but with a Spell Level penalty of -1 per additional target), and Area (the spell targets everything within Close range of its target). Unless otherwise noted, these spells operate identically to their **Icons** equivalents.

Sphere: Alter

Note: All spells of this sphere have a default target of Self Only. The ability to affect others with a given spell can be selected as a bonus spell.

Ability Boost

Duration: Lasting

Maintain: --

Chameleon

Duration: Brief

Maintain: Determination

Notes: The difficulty for an Awareness test to see someone concealed by Chameleon can benefit from an applicable Specialty, such as Stealth.

Duplication

Duration: Brief

Maintain: Determination

Extra Body Parts

Duration: Lasting

Maintain: --

Notes: Some of the effects of this spell have been changed from the **Icons** Power:

Carapace: See the spell description for Invulnerability.

Claws: Claws deal Slashing damage equal to Spell Level.

Extra Arms: The spell recipient receives a temporary Quality of “Extra Arms,” can make one extra Brawl or Weapon attack per round (Weapon if at least one of the Extra Arms has a weapon, Brawl otherwise), and receives a +1 bonus to defensive uses of Prowess.

Extra Legs: The spell recipient receives a temporary Quality of “Extra Legs” and can dodge physical attacks using the Spell Level instead of Prowess or Coordination. If his own Prowess or Coordination is already higher, he instead receives a +2 bonus when using either Ability defensively to dodge.

Tail: The spell recipient receives a +2 Coordination bonus when attempting to balance and may make one free Brawl attack per page.

Invisibility

Duration: Brief

Maintain: Determination

Notes: Invisibility Ray cannot be purchased as a bonus spell, but the ability to affect anything but yourself *must* be purchased as a bonus spell.

Life Support

Duration: Special

Maintain: Determination

Notes: Each time Life Support is rolled, choose a Life Support category: Temperature, Breathing, Disease, Poison. Life Support provides immunity against non-damaging effects of the chosen condition(s), such as paralyzing poisons or extremes of heat and cold. For protection against damaging effects of such conditions, see *Resistance*. On a Moderate or Major Success, the spell's duration is Brief; on a Massive Success, it's Lasting.

Phasing

Duration: Brief

Maintain: Determination

Transformation

Duration: Brief

Maintain: Special

Notes: Each time Transformation is rolled, choose a Transformation category: Humanoids, Animals, Creatures, Demons, Elementals. The caster can assume forms of the chosen category as long as the form's physical Abilities don't exceed the total of the caster's Intellect and Willpower. Regardless, the caster retains his mental Abilities. If the form possesses any special abilities, the caster only gains those that are passive and inherent to the form (e.g., transforming into a giant spider will give the caster Growth 2, but not Binding or Paralysis). The default duration of the transformation is Brief; this can be doubled at will, but the caster must make a Willpower test vs. a difficulty equal to the sum of the form's physical Abilities or "lose" himself in the mind of the form for the remaining duration of the transformation. Instead of retaining his own identity, the caster acts in accordance with the form's typical behavioral patterns. The GM and player should work together to make this both fair and fun.

Sphere: Control

Animal Control

Duration: Brief

Maintain: Willpower

Notes: After successfully casting the spell, make a Spell Level test vs. the animal's Willpower. Apply any modifiers to Spell Level from the initial spellcasting to this roll. Use the guidelines in the Summon section to determine how long the animal sticks around.

Animation

Duration: Brief

Maintain: Action

Notes: The animated object's Spirit is equal to its Strength.

Elemental Control

Duration: Instantaneous

Maintain: --

Notes: The options for elements here are greatly reduced, in keeping with the genre. When this spell is rolled, roll 1d6 to determine the relevant element: 1=Air, 2=Earth, 3=Fire, 4=Water, 5=Light, 6=Darkness. Pick two of the standard spell effects (Attacking, Creating, Defending, Detection, Moving, and Shaping) to start; additional effects can be taken as bonus spells.

Healing

Duration: Instantaneous

Maintain: --

Notes: If the spellcasting roll is a Moderate Success, this spell heals one point of Stamina or Strength. On a Major Success, it heals a number of points of Stamina or Strength equal to half its effective Spell Level (after the modifier from the spellcasting roll is applied). On a Massive Success, it heals a number of points of Stamina or Strength equal to its Spell Level. Alternately, this spell heals a number of points of Spirit equal to its effective Spell Level. As a bonus spell, Healing can affect diseases and poisons as well. In these cases, it delays the effects of the disease or poison for a number of pages equal to its effective Spell Level on a Moderate or Major Success, or eliminates the disease or poison entirely on a Massive Success.

Plant Control

Duration: Brief

Maintain: Determination

Summon

Duration: Lasting

Maintain: Willpower

Notes: See the section below for full rules on summoning.

Telekinesis

Duration: Instantaneous

Maintain: Action

Transmutation

Duration: Permanent

Maintain: N/A

Notes: This spell comes with a number of strict limitations. Only inorganic liquids and solids may be affected. The complexity of Transmutation is measured not in pages, but in *days*. Transmutations that don't involve changing the state of the matter in question have a complexity of 5 days plus a number of additional days equal to either the Strength of the material to be transmuted or the Wealth Level of the resulting material, whichever is higher. Add another 5 days if the transmutation involves going from one state of matter to another. For example, turning stone (Strength 6) into steel (Strength 8) would take 11 days, but turning it into water would take 16 days. In any case, the caster cannot affect a volume of material with a Strength greater than his effective Transmutation Spell Level.

Sphere: Harm

Note: The default duration for all Harm spells is Instantaneous.

Affliction

Bonus Spell: Ranged (Close), Spread, Area

Notes: The test to administer the Affliction is the effective Spell Level vs. the target's Stamina; damage dealt is the effective Spell Level.

Aura

Bonus Spell: Brief

Notes: Damage dealt is the effective Spell Level.

Binding

Bonus Spell: Spread

Notes: The binding's Strength is equal to the effective Spell Level.

Blast

Bonus Spell: Spread, Area

Notes: Damage dealt is the effective Spell Level.

Blinding

Bonus Spell: Ranged (Close)

Notes: The opposed test to affect the target is effective Spell Level vs. Willpower. On a Moderate Success, the target is blinded for one page; on a Major or Massive Success, the target is blinded for a number of pages equal to the effective Spell Level.

Life Drain

Bonus Spell: Ranged (Close), Special

Notes: If the spell is Ranged, the opposed test to affect the target is effective Spell Level vs. Willpower. Damage dealt is the effective Spell Level and applies to the target's Spirit. The attacker adds a like amount to his own Spirit, up to the maximum. As a bonus spell, the drained Spirit can instead be used to increase any Ability or Stamina on a 3:1 basis (three points of Spirit for one point of an Ability or Stamina).

Paralysis

Bonus Spell: Ranged (Close)

Notes: The test to attack with this spell is Willpower vs. Willpower. On a Moderate Success the target is unable to move for one page; on a Major or Massive Success, the target is rendered immobile for a number of pages equal to the effective Spell Level.

Strike

Bonus Spell: Additional damage type

Notes: Attacks with this spell are made with Prowess, with damage dealt equal to the effective Spell Level. When this spell is rolled, choose to have it deal Slashing, Stabbing, or Bashing damage. As a bonus spell, choose another damage type.

Sphere: Mind

Astral Projection

Duration: Lasting

Maintain: Determination

Notes: You can interact with other astral/ghostly beings while in your astral form, but your Ability and Spell Levels are limited by your effective Astral Projection Spell Level. For example, if you have Prowess 6 but an effective Astral Projection Spell Level of 4, while in astral form your Prowess is 4.

Emotion Control

Duration: Brief (but see below)

Maintain: Determination

Notes: After successfully casting the spell, test the effective Spell Level vs. the higher of the target's Awareness or Willpower to determine how effective it is. On a Moderate Success, the duration of the spell is Brief. On a Major Success, the duration is Lasting, and on a

Massive Success the instilled emotion remains until you choose to end it or it is forcibly cancelled with Counterspell (see below). If you possess a material component that has some significance to the target, such as a freshly clipped lock of hair or a treasured piece of jewelry, your Emotion Control test gains a bonus of +1 Outcome Level.

Illusion

Duration: Lasting

Maintain: Action

Notes: Your effective Spell Level is difficulty for the target's Awareness test to see through the illusion. Illusory damage dealt by your illusions is limited to the effective Spell Level.

Mental Blast

Duration: Instantaneous

Maintain: --

Notes: After successfully casting the spell, roll a test of Willpower vs. the target's Willpower. Damage dealt is treated as Bashing – on a Major Success the attack has the potential to Stagger the target, and on a Massive Success the attack can Stun the target.

Mind Control

Duration: Brief (but see below)

Maintain: --

Notes: After successfully casting the spell, roll a test of the effective Spell Level vs. the target's Willpower. On a Moderate Success, the spell's duration is Brief. On a Major Success the duration is Lasting, and on a Massive Success the target remains under your control until you choose to free it or the Mind Control is forcibly cancelled with Counterspell (see below). If you possess a material component that has some significance to the target, such as a freshly clipped lock of hair or a treasured piece of jewelry, your Mind Control test gains a bonus of +1 Outcome Level.

Mind Shield

Duration: Lasting

Maintain: --

Notes: The strength of the Mind Shield is equal to the effective Spell Level.

Possession

Duration: Brief (but see below)

Maintain: --

Notes: As Mind Control, above. The Merger bonus power listed in **Icons** is not available for this spell.

Telepathy

Duration: Brief

Maintain: Action

Notes: You can read the mind of anyone with a Willpower no greater than the effective Spell Level. Roll a test of the effective Spell Level against their Willpower to determine success or failure. If you possess a material component that has some significance to the target, such as a freshly clipped lock of hair or a treasured piece of jewelry, your Telepathy test gains a bonus of +1 Outcome Level.

Sphere: Protect

Counterspell

Duration: Instantaneous

Maintain: --

Notes: Reactive. As Power Nullification, but can only be cast against perceptible manifestations of spells. For example, if you know someone can cast Blast, you can't cast Counterspell to prevent their ability to cast it, but you can counter it as a reaction while it's being cast. Test effective Spell Level vs. the effective Spell Level of the target spell. On a Moderate Success, subtract the caster's Intellect from the target's effective Spell Level. If this reduces the target Spell Level to zero, the spell is nullified. On a Major or Massive Success, the target spell is nullified.

Immunity

Duration: Lasting

Maintain: Determination

Invulnerability

Duration: Lasting

Maintain: Determination

Notes: The spell's damage reduction is equal to the effective Spell Level.

Reflection

Duration: Instantaneous

Maintain: --

Notes: After successfully casting the spell, test its effective Spell Level vs. the level of the incoming attack to determine whether the attack is negated or reflected.

Resistance

Duration: Lasting

Maintain: Determination

Notes: The degree of resistance is equal to the effective Spell Level.

Sphere: Sense*Detection*

Duration: Brief

Maintain: Action

Notes: Replace the Detection table with the following:

Roll	Type	Notes
2	Demons	Demonic beings, blood, magic, and creations
3-4	Holy/Unholy	Sites, items, or beings of or devoted to deities
5	Spirits	Spiritual activity, such as ghosts, astral forms, etc.
6-7	Magic	All kinds of magical activity
8	Invisibility	Invisible beings and objects (but not secret doors and the like)
9	Danger	Concealed pits, trapped chests, would-be ambushers, etc.
10-11	Substance	Choose one, such as gold, water, iron, wood, poison, etc.
12	Truth/Lies	Determines the truth or falsehood of spoken statements

ESP

Duration: Brief

Maintain: Action

Notes: Use the lower of the caster's Awareness or effective Spell Level to perceive in the target location. If you possess a material component that has some significance to the target location, such as a branch from a tree that grows there or a brick from a chamber wall, your ESP test gains a bonus of +1 Outcome Level.

Postcognition

Duration: Instantaneous

Maintain: --

Notes: Use the effective Spell Level when testing against the time-based difficulty.

Precognition

Duration: Special

Maintain: --

Notes: There's no passive Precognition here. The spell must be cast for the sorcerer to catch a glimpse of the future, though whether this is a certain future or merely a possible one is always left unclear. Use the same guidelines regarding difficulty as those presented for Postcognition. The result of the effect Spell Level roll determines how far in the future the sorcerer is able to perceive, which is also the spell's duration. Until then, the sorcerer gains

an appropriate temporary Quality defined by the GM. This can be as vague as “I’ve seen the future!” or as definite as “Morag will die at sunset.”

Supersenses

Duration: Brief

Maintain: Determination

Bonus Spell: Detection (Substance, Invisibility, Magic, Truth/Lies)

Sphere: Travel

Note: All spells in this sphere have the Spread property by default.

Dimension Travel

Duration: Instantaneous

Maintain: --

Notes: Traveling to an unfamiliar dimension incurs a -4 penalty to the spellcasting roll.

Flight

Duration: Brief

Maintain: Determination

Notes: Ignore the benchmarks presented in the **Icons** power description of Flight. The Spell Level of Flight is less about speed and more about the ability to affect multiple targets. Regardless of Spell Level, a spellcasting test is always required.

Teleportation

Duration: Instantaneous

Maintain: --

Notes: The effective Spell Level determines how far the sorcerer can teleport. 0-2 = Close, 3-4 = Extended, 5-6 = Line of Sight, 7-8 = Willpower x10 Miles, 9-10 = Willpower x100 Miles. Every casting of this spell requires a roll. On a Failure, in addition to taking Spirit or Stamina damage, roll 1d6 + 4 and consult the ranges listed above. That’s how far you are from your intended destination. On a Moderate Success, roll 1d6 to determine your distance from your intended destination, and you are stunned for a number of pages equal to 8 - Willpower. On a Major or Massive success, you arrive as intended with no ill effects. If you possess a material component that has some significance to your destination, such as a handful of soil or a fragment of the ship’s mast, your Teleportation test gains a bonus of +1 Outcome Level.

Wall-Crawling

Duration: Brief

Maintain: Determination

SUMMON

Summon is actually a group of several different spells, divided according to what sort of entity the caster can summon.

The first time Summon is rolled, roll once on the table below to determine the specific Summon spell: Summon Spirit, Summon Undead, Summon Elemental, Summon Beast, Summon Creature, or Summon Demon. This allows the caster to summon one *specific* entity with relative ease; this being is known as the sorcerer's **drudge**. Drudges are generally relatively weak entities, but unusually loyal. With greater effort and/or sacrifice, the sorcerer can instead choose to summon a single more powerful entity or multiple lesser entities.

Each subsequent time Summon is rolled, the player can increase the Spell Level of his existing Summon spell by +1 or roll again on the table. If the roll indicates the same type of Summon the character already has, increase its Spell Level by +1. Otherwise, the character gains a new type of Summon with a starting Spell Level equal to his Willpower, as normal.

Roll	Result
1-3	Summon Spirit
4-5	Summon Elemental
6	Summon Demon

Summon Spirit: This spell summons ghosts, spirits, specters, spirins, spictrins, and other disembodied beings from beyond the veil of Death. Summoning an elemental requires that the caster be in possession of grave soil or human remains. Spirits have high mental Abilities but nonexistent physical Abilities.

Summon Elemental: This spell summons beings of elemental form – water weirds, living fire, sentient aether, and so forth – to do the caster's bidding. Summoning an elemental requires that the caster have some quantity of the appropriate element at hand. Most elementals tend toward high physical Abilities and lower mental Abilities.

Summon Demon: The spell calls forth genuine demons – beings of great cunning, cruelty, and evil who may nonetheless be bent to a mortal's will for a brief time (or choose to, for their own inscrutable reasons). Summoning a demon requires the caster to spill human blood. Demons are usually pretty balanced across the board in terms of Abilities.

Unlike other spells, Summon is cast by making a test of the caster's Spell Level (rather than a Willpower test). The degree of control a sorcerer has over a summoned entity is dependent on this Spell Level roll.

The default difficulty to Summon an entity is 8. The caster's roll is modified depending on what's being summoned and the circumstances of the summoning, as indicated on the following table.

Entity Summoned	Modifier
Drudge*	+1 Outcome Level
Multiple entities	-1 to roll per additional entity
Lesser entity**	-0 to roll
Major entity**	-2 to roll
Greater entity**	-4 to roll
Circumstance	Modifier
No material component	-4 to roll
Bountiful/exceptional material component	+1-3 to roll (GM's discretion)
Faster summoning	-1 to roll per page
Careful summoning	+1 to roll per additional page
Group summoning	+1 to roll per additional participant

*Treat the sorcerer's drudge as a Lesser entity of the appropriate type.

See **Creatures chapter for specifics on lesser, major, and greater entities.

The entity's behavior and willingness to serve depends on the result of the Summon roll.

- **Fail:** Roll one die. The entity doesn't appear at all (1-4), or appears and attacks the sorcerer (5-6).
- **Mod:** The entity appears and agrees to perform a single quick and simple task. In game terms, the entity will stick around for no more than one page, then vanish.
- **Maj:** The summoning is skillful enough that the entity will do the summoner's bidding for a brief time (5 pages) before disappearing.
- **Mass:** A masterful summoning. The entity's servitude is more lasting – a number of pages equal to five plus the sorcerer's Willpower rating.

The duration of the summon can be extended with a Willpower roll with the entity's Willpower as the difficulty. If the sorcerer obtains at least a Moderate success on this roll, the summon's original duration is doubled. Apply the modifiers on the table above to this roll, and double all penalties on each successive attempt after the first.

Example:

Esmerelda obtains a Major success when summoning a Major spirit. After 5 pages go by, she's still not done with it, so she tries to convince it to stick around longer. She'll need at least a 7 on her Willpower roll – the spirit has a Willpower of 5, but she'll have a -2 penalty to the roll thanks to the spirit's status as a Major entity. She gets an 8, and the spirit grudgingly agrees to hang out for another 5 pages. If she wants it to stay for another five pages, she'll have to make another Willpower roll, but this time at a -4 penalty – and if she tries a third time, it'll be at a -6.

The casting time for a Summon spell varies on the nature of the entity being summoned: a single paragraph for the sorcerer's drudge, 5 pages for a Lesser entity, 10 pages for a Major entity, and 20 pages for a Greater entity. For all entities but a drudge, the ceremony can be conducted more quickly or with greater care (and time), with adjustments to the Summon roll as shown above.

Even with a successful Summon roll, Major and Greater entities often demand something in return for showing up on cue. Usually this takes the form of a nebulous debt or favor to be cashed in later, at the entity's convenience. To those who are wise in the ways of otherworldly beings, this unnatural debt is visible – perhaps as a faint aura, or a tattoo-like sigil that can only be seen out of the corner of the eye.

In game terms, this is treated as a temporary **Challenge** that remains with the sorcerer until the debt is satisfied. A Major entity will assign a Challenge on a Major or Moderate success, while a Greater entity will demand restitution regardless of the result of the Summon roll.

The GM and players are encouraged to use their imaginations to spice up the Lesser, Major, and Greater entities shown in the Creatures chapter. While Lesser entities are admittedly low on their respective totem poles, Major and Greater entities should be more than mere collections of numbers. Demons have truenames by which they can be commanded, powerful spirits have tragic pasts that have condemned them to an eternity of suffering, and so on.

STOCK CHARACTERS

All unlisted Abilities for these Stock Characters are 3.

Commoner

- P2 C2 S2 I2 A2 W2
- Specs: One profession-related Spec
- Stamina: 4, Spirit: 4

Cultist

- I2 W2
- Specs: Lore (Occult)
- Stamina: 5, Spirit: 5
- Notes: Sacrificial Dagger

Town/City Guard

- P4
- Specs: Weapons (Bludgeons), Athletics
- Stamina: 6, Spirit: 7
- Notes: Club (Town) or Short Sword (City), Light Armor

Thief

- S2 C4 I2 A4
- Stamina: 5, Spirit: 6
- Specs: Stealth, Sleight of Hand, Survival (Urban)
- Notes: Dagger, Thieves' Tools

Assassin

- P4 C4 A4
- Stamina: 6, Spirit: 7
- Specs: Weapons (Blades), Stealth, Athletics, Survival (Urban)
- Notes: Dagger, Poison (Level 5 Affliction)

Soldier

- P4 S4
- Stamina: 7, Spirit: 7
- Specs: Weapons (Blades), Weapon (Bows), Military, Athletics
- Notes: Sword, Heavy Armor

Elite Guard

- P4 C4 S4 W4
- Stamina: 8, Spirit: 8
- Specs: Weapons (Blades) Expert, Military, Athletics, Mental Resistance
- Notes: Sword, Shield, Heavy Armor

Thug

- C2 S4 I2 A2 W2
- Stamina: 6, Spirit: 5
- Specs: Brawl, Survival (Urban)

Sorcerer

- P2 S2 I5 W5
- Stamina: 7, Spirit: 7
- Specs: Sorcery (Control, Mind), Lore (History)
- Notes: Elemental Control (Darkness: Creating, Defending) 6, Astral Projection 6, Mental Blast 6, Mind Control 7

Savage

- P4 C5 S4 I2 A4 W5
- Stamina: 9, Spirit: 9
- Specs: Athletics, Stealth Expert, Weapons (Spear)
- Notes: Spear (Stabbing 4)

Animated Skeleton

- C2 I- W-
- Stamina: 6, Spirit: 6
- Specs: Weapons (Blades)
- Notes: Sword, Shield; reduce incoming Stabbing attacks by one Outcome Level; Undead (Stamina = double Strength, Spirit = double Prowess)

Zombie

- P2 C2 I- A1 W-
- Stamina: 6, Spirit: 4
- Specs: Brawl
- Notes: Undead; apart from called shots to the head, reduce all incoming attacks by one Outcome Level

Ghoul

- S2 I1
- Stamina: 5, Spirit: 6
- Specs: Brawl, Stealth
- Notes: Claws (Slashing 2; on Major Success, Affliction 3; on Massive Success, Paralysis 4)
- Challenge: Must Eat the Flesh of the Living

Vampire

- P5 C5 S5 I5 A4 W5
- Stamina: 10, Spirit: 10
- Specs: Lore (History), Deceit, Etiquette, Influence Expert
- Notes: Undead; Alternate Form (Gaseous) 5, Life Drain 5, Mind Control 5, Immunity (Mental), Immortality
- Challenge: Harmed by Sunlight and Holy Ground

CREATURES

“Creature” here is defined as any non-humanoid living being. The creatures listed in **Icons** can be used as-is in addition to those listed below; just calculate their Spirit and you’re good to go. Unless noted otherwise, all Ability levels are 3.

Great Sabre-Toothed Cat

An evolutionary holdout from a bygone age.

- P5 C5 S5 I1 A4
- Stamina: 8, Spirit: 8
- Specs: Brawl, Athletics
- Notes: Growth 1 (Invulnerability 1, Claws & Bite (Slashing 4)).

Man-Eating Albino Ape

A race of degenerate humans, or a vicious breed of primate?

- C4 S6 I2
- Stamina: 9, Spirit: 6
- Specs: Brawl, Stealth
- Notes: On the page following a successful Wrestle attack, can use a bite attack (Slashing 3).

Giant Serpent

A monstrous reptilian killing machine.

- P4 C5 S6 I1
- Stamina: 9, Spirit: 7
- Specs: Brawl, Athletics
- Notes: Growth 4 (-1 defense, Invulnerability 4). Either a *Constrictor* (on the page following a successful Wrestling attack, make a Strength vs. Strength test; on a Major Success, the target is swallowed whole) or a *Venomous Serpent* (Stabbing 4 Bite attack; on a Major Success, the attack becomes an Affliction 6 poison attack).

Giant Spider

These nightmarish arachnids have been the doom of many a brave soul.

- P4 C4 S5 I1 A4
- Stamina: 8, Spirit: 7
- Specs: Brawl, Athletics Expert, Stealth
- Notes: Growth 2 (-1 defense, Invulnerability 2), Webspinning (Binding 5, Touch), Paralytic Poison (Paralysis 5).

Deathwing

A bat-like winged predator with a six-foot wingspan and a penchant for human flesh.

- P4 C4 I1 A4
- Stamina: 6, Spirit: 7
- Specs: Athletics Expert, Stealth Expert
- Notes: Claws & Bite (Slashing 3). Usually encountered in groups of 3-8 (1d6+2).

Spirit

These insubstantial vestiges of the living are either cursed to haunt the world of mortals, never finding peace, or choose to do so out of spite. Some are but faint remnants of consciousness, while the most powerful spirits have been wandering for a thousand years or more.

Lesser Spirit:

- P- C- S-
- Stamina: 6, Spirit: 6
- Specs: Influence
- Qualities: Cursed to Haunt the Living
- Challenges: Unable to Affect the Physical World
- Notes: Phasing 10 (always on), Ghostly (Stamina and Spirit = double Willpower), Invisibility 6 (self only), Immortality 10, Emotion Control 4 (Fear only)

Major Spirit:

- P- C- S- I4 A4 W5
- Stamina: 10, Spirit: 10
- Specs: Influence, Mental Resistance
- Qualities: Insatiable Hunger
- Challenges: Unable to Affect the Physical World
- Notes: Phasing 10 (always on), Ghostly (Stamina and Spirit = double Willpower), Invisibility 6 (self only), Immortality 10, Emotion Control 6 (Fear only), Possession 6 (Merger), Telepathy 6, Life Drain 4

Greater Spirit:

- P- C- S- I6 A8 W8
- Stamina: 16, Spirit: 16
- Specs: Influence Expert, Mental Resistance Expert
- Qualities: Ancient Hatred, Hunger for Life
- Challenges: Unable to Affect the Physical World
- Notes: Phasing 10 (always on), Ghostly (Stamina and Spirit = double Willpower), Invisibility 6 (self only), Immortality 10, Emotion Control 8 (Fear only), Possession 8 (Merger), Telepathy 8, Telekinesis 6, Life Drain 6

Elemental

These beings embody the primal elements of nature: fire, earth, water, and the aether. Lesser elementals are relatively small and weak, no larger than a goat or common barrel, while their greater kin can appear as violent tornados, sentient conflagrations, giants made of boulders, or malicious tidal waves.

Lesser Fire Elemental:

- C4 I2
- Stamina: 6, Spirit: 6
- Specs: Brawl, Athletics Master
- Qualities: Being of Hungry Flame
- Notes: Fire Control 4 (Create, Shape), Aura 4 (Fire), Immunity 6 (Heat)

Lesser Earth Elemental:

- S4 I2
- Stamina: 7, Spirit: 6
- Specs: Brawl
- Qualities: Being of Solid Rock
- Notes: Earth Control 4 (Attack, Shape), Phasing 4 (only through earth or stone)

Lesser Water Elemental:

- C4 I2
- Stamina: 6, Spirit: 6
- Specs: Brawl
- Qualities: Being of Fluid Form
- Notes: Water Control 4 (Attack, Defend, Create, Shape), Aquatic 4

Lesser Aether Elemental:

- A4 I2
- Stamina: 6, Spirit: 6
- Specs: Brawl
- Qualities: Being of Swift Air
- Notes: Air Control 4 (Attack, Defend), Flight 6, Immunity 6 (Cold), Phasing 6

Major Fire Elemental:

- P5 C6 W5
- Stamina: 8, Spirit: 10
- Specs: Brawl Expert, Athletics Master
- Qualities: Being of Hungry Flame
- Notes: Fire Control 6 (Create, Shape), Aura 6 (Fire), Blast 6 (Fire), Immunity 8 (Heat)

Major Earth Elemental:

- P5 S6 W5
- Stamina: 11, Spirit: 10
- Specs: Brawl Expert
- Qualities: Being of Solid Rock
- Notes: Earth Control 6 (Attack, Shape), Phasing 6 (only through earth or stone), Invulnerability 4

Major Water Elemental:

- P5 C6 S5 W5
- Stamina: 8, Spirit: 10
- Specs: Brawl Expert
- Qualities: Being of Fluid Form
- Notes: Water Control 6 (Attack, Defend, Create, Shape), Blast 6 (Water), Aquatic 6, Stretching 4

Major Aether Elemental:

- P5 C5 A6 W5
- Stamina: 8, Spirit: 10
- Specs: Brawl Expert

- Qualities: Being of Swift Air
- Notes: Air Control 6 (Attack, Defend), Flight 8, Immunity 8 (Cold), Phasing 8

Greater Fire Elemental:

- P7 C8 S5 A6 W7
- Stamina: 12, Spirit: 14
- Specs: Brawl Expert, Athletics Master
- Qualities: Being of Hungry Flame
- Notes: Fire Control 8 (Create, Shape), Aura 8 (Fire), Blast 6 (Fire, explosive), Immunity 10 (Heat), Growth 4 (-1 Defense, Invulnerability 4)

Greater Earth Elemental:

- P7 S8 A6 W7
- Specs: Brawl Master
- Qualities: Being of Solid Rock
- Notes: Earth Control 6 (Attack, Shape), Phasing 6 (only through earth or stone), Invulnerability 6, Binding 6 (only against targets on the ground), Growth 4 (-1 Defense, Invulnerability 4)

Greater Water Elemental:

- P7 C8 S7 I6 A6 W7
- Specs: Brawl Expert
- Qualities: Being of Fluid Form
- Notes: Water Control 8 (Attack, Defend, Create, Shape), Blast 8 (Water), Aquatic 10, Stretching 6, Growth 4 (-1 Defense, Invulnerability 4)

Greater Aether Elemental:

- P7 C6 S6 I6 A8 W7
- Specs: Brawl Expert
- Qualities: Being of Swift Air
- Notes: Air Control 8 (Attack, Defend), Flight 10, Immunity 10 (Cold), Phasing 10, Growth 4 (-1 Defense, Invulnerability 4)

Demon

The undisputed lords of deceit, cruelty, and treachery, demons rank among the most dangerous and evil beings known to exist. They range greatly in appearance – from squat or gaunt little horned things the size of a young child to seemingly beautiful but evil-eyed men and women to massive winged monstrosities against whom few can stand without dropping to their knees in obeisance.

Lesser Demon:

- I4
- Stamina: 6, Spirit: 6
- Specs: Influence Expert, Sleight of Hand, Stealth
- Qualities: Servant of Lies
- Notes: Immortality 10, Invulnerability 2, Strike 2 (teeth, claws, or horns), Transformation 3

Major Demon:

- P6 C5 S5 I6 A6 W7
- Stamina: 12, Spirit: 13
- Specs: Influence Master, Mental Resistance, Sorcery Expert
- Qualities: Master of Deception
- Notes: Immortality 10, Invulnerability 4, Emotion Control 6 (Any), Illusion 6, Possession 4, Transformation 5, Transmutation 6 (touch only)

Greater Demon:

- P7 C6 S8 I9 A7 W9
- Stamina: 17, Spirit: 16
- Specs: Influence Master, Mental Resistance Master, Sorcery Master, Weapons Expert, Brawl Expert
- Quality: Lord of Cruelty
- Notes: Immortality 10, Invulnerability 6, Emotion Control 8 (Any), Transformation 8, Affliction 6, Transmutation 8 (touch only), Growth 6 (-2 Defense, Invulnerability 6), Flight 6

Carnivorous Plant

Several forms of vegetation have evolved to consume meat. Some hide their true nature behind deceptively pleasant blossoms; others look like they'd kill you at fifty paces.

- P4 C- S4 I- A1
- Stamina: 7, Spirit: 7
- Specs: Stealth Expert
- Notes: Supersenses 4 (Tremorsense +3). Bloodthorn Vines (Thorns: Aura 2, Maw: Stabbing 3), Sap Trap (Sticky Sap: Binding 4, Binding Master, Digestive Acid: Life Drain 3), Snap Dragon (Concealment: Chameleon 6, Maw: Stabbing 6).

Vampire Bats

Tiny blood-sucking denizens of the night.

- C5 S- I1 A4 W1
- Stamina: 1, Spirit: 4
- Specs: Athletics, Stealth, Life Drain
- Notes: Shrinking 4 (+1 defense, +1 attacks vs. larger targets), Bite (Life Drain 3). Usually encountered in groups of 3-18 (3d6).

Ice Wyrms

These burrowing, snow-white serpent-like creatures of the Frozen North see everything as prey. Fortunately, they're exceedingly rare.

- P7 S7 I1 W5
- Stamina: 12, Spirit: 12
- Specs: Athletics, Stealth
- Notes: Growth 6 (-2 defense, Invulnerability 6), Burrowing 5, Bite (Stabbing 6), Chameleon 4 (only in snow).
- Challenge: Vulnerable to Fire

Drake

Some say these gigantic flightless lizards are weak-blooded descendants of the mythical true dragons.

- P8 C4 S8 I3 A5 W8
- Stamina: 16, Spirit: 16
- Specs: Athletics, Brawl
- Notes: Growth 8 (-2 defense, Invulnerability 8), Bite (Stabbing 6), Tail (Thwacking 6), Fast Attack 1 (2 attacks/paragraph), Supersenses 2 (+2 with olfactory sense).