

Mu: Age Of Adventure

--An Introduction--

The world of Mu is a strange and fantastical place; full of larger than life heroes, beasts and monsters, adventure, exploration, and magic. It is a world the gods themselves once strode upon, and that has been ravaged by ancient magics wielded by powerful, nearly omnipotent wizards. It is set in a period of revival and renaissance, as the long dead wizards of old and their terrible magics have all but faded away. In their place, new advancements in culture, art, philosophy and technology bloom. Great sea faring galleons are commissioned by wealthy kings who seek to grow their kingdoms into world spanning empires. Trade blossoms and a fledgling mercantilism begins to take root in the metropolitan centers of the known world, bringing with it profitable contracts for adventurer and mercenary alike. And at the center of it all, a new, powerful city-state - Tradewind - seeks to cement its position in the world as the foremost hub for all things. It is this city where you find yourself; drawn from any number of possible backgrounds to seek your fame and fortune as an adventurer for hire!

Mu: Age of Adventure is also a pen and paper roleplaying game for 4 or more people. It seeks to emphasize heroism and spectacle, creating a lively, mysterious world for players to interact with and explore. The world of Mu is a Renaissance Fantasy setting that places special emphasis on the personal deeds and reputation of the players as their characters climb from local heroes to legendary champions. To this end, Mu has a high level of creative control and interaction between the players and the GM - each side adding something to the story that is then spun into a grand adventure. Players will get to come up with rumors about one another, locales that might show up in towns, gossip about major NPCs, or even strange and wondrous things that they come across while exploring dungeons.

Because of the enhanced narrative control afforded to the players it's important that the group gets along with one another, is open to new ideas, and is willing to communicate.

Mu is a cooperative game, focused on telling an exciting story through mechanics and character interaction. While some friendly competition is including in the rules, this is not an excuse to ruin the gaming experience for others. As a player you are given a larger amount of say into the world building and story setups than new players of pen and paper games might be used to, but as with any game system feel free to ignore any parts that might clash with your group's preferred playstyle. It is more important the group has fun than getting caught up on the intricacies of the rules.

--Part 1: Character Generation--

Step 1: Class, Species and Name

As one of the few parts of character creation that is gated to other choices, players should start by deciding on what Class/Species combination they would like to be. Four of the eight classes are open to any playable species- the Sword Scholar, Soot Slinger, Collector Scout, and Embermancer - with the remaining being specific to one of each of the four playable species. Muscle Wizards are human, Mushroomists are coleops, Brinementalists are mim, and Great Walls are scharr. Once all that is sorted out, come up with a good name and you are ready for Step 2!

NOTE: Even though the classes are “restricted”, you can get around these restrictions using your Renown, as outlined in Step 2. So if you want to be a mim Muscle Wizard, or a human Mushroomist, come up with a good story behind why or how you’ve an unusual combination and use that as your Renown!

Human

Appearing all over the world of Mu, humans are the most common intelligent species. The inquisitive, adaptable, friendly, and competitive nature of humans make them great adventurers of all kinds and creeds. Humans are by far the most diverse of the intelligent species, their natural adaptability and quick learning help them take on any variety of roles or jobs. While every kind of human exists on Mu, those most commonly found in the city of Tradewind are the swarthy, lean, Central Continental humans. (As a real world analog, think southern Europe around the Mediterranean into the western middle east, and a bit of northern Africa).

Adaptable: You gain a +1 bonus to all *Broad* Skill Checks, and may choose 1 additional *Broad* Personal Skill at character creation. You also count any (Current Level) bonuses for your Job as 1 level higher.

Fast Learners: You start with one additional Rank 1 ability at level 1.

Stat Mod: None

Mim

The mim are small, bipedal creatures that resemble a hybrid of human, koala, and sheep. With large, bright eyes, wide noses, and thick woolen hair, they appear almost as living dolls to the other species - much to their chagrin. They live mostly in temperate wooded foothills and near natural caves. They are a very magically inclined species, making up almost the entirety of the powerful Sorcerer-Tailors and Brinementalists. The number of mim enclaves around Mu is very small, and

most people think of the Central Kingdom mim with their elaborate fashion, art, and philosophy when they hear mim mentioned. Regardless of where they originate, the small stature of the mim makes them ill suited to being brute force fighters. But even when not taking up the path of the mage mim find comfort in the magical arts.

Magically Inclined: You gain a +1 bonus to any Magical skill check or roll, and gain a +2 Bonus to all Magical Damage values.

Magical Wellspring: Your Maximum Pool size is increased by 1 and you generate 1 addition Mote per level.

Stubby Legs: You suffer -2 to any Burliness based Movement Checks.

Stat Mod: Cannot take **Burliness** as Primary stat.

Scharr

Standing on average taller and wider than a human, with a combination of salamander and shark like features, the scharr come from a warm and immense archipelago chain near Mu's equator. Their skin color ranges from bright blue to muddled red, and what little hair they possess sits on top of their head and is thick and wiry. Scharr society from the archipelago is largely feudal, with the two largest kingdoms that make up the majority of scharr society being the Southern Imperial Kingdom, and the Divine Kingdom - which despite it's name, is not a theocracy. Fealty and duty are important parts of these societies, and as such most are fiercely loyal companions. They also can hold their breath for an exceptionally long time, and their semi-aquatic nature makes them excellent swimmers.

Semi-Aquatic: You suffer no penalties for being in water, gain a +3 bonus to all Movement Checks when in water, and do not require air for 10 minutes. You gain a +1 bonus to all aquatic related Skill Checks.

Scharr Skin: You have 1 point of Bonus Armor, +5 health.

Stat Mod: Cannot take **Burliness** as Tertiary stat.

Coleops

Slightly bigger than the mim, the coleops are a largely nomadic, insectoid species. Unlike the other intelligent species the coleops are entirely herbivorous, rather than omnivorous. As their name implies, they resemble beetles and come in many bright and drab colors alike. Coleops are deceptively strong for their size, some rivaling even human and scharr in strength. They have large, dark eyes that sit far apart, small mouths flanked by two small palps, and two lamellate antennae that protrude from their foreheads. They are however a non-magically inclined species, and most dislike extended periods of secluded study. As such they usually make poor academics and mages.

Coleops do possess wings, but are too heavy to properly fly using them. They can however glide short distances.

Extra Arms: You have a small second pair of arms that while not strong enough to carry weapons, can retrieve or store small items. Once per turn you may take any one *Item* tagged *Self Buff* ability as a Free action. You also gain a +3 Bonus on any Skill Check requiring fine motor skills or manual dexterity.

Wings: While not encumbered with a pack, armor, or otherwise something on your back, you may use your wings to flutter or glide short distances. You're a bit too heavy for true flight, but you do gain a +5 bonus to any Skill Check involving jumping.

Stat Mod: Cannot take **Mentalitude** as Primary stat.

Step 2: Choose Renown

You get to come up 1 Minor Deed of Renown and a Renown category for it to go in. In addition, you start with 3 Renown Points. See the "(02) Mu - Renown" document for more information.

Step 3: Determine Stats

Choose which will be your Primary, Secondary, and Tertiary stats. The Secondary stat can never exceed the primary stat, and the tertiary stat can never exceed the secondary stat. Stats max out at 6, but can only go up to 5 at character creation. The stats are:

Burliness -- A measure of your physical aptitude, size, endurance, strength, general athleticism and constitution.

Skillfulness -- Your charisma, dexterity, cleverness, and general chutzpah when it comes to accomplishing things through wit and skill, rather than brute force or over-analysis.

Mentalitude -- This represents your book smarts, study habits, magical aptitude, and all other manner of academic knowledge.

You have **9** points to distribute among your stats any way you see fit as long as you follow the primary/secondary/tertiary rules and don't go above 5.

Balance Vs. Specificity:

Character who are "exemplary" among their three stats should see numbers near to the 5/3/1

distribution, whereas characters who are more “well rounded” should see a stat distribution closer to “4/3/2”.

NOTE: Bonus Stats -- Some abilities or items or effects may grant characters Bonus stats. These provide bonuses to any rolls based around that stat, but **do not** allow the character to meet requirements for perks, or that increases your health.

Step 4: Derive Health

In Mu there is only one derived stat, and that is your Health. Your Maximum Health is equal to (4x **Burliness**) + 2x (**Skillfulness** + **Mentalitude**) + (Current Level). This increases any time any of your stats or level increases.

Step 5: Choose Traits, Personal Skills, and a Profession

You get to select 3 *Traits*, 4 *Personal Skills*, and 1 *Profession* at character creation. See the “(03) *Mu - Traits/Skills/Professions*” document for a better description of these things.

Step 6: Select Class Abilities and Perk

Once you’ve gotten your stats and personal information out of the way, you get to choose your starting abilities and perk. All characters start with every Rank 0 ability from their class, but get to choose 4 Rank 1 abilities to compliment that. In addition, you get to choose 1 perk from the list in “(05) *Mu - Perks*”, as long as you meet the class or stat requirements.

Step 7: Choose Starting Charm

All starting characters get to create one Level 1 Charm at character creation, see “(08) *Mu - Magical Items*” for Charm creation rules.

Step 8: Fill Out Character Sheet

Get to it!

--Part 2: Renown--

Player characters in Mu are more than their class, skills, and profession - they're also Renown for something. A character who has Renown not only is known to the other denizens of Mu, but to the world itself. As Renown is gained, the world itself begins to believe the stories and tales of what those characters can do and they in turn are granted power from their deeds.

What Are you Renowned For?

To start with, everyone gets to choose a thing the world knows them for. This can be just about anything as long as you think it would make sense to be known for. This becomes a *Renown*, and can earn and perform *Deeds* and gain *Renown Points*. It can be something straightforward such as you are Renown for your Expert Swordsmanship, or Masterful Musical Skill and Song Writing, or even your World Class Chefery. But it can also be more fantastical or esoteric, such as having Glimpsed the Face of a God, or Sentenced to a Life of Undeath, or maybe you Invented a New Philosophical Outlook. It can even be related to an object or a place. A Cursed Sword Crafted in Ancient Times or access to a Wizard's Temporal Laboratory. This Renown will earn you some small amount of fame throughout the metropolitan world, and certainly among your peers, so feel free to play to your semi-celebrity status whenever you can. In addition, **your Renown offers you a +1 bonus to all rolls related to it. This bonus increases by +1 every 2 deeds you accrue after the first.** This bonus stacks with all others, including other Renown bonuses, so use it as much as you can.

NOTE: You are always Renowned for having your class! As such, you may perform and gain Deeds of Renown related to your chosen class. You do not, however, begin with a Deed associated with your class - your starting Deed has to be related to your chosen Renown. You do not get the +1 Renown bonus for doing things related to your class, however. This is instead represented by your +level bonus for things like calculating health, making Basic Attacks, using abilities, etc.

Deeds of Renown

The most common - and only reliable - way you can become known in the world is to accomplish something. Every starting character gets to choose one *Minor Deed* to have performed. (Don't be fooled by its name, even *Minor Deeds* are fairly amazing, one-in-a-million kinds of performances.) Deeds provide not only character background and story, but mechanical benefit in the form of extraordinary feats, and are the building blocks of a truly legendary hero. Be as descriptive in a deed as necessary - the act itself, the people involved, the place, etc.

Minor Deeds

The least of the Deeds of Renown, but impressive still. Minor Deeds represent fleeting moments of perfect clarity, skill, physical prowess, or some other amazing but unexpected burst of greatness. A swordsman cutting through his opponent's blade and torso in one motion, an up and coming musician giving a stunning virtuoso performance, an orator convincing a parliament to relent on a decree they were dead set on, etc. These are the kinds of things that would qualify for a minor deed.

Major Deed

Now things start to enter the realm of the fantastical. A Major Deed is a feat you would read about mythological heroes performing worthy of note. Instead of merely cutting through a single opponent, a swordsman dispatches 50 opponents with a single sword strike, a musician gives a performance to sway even the dead heart of a lich, or an orator brokering a truce that lasts for a hundred years would all qualify as a Major Deed. Characters capable of Major Deeds are powerful individuals for certain.

Legendary Deed

A character able to perform a Legendary Deed has earned them a spot in history for ages to come. These are so far in the realm of the fantastical as to be considered absurd or perhaps even divine. A swordsman cutting a mountain in half, a musician giving a performance that brings about a lasting peace and understanding for generations to come, or an orator convincing a god. **Legendary Deeds should be the capstones of a long running campaign.**

Renown Points

To represent the interest the world has taken in the players, they can earn and spend Renown Points to improve their current Renown or even gain new ones. Players always start with 3 Renown Points, but the only way to get more is to perform new deeds, be gifted them through the Living World, complete Rumors, or complete major story points. Renown Points can be spent on attempting Deeds of Renown, or invoking a Living World Roll (see "The Living World" document for more on that). When spending Renown any amount can be spent, but only 1 is ever necessary to attempt a Deed or invoke a roll.

Attempting Deeds

Your legend won't grow if you never perform additional deeds worth remembering. To this end, when the situation arises characters can use Renown Points to try and accomplish bigger and grander things - or at least more big grand things! Whenever you are called upon to make a roll of any sort of which the outcome could have serious story consequences, you can choose to attempt a Deed. (Something like a villain tries to collapse a building on top of you while you are still inside, and not

so much whether or not you can remember someone's favorite ice cream flavor.) You must pay 1 Renown Point in order to make the attempt, after which use the following steps to determine success.

Step 1: Declare Type of Deed -- Simply whether or not this is going to be a *Minor*, *Major*, or *Legendary* Deed. *Minor Deeds* may always be attempted. *Major Deeds* require a related Renown to have at least 5 Deeds under it. *Legendary Deeds* require a related renown to have 11 Deeds under it, at least 2 of which must be *Major*. If a *Minor Deed* is successfully performed unrelated to a current Renown, it automatically generates a new Renown related to itself.

Step 2: Define Deed -- Now that you've used your Renown Point, you have to tell what it does. This must be within the relative "power level" of each ranking. *Minor Deeds* are one-in-a-million but still mostly in the realm of believably, *Major Deeds* are fully beyond the realm of the "real world" and include things such as suplexing a dragon the size of a jetliner, and *Legendary Deeds* are basically whatever you want just short of being completely nonsensical. Cutting a hillside in half would be a plausible *Legendary Deed*, cutting the planet in half not so much.

NOTE: Deeds are a personal accomplishment using your character's skills, abilities, and traits. While others can help you by offering support, either through mechanics defined below or simply through moral support, they cannot step in during the Deed itself. When thinking up a Deed to perform, make sure the actual act itself is the focus, rather than the outcome. Deeds of Renown of powerful but still require you to use your characteristics to perform the deed.

Step 3: Determine Target Number -- Use the follow list to determine what the final TN of the Renown roll will be.

- *Base TN* -- 30: With no other modifiers, a Deed starts here.
- *Major Deed*: +10 TN
- *Legendary Deed*: +20 TN
- *Deed Has Been Performed Before*: -5 TN
- *Each Extra Point of Renown Spent*: -3 TN
- *World Temperament*: -X where X is the current Temperament value.
- *Living World Effect*: -X (see "Living World" for more on Living World effects)
- *An Ability Related to the Deed can be used*: -X, where X is the Pool cost of the ability.
- *Each Face Point*: -1 TN (see "Rumors and Reputation")
- *Each Rudos Point*: +1 TN (see "Rumors and Reputation")
- *A Face Character attempts a Deed on a Rudos character*: -3 TN per point of Face
- *Turnabout*: +5 TN (see "Rumors and Reputation - Turnabout")

- *A Face attempts a Deed while heavily disadvantaged: -5 TN*
- *A Rudos attempts a Deed while heavily advantaged: -5 TN*
- *Swerve modifier: -X (See "Living World - Swerve")*

Step 4: Gifting Renown Points: The Power of Friendship -- After the TN of the Renown Roll is determined, your allies can choose whether or not to grant you their own Renown in order to help the roll succeed. **Each other party member can spend as many of their Renown Points as they wish to grant you a bonus to your roll. Each point spent this way offer a bonus equal to the amount of points spent, up to a maximum per-point bonus of +4.** So, if 1 point is spent the bonus is +1, if 2 points are spent the bonus is +4 (2 points at +2 each), 4 points is +16 and 5 points would be +20 (as the per point bonus caps at +4 and there are 5 points spent).

Step 5: Make the Roll -- With your final TN and bonus from any gifted Renown Points, you make a standard 3d6 + **Stat** + Modifiers roll. If it is a combat roll, it counts as either a Basic Attack or a Grapple, otherwise it functions as a Skill Check. For this roll, and this roll only, you cannot Critically Succeed OR Critically Fail.

Step 6a: Success! -- Meeting or exceeding the TN of the check is a success! You get to give a short narration of your astounding feat, after which point you gain a new Deed under the respective Renown (and a new Renown if the Deed was unrelated) if it is not a repeat performance. After a successful Deed, the Living World may react if it is suitably excited or displeased.

Step 6b: Failure ...? -- Coming up short on the TN for the Deed roll does not necessarily mean the attempt petered out in an unspectacular fashion. If you want it to, certainly you can opt for the expenditure of Renown to amount to nothing. However, there are several ways to grasp victory from the jaws of defeat.

NOTE: If you attempt a Deed of Renown and you cannot gain more than a +4 bonus excluding your stat, you cannot go into Fate Debt and the Deed simply fails. Also, as the GM you should have more severe penalties for missing the TN by a larger amount, to avoid rolling triple 1's having an indistinguishable effect from being off by 1.

- *Last Second Support* -- After a failed roll, any party member may spend any unspent Renown points they have to help the final value of the Deed roll, but each spent point at this stage only grants a +1 bonus, regardless of how many are spent. This should be done before trying the other methods.
- *Living World Support* -- When an attempt is failed, the Living World will react in accordance to its current Temperament, and in response to any Rudos or Face the attempting character may have.

- *Fate Debt*-- When all else fails, a player can choose to circumvent their ill fortune by paying it back later. The level of Deed attempted determines the level of Debt they will have to pay back. **NOTE:** When applying Fate Debt to a Contest of Renown, you will count as tying with your opponent.
 - Minor Debt -- This will make the character's life much more difficult, but will probably not result in a sudden and irreversible life changing ordeal. You might have suddenly been put under investigation for a crime you didn't commit (or did and thought you got away with it), have suddenly acquired a new rival/nemesis, or otherwise had a great inconvenience befall you.
 - Major Debt -- Something terrible has happened to you or someone near to you. You might have withstood the intense feat you put yourself through, but it broke something in you or took something away that will not easily be remedied. Maybe you lost an arm, a leg, or your sight. Or something tragic and irreversible has happened to someone else (not in the party) you knew. This level of Debt will heavily impact your character's motivations and life.
 - Legendary Debt -- You have given yourself over to Fate, and must pay the ultimate price. Whether your act takes your life in a blaze of glory, or merely destroys everything about it that made it worth living, is up to the dramatic timing of the GM -- but no one will ever forget your Deeds.

Converting Deeds

Sometimes you may make a roll that wound up so good maybe you should have attempted a Deed -- namely, triple box-cars. In the event that you roll three 6s on any roll that might be considered "story important", you can spend Renown Points to retroactively convert your roll into a Minor Deed of Renown. There are three possible deeds you can convert into:

- *Repeated Deed* -- If the converted roll could be considered as a deed you have already performed, it costs 1 Renown Point to convert the roll, but it will be refunded to you at the beginning of the next session.
- *Related but New* -- If the roll would be considered related to a Renown you already possess, but not an already listed deed, it costs 1 Renown Point to convert the roll.
- *Unrelated* -- If you have made a roll totally unrelated to any Renown you current have, this conversion costs 2 Renown Points, but refunds 1 at the beginning of the next session.

NOTE: Major and Legendary Deeds must always be attempted, they cannot be converted. These feats are too big to simply stumble upon, and must be actively worked towards.

Contests of Renown

During your adventures, you will undoubtedly run into antagonistic individuals who possess Renown. Sometimes they will attempt to use Deeds of Renown not just to throw puzzles or obstacles in your way, but to directly attack you. Or maybe you wish to use a Deed on your new adversary! When this happens, a Contest of Renown occurs. **NOTE:** You cannot convert a deed as part of a Contest of Renown, it must be attempted.

Step 1: Aggressor Attempts Deed -- The person wishing to enact the deed follows the steps outlined under **Attempting Deeds of Renown**. If they are successful, continue on.

Step 2: Defender Spends Renown -- The defender must spend at least 1 Renown Point in order to attempt a contest.

Step 3: Defender Attempts Deed -- As above, only this time the defender is looking to make a Renown Roll with a TN equal to the Aggressor's final Renown Roll value. Depending on how close to the aggressor's roll the defender's is, or by how much over it is, determines whether or not the Deed goes off as planned, or if the defender gets to throw a wrench into things.

Step 4: Determine Effects -- Once both rolls have their values, the effectiveness of the Deed is measured based on the following (assuming you are the defender):

- *Failure by 10 or more:* Complete failure to prevent effects, attacker's Deed functions exactly as described. This will more than likely cause instant *Incapacitation* in combat, and possible future complications on top of.
- *Failure by 6-9:* You somewhat botch your attempt to deflect, redirect, or otherwise save yourself from whatever is befalling you. However, you manage to prevent the worst from overcoming you, leaving you still standing if not very beat up. In combat this would be enough to *Down* you, or leave you with 1 health if you had previously been *Downed*. It will also more assuredly leave *Special Conditions*, *Complications*, or otherwise break/batter you and your stuff. Outside of combat you are allowed a simple rebuttal to the Deed along the lines of "Yes, but..." where you can give yourself a small comeback.
- *Failure by 1-5:* You weather the lion's share of your punishment, but still take a beating. If using a weapon, shield, or armor it has most likely been damaged, and the attack is enough to leave you with 1 health remaining if you had previously taken damage, and at half-health if you are at full. Outside of combat you can get a second small change in, or you can counteract a small part of the overall effect.
- *Tie:* Neither your will, nor your opponents has truly gotten the upper hand, and you fight one another to a near standstill. Both you and your aggressor are reduced to half-health (if not already lower), and suffer a mild *Complication* after combat as a token of your battle. This

also counts as triggering the Living World's "player and a Significant Enemy actively trade blows/abilities for more than 2 turns without either being *Downed*" requirement for increasing World Temperament. Here not only do you get to counteract half of the effect of the enemy Deed, you can return some to them, roughly equal to what you receive.

- Success by 1-5: Your will and support was the stronger of the two, and you have come out on top of the exchange. Anything done to you is reduced to an unfortunate inconvenience at worst (possibly a mild *Special Condition* or *Complication*), and you can dictate something to happen back at your opponent, leaving them with the ability to only slightly alter effects.
- Success by 6+: In a brilliant reversal, you have managed to avoid all but the lightest of effects, and thrown most of what came your way back at your foe. In combat this would be enough to reduce your opponent to 1 health or even *Down* or *Incapacitate* them.

--Part 3: Skills, Traits, and Professions--

Characters in the world of Mu do not have a large list of specific skills to consult, they instead use a combination of more flexible traits, professions, and skill sets that dictate mechanically how they interact with the world around them.

Traits

All characters - from the mightiest hero to the most average Joe - have a set of traits associated with them. These can be anything from strength of personality, to some innate talent, to even a strange charm or item that the character is never without. Player characters will have a small set of traits (3 when just starting) and can gain more through story interactions or upon leveling up. Traits function not only as a bonus to tasks, but can also be a direction to take a character in, or even a possible story hooks that a character might have. As traits can be the broadest of the categories, it is worth playing to your traits as much as possible.

EX: Things such as “Charismatic Sweet Talker”, “Attentive to Detail”, “Rugged and Determined”, “Natural Born Athlete”, or even “Possesses Powerful Lucky Rabbit’s Foot” make good Traits.

Skills

Unlike the far reaching aspects of the Traits, Skills represent small bundles of knowledge and technique that are far more specialized. Skills come in two flavors: Class Skills and Personal Skills. A character’s class grants them a list of skills that they learn as part of being an outstanding example of their given flavor of adventurer. In addition to the skills granted from their class, everyone gets to choose 4 Personal Skills. These can be either **Broad** or **Specific**, and must be described accordingly. Broad Skill Sets grant a smaller bonus, but can be applied to a larger variety than Specific Skill Sets.

EX: Athletic Prowess is a broad skill that can be applied to just about anything physical, from running to swimming to climbing to spectacular acrobatics - whereas Trepanation Enthusiast is only going to help you with drilling holes in heads.

Professions

Before you became an adventurer (even if you are a brash, young adventurer just out of mim High School) you had to get by through plying a trade, or at the very least performing some sort of well repeated task even if it was just skipping sixth period. All adventurers may only ever have one Profession, which levels up with you as long as you continue to apply what you’ve learned in game. Your Profession may change its description over time (and in fact should whenever appropriate) and

may even reach the point where it becomes part of your Renown. Professions **can and should** include background information in their descriptions, be it a specific place you worked at, or person you worked with/for.

- **Abandoning** -- A profession that is at least level 2 can be abandoned, ceasing to be your profession and instead becoming a Personal Skill Set. A new Profession (that starts at level 1) is then created. A Profession that is abandoned becomes a **Broad** skill.

Mechanical Advantage

When you come across a task or problem that cannot be easily solved through simple cleverness or item usage (i.e. this door is locked, oh wait here is a key) it falls to your Traits, Skills, and Profession to see you through. Depending on how closely you can tie your character's abilities to the situation, the better your bonus will be.

- **Traits** -- As your traits are going to be your most wide reaching aspects, they will often come up but rarely will be able to provide you with a great benefit. A Trait that can be **related** to a task offers a +1 bonus to your roll to complete the task. A Trait that is **specific** to a task offers +2 to your roll. Traits can and should be stacked whenever possible. ***EX:** A Trait such as "Attentive to Detail" could offer you +1 when performing a task such as mixing a drink or noticing something out of place. However when asked to perform something more along the lines of forging a signature or appraising an item or work of art, having a fine eye for detail would be more specific and grant a +2 bonus.*
- **Skills** -- A **broad** skill set will offer anything related to it a +2 bonus, while a **specific** skill set offers a +4 bonus to tasks attempted with it. A Skill that is unusually appropriate to a certain task gains another +1 bonus on top of its normal bonus. Skills, unlike Traits, cannot stack with themselves. So when choosing a Skill to use, be sure to choose the most appropriate for the task. ***EX:** When coming across a locked door, a character with the skills "Dismantler of Machinery (Broad)" and "Expert Lockpicker (Specific)" could choose to use either to disable the lock on the door. Because "Expert Lockpicker" is a specific skill, it is chosen for its higher bonus.*
- **Profession** -- Your Profession is the only part of your kit that scales with you. Your profession has a numerical level associated, starting at 1 and going up by 1 each time you gain a level. When performing a task that can use your profession, you get to add your profession's level to the roll. If the task being performed is directly related (i.e. your profession is "Head Chef of the Frimble Grand Hotel" and you are cooking) you gain an additional +2 bonus to your roll. Your Profession also grants its bonus when dealing with any group, person, or place related in its description.

Stacking

When you make a skill check you try to line up your Traits, Skills, and Profession as closely as you can to get the maximum benefit out of them. You may stack any number of applicable traits together - whether they be personal traits or offered by magical items - when making a roll. However, you may only ever choose 1 Skill to use for the roll, and obviously your Profession only gets to add itself once. Because of your ability to stack as many Traits together as you want, it behooves your character to solve problems in their own personal style as much as possible.

EX: *A Soot Slinger comes across a locked door, and has to open it. They have taken “Mechanical Tinkerer” as a Broad skill, and could use that for a +2 bonus to try and open the door by picking the lock. However, they have the traits “Appetite for Destruction” and “Demolition Fiend”, which combined with their readily available explosive compounds, would grant them an addition +4 bonus if they attempt to wedge an explosive in the locking mechanism to blow the lock up (gaining a +2 bonus from each trait as they are directly related to blowing things up).*

Using Skills

Before choosing traits, skills and seeing if your profession plays a part in a skill check, the type of check must be set. Once the skill type (see below) is set, and the player has selected their traits, any applicable skill, and their profession if applicable, they make a skill roll. The skill roll is as follows:

$$\text{Skill Roll} = \text{Stat} + 3d6 + \text{Traits} + \text{Skill} + \text{Profession} + \text{other modifiers vs. TN}$$

(See “Stacking” above for more information.)

Target Numbers (TN)

When the players attempt a skill check, the GM sets a Target Number for them to reach in order for the check to be successful. While it is up to the GM to choose a final number, common values for checks is as follows:

<i>Situation</i>	<i>TN</i>
Easy Task	12
Average Task	15
Difficult Task	18
Very Difficult Task	21
Heroic Task	24

Check Types

As mentioned before, skill checks come in a variety of types that designate a rough

Knowledge/Research -- This is a check based on obtaining some form of information whether through study or simple recollection. These checks will almost always be based off of **Mentalitude**, but unusual cases or special abilities might change them to one of the other stats.

Exploration -- A special check used when in dungeons to find hidden items, supplies, or otherwise restock on equipment. This is a **Mentalitude** check.

Magical -- Skill checks that are considered *Magical* represent doing something that requires manipulation, analysis, or reworking of magical energies. Understanding cast spells, enchantments, sensing or creating magical items, and attempting to disrupt currently active magical energies all fall under the *Magical* category. As with Knowledge/Research these will commonly be **Mentalitude** related, but some magic types can use different stats.

Crafting -- Any task that is actively making something - anything from dinner to a powerful magical charm - falls under the purview of *Crafting*. Crafting is almost always **Skillfulness** based.

Physical -- These tasks can take the form of everything from acrobatics, to traversal skills, to simple feats of strength or endurance. Dodging falling rocks, swimming through moving water, resisting the heat or cold, and even fighting off illness are considered *Physical* feats. These will frequently be **Burliness**, but many can be **Skillfulness**.

Movement -- A special combat skill check, the Movement Check is used to determine whether or not a character is fast enough, agile enough, or strong enough, to move a great distance in a short amount of time. Movement checks over relatively normal, open terrain will most likely be based on **Burliness**, but a Movement check through a dangerous area, around obstacles, or even up handholds or ladders might use **Skillfulness**.

Social -- Finally, any roll relating to talking to or interact with other people/creatures/entities without resorting to fisticuffs is considered a Social check. This will almost always use **Skillfulness**.

--Part 4: Classes--

Roles

Because the classes in Mu are varied and unusual in their set up, they each follow 2 roles that can help better identify their playstyle.

****Fighter** -- These classes are melee damage dealers, and have abilities that try and take their targets down quickly. Fighters will often have abilities that let them rapidly close distance with their targets and keep them in fighting range. While some fighter abilities might have debilitates or other debuffs attached, their primary focus is taking targets out of the fight quickly.

****Frontline** -- Like fighters, frontline classes do the vast majority of their job while in melee range. However, unlike fighters the job of a frontline class is to interpose themselves between enemies and their allies. Frontline classes exert control over a fight in a very small area around them, attempting to prevent dangerous enemies from reaching more vulnerable, wounded, or generally weaker allies.

****Skirmisher** -- The skirmisher classes dart in and out of melee range, with short ranged weapons or abilities to compliment their mobile style. Everything from distraction to damage, the skirmishers harasses enemies and compliment their allies by providing assistance where they can. Mobility and utility are the two main purviews of the skirmisher.

****Control** -- Not every class attempts to kill enemies as fast as possible. Control classes assist their allies through enhancements and buffs, and disrupt their enemies through debuffs, binds, and other conditions. Damage may be part of a control class' abilities, but it is complimentary at best.

****Support** -- Some classes assist their allies through almost entirely non-combat means. Whether this is through creation of items or charms, bestowing blessings or enchantments, or simply telling jokes and cooking good food, support classes do their best to keep everyone in top form. In combat, support classes may have a small variety of tools to help out, but their primary function is to assist the party in ways other than simply hitting opponents.

****Artillery** -- When all else fails, get the big guns. Or wizards. Or arrows. Artillery classes exist to deal damage to opponents from afar. They lack the mobility and utility of the skirmisher and instead heap on the hurt. Whether through devastating magical abilities, a rain of arrows from a repeating crossbow, or a variety of experimental explosions, the artillery class tries to achieve success through superior firepower.

Legend

Blue Text -- Passive abilities you always have working for you

Red Text -- Active abilities that are used during combat

Purple Text -- Reactive abilities that must have a specific action occur before they can be used

Brinementalist -- Mentalitude/Skillfulness

Restriction: Mim Only

Role: Magical Control/Support

Armor: Light

Originating in the Central Mim Kingdom, the Brinementalists are a strange group of wizards who have found power in food preservation. These small, salt fueled wizards are popular among adventuring bands for their restorative preserves, pickles, and other canned goods. Also their command over brine and gelatin based magic and monsters makes them strange but useful combatants. As adventuring and food preservation are largely seen as women's pursuits in Mim society, most Brinementalists are women.

Class Skills

****Canning and Preserving (Specific)** -- This skill set covers everything one would need to preserve food in gelatin, brine, or sugar based suspensions - from knowledge of a variety of gelatins and brines, as well as the actual act of canning and preserving foods. This is used in the creation of the magical foodstuffs that Brinementalists make.

****Brine Magic and Tradition (Specific)** -- This covers the magical knowledge used in the titular magic school, as well as the traditions and historical figures of the school. In addition, this also covers knowledge of gelatinous or ooze like creatures.

****Glassblowing (Specific)** -- Brinementalists are expected to know how to upkeep and make new jars and bottles for their concoctions. To this end almost all are experienced glassblowers, but most do not take this skill to an artistic extreme.

****Chefery (Broad)** -- While not usually world class chefs or brewers, the Brinementalist has spent enough time in and around kitchen settings to be a highly competent line cook, or at the very least able to scrounge together a meal for a party of hungry adventurers.

Class Abilities

Brine Pool (Full, Magic) -- You have a Brine Pool equal to **5 + (Current Level)** that powers your abilities.

Magic Type: Cultural

Rank 0

Empowered by Preserves -- Passive

Effect: The amount of enchanted preserves you have consumed over the course of your life has left a linger effect on you. **You receive 1 + (Current Level) Armor against Acrid typed damage and gain a +(Current Level) bonus to any effect from a consumed Brinementalist foodstuff.**

Gelatinous Friend -- Passive

Effect: You may summon, control, and keep a small gelatin based creature as a pet. This pet is considered a Familiar. Its stats are as follows:

- **Burliness:** 3 **Skillfulness:** 2 **Mentalitude:** 1
- Monster Modifier: Amorphous
- **Ability: Gel Bash – Active (Skill)**
 - Type: Melee Attack – Burliness
 - Effect: Deals **Burliness** + (Current Level) Physical Damage.
- **Ability: Grasping Tendrils – Active (Skill)**
 - Type: Melee Reach Grapple Attack – Burliness
 - Effect: Grapples Target.

Recipe Alteration -- Passive

Effect: When using any ability typed as a *Recipe*, the Brinementalist can opt to alter it in a minor way. However, alterations can change the magical backbone of a spell such that it must be cast or performed in a different manner to avoid spoiling the spell. **Purchasing an alteration increases the cost of the spell by 1, and only one alteration may be selected at a time.**

- *Extra-Spicey:* By adding some personal favorite spices, zests, or just increasing the content of current pickling agents, the spell receives a boost in effectiveness. **Brine abilities receive a +1 bonus to any (Current Level) modifier. Gelatin abilities receive a +2 bonus to any (Current Level) modifier.**
- *Pressure Cooked:* A spell that has been pressure cooked can be completed faster and easier, but because of its lowered magical pH content isn't quite as potent. **Any ability that is Pressure Cooked can be used as a Free Action instead of a Standard action, but has all Constant Values reduced by 2 (to a minimum of 1). This does not affect any**

(Current Level) modifier.

- *Quick-Set*: May only be used on *Gelatin* abilities. By adding fast-acting gelatin or pectin to a spell, it's effectiveness can be increased at the cost of its duration. **Increases any Constant Values of the spell by 1, but reduces length by 2 turns.**
- *Specialty Salts*: May only be used on *Brine* abilities. By using a variety of unusual or special order salts, you can alter how the ability affects targets. **Any instances of Nature Damage types may be changed to any other Nature Damage type. (i.e. Poison, Erosion, or Acrid damage) and increases any damage dealt by +2.**

Rank 1

Gelatinous Grasp -- Active (Magic, Recipe, Gelatin)

Cost -- 2

Type: Ranged Attack -- Medium

Effect: Summons grasping strands of magical gelatin to bind and impede a target. **Target receives Minor Condition: Bound -- All physical attack, defense, and movement values/rolls suffer -4. Condition check versus Burliness.**

Brine Jet -- Active (Magic, Recipe, Brine)

Cost -- 0

Type: Ranged Attack -- Close

Effect: Summons a blast of magical Brine to zip through the air and spatter against a target. **Deals 5 + (Current Level) Acrid damage.**

Salt the Wounds -- Active (Magic, Recipe, Brine)

Cost -- 1

Type: Ranged Attack -- Medium

Effect: Drenches a target in extra-salty water to inflict pain and irritation on any surface wounds. **Target receives Minor Condition: Salted -- All rolls/values suffer -2. If target is Injured penalty increases to -4. Condition check versus Burliness. Does not affect inorganic creatures, or creatures immune to pain or Acrid damage.**

Tendrils of Gel -- Active (Magic, Recipe, Gelatin)

Cost -- 3

Type: Self Buff

Effect: Conjures several strands of animate gelatin on user's arm to extend their reach and increase their strength and dexterity. **Grants melee Reach and allows user to substitute their Mentalitude for any Burliness or Skillfulness rolls when using the tendrils. Lasts 1 + (Current Level)**

turns. Grants an additional +1 bonus to any grappling action.

Rapid Rusting -- Active (Magic, Recipe, Brine)

Cost -- 1

Type: Ranged Attack -- Medium

Effect: Sprays enchanted brine on target, hastening corrosion, rust, and erosion. **Deals 5 + Mentalitude + (Current Level) Erosion damage to an inorganic target.**

Add to Taste -- Active (Magic)

Cost -- 1

Type: Ranged Attack -- Medium

Effect: Showers target in a plethora of fine smelling seasoned brines, gels, or sugar mixes. **Lesser enemies that are typed as Fauna or otherwise unintelligent and organic in the same zone must take their next action attacking or moving towards if they are not within range of the affected target. Lasts until caster's next turn.**

Slimy Coating -- Active (Magic, Recipe, Gelatin)

Cost -- 2

Type: Friendly Buff -- Medium

Effect: Coats a friendly target in a slick layer of magical, unset gelatin, making them much harder to hit or grab in melee. **Grants Target a +2 bonus on any Defense Roll made against melee attacks, and a +6 bonus to resist being grabbed, grappled, or otherwise bound (these bonuses do not stack). Lasts 1 + (Current Level) turns.**

Spilled Preserves -- Active (Item, Gelatin)

Cost -- 2

Type: Zone Debuff -- Close

Effect: Slicks the floors around you in a variety of extra-slippery gelatin, jelly, and brine. **Any Zone in range becomes Difficult Terrain, and a failed Movement Check to maneuver within, into, or out of results in knockdown. Lasts 1 + (Current Level) turns, but may be canceled at any time.**

Pickle Person -- Active (Magic, Brine)

Cost -- 3

Type: Friendly Buff -- Close

Effect: Magically infuses target with a variety of preserving fluids and brines, greatly increasing their resistance to certain damage types and granting them mild regeneration. **Target organic creature**

receives a bonus $3 + (\text{Current Level})$ Armor against Acrid type damage, and regenerates (Current Level) health during the Resolve Continuous Effects step on each turn.

Command Gelatinous Being -- Active (Magic, Gelatin)

Cost -- 3

Type: Enemy Debuff -- Medium

Effect: You exert your mental dominance over a creature of ooze, slime, or gel type. **On a successful attack, targeted enemy with the Amorphous Monster Modifier will follow the commands of the caster for their next turn.**

Get Salty -- Active (Item)

Cost -- 0

Type: Self Buff

Effect: You down an entire jar of leftover brine, refilling your magical powers and hopefully not choking on the salty, seasoned liquid. **Completely refills your Brine pool, but may be only used once per combat. Inflicts Minor Condition: Too Much Salt -- all rolls are at -1 as you attempt to deal with the intense sodium overload and try not to throw up. Condition check versus Burliness.**

Salt Crust -- Active (Magic, Recipe, Brine)

Cost -- 2

Type: Friendly Buff -- Medium

Effect: You coat a friendly target in spikes of salt, granting them additional protection from melee attacks and the ability to deal damage back. **Grants 2 Bonus armor against melee attacks and reflects (Current Level) Acrid damage back at the attacker if they do not use a Reach weapon. Lasts $1 + (\text{Current Level})$ turns.**

Citrus Infusion -- Passive

Effect: By infusing your Gelatin Familiar with a variety of enchanted citrus oils and preserved zest, you increase its corrosive nature and grant it additional lingering damage. **Your Gelatin Familiar now deals an additional (Current Level) Acrid damage on its attacks, and an additional (Current Level) Acrid damage as Continuous Damage (this damage does not stack with repeated hits). Also grants your Gelatin Familiar the following ability:**

Citrus Spray -- Active (Skill)

Cost -- 0

Type: Melee attack -- Reach

Effect: Spits a gout of stinging citric acid and gelatin at a target's eyes. **Deals $(\text{Current}$**

Level) Acrid damage to target and inflicts Minor Condition: Stinging Eyes -- target is at -4 to attack or defense rolls/values. Lasts one turn. Will not apply Stinging Eyes to inorganic creatures or creatures immune to pain or Acrid damage.

Fruit In -- Passive

Effect: Inserts magical, delicious preserved fruit chunks into your Gelatin Familiar increasing its durability and granting it extra strength. **Increases your Gelatin Familiar's Burliness by 1 and grants an additional 2x (Current Level) bonus to your Gelatin Familiar's health . Grants your Gelatin Familiar the following ability:**

Fruit Slam -- Active (Skill)

Cost -- 0

Type: Melee Attack

Effect: Form into a huge gelatinous fist and smashes a target in front of you. **Deals 5 + Burliness + (Current Level) physical damage and knocks target down.**

Extra Pectin-Support -- Passive

Effect: Increases the pectin content of your Gelatin Familiar, granting it a stronger membrane and allowing it to stiffen to shield you from damage. **Grants a bonus to your Gelatin Familiar's Armor equal to 1 + (Current Level). Grants your Gelatin Familiar the following ability:**

Gel Shield -- Reactive (Skill)

Cost -- 0

Prereq: Any Physical Attack targeting Self of Controller

Effect: Stiffens self and takes on a defensive form, greatly reducing incoming damage.

Automatically succeeds. Suffers hit from attack, but grants an additional 2 + (Current Level) Armor bonus. Can be used to intercept attack against Controller. Can only be used once per turn.

Extra-Serving -- Active (Magic)

Cost -- 4

Type: Familiar Buff

Effect: By giving your Gelatin Familiar a large boost of magical energy, you temporarily increase its size, strength, and aggressiveness. **Your Gelatin Familiar grows in size to Large category, has its melee range increased to Reach, receives a +3 bonus to Burliness, and gains Bonus Health equal to doubles its maximum Health. Lasts for 1 + (Current Level) turns.**

Rank 2

Salt Storm -- Active (Magic, Brine)

Cost -- 6

Type: AoE Debuff

Effect: You summon a torrent of brine mist and salt to swirl and rage about you, stinging and slashing at your foes. The storm is under your complete control, and will not cut at allies. **All enemies in your zone suffer -3 to all rolls and values, and take Mentalitude + 2x (Current Level) Acrid/Erosion/Storm damage each turn. While this ability is active you may only use other abilities tagged as Brine. Lasts until canceled, may be canceled as a Free Action.**

Super-Ball -- Active (Magic, Gelatin, Transformation)

Cost -- 4

Type: Familiar Buff

Effect: You supercharge your familiar, forming it into a tight ball and flinging it into approaching enemies, letting it bounce between them causing untold havoc in their lines before finally returning to you. **While this buff is active it grants your Gelatin Familiar Super-Ball Form. Lasts until canceled, may be canceled as a Free Action. While in Super-Ball Form your Gelatin Familiar may not use any abilities or take actions, but does not take damage and you gain access to the following ability:**

Hyper Bounce -- Active (Skill, Magic)

Cost -- 2

Type: Ranged Attack -- Close

Effect: Your Gelatin Familiar shoots out an enemy, and then bounces from target to target, as you guide it like a magical pinball between bumpers. **Deals Mentalitude + (Current Level) Physical Damage to a target and knocks down. Automatically leaps at an additional target that is not been knocked down that is within Close range of its last target. Each additional target requires a to-hit roll to be made, but gains a cumulative +1 bonus to hit and damage. Once out of targets, or a target is missed, the Familiar returns to its owner and may not use Hyper Bounce again during the current turn.**

Pillars of Salt -- Active (Magic, Brine)

Cost -- 4

Type: Ranged Attack -- Close/Zone Debuff

Effect: Drawing forth the local salts and minerals in the ground, you summon great pillars of salt to trap, block, or slam your enemies. **If used a Zone Debuff this creates a wall of salt pillars touching one edge of your current zone and stretching to the edge of an adjacent zone. These pillars can be climbed over if outside (or seeped through if the target is Amorphous) but are considered Difficult Terrain of TN 18. If used as an attack you make (Current Level) Magic attacks against any enemy in range, and on hit trap them in a salt pillar. Pillars have 15 + (Current Level) Health and 2 points of armor. Pillars are immune to Bleed, Acrid, Poison,**

and all Elemental damage. You may only have (Current Level) pillars active at any one time. Any number of pillars may be dissolved as a free action.

Master Molded -- Active (Magic, Gelatin, Transformation)

Cost -- 5

Type: Familiar Buff

Effect: Using your skills at both brinementalism and cheffery, you magically empower your Gelatin Familiar to take on the form and function of one of your fellow adventurers! **While this buff is active it grants your Gelatin Familiar Master Molded Form. While in this Form your Gelatin Familiar takes on the somewhat translucent shape of one of the other party members. It has its Burliness and Skillfulness replaced with other party member's, and may use any Rank 1 Skill tagged ability they possess for free, or make a Basic Attack using a non-magical weapon they possess, including any Ranged weapons. All damage types of these borrowed abilities are converted into Physical damage. Lasts until canceled, this Form may be canceled as a free action.**

Leftovers -- Passive (Magic, Gelatin)

Effect: Over the course of your adventures, the little bits and pieces of leftovers you accrue after cooking or canning have piled up, and your Gelatin Familiar has constituted them into a copy of itself (or just a new familiar, had you eaten the first). **You gain an additional Gelatin Familiar which benefits from all the abilities and upgrades you have purchased for your first. You may also take *Form of the Destroyer* if you have taken the perk *Gelatinous Suffusion*.**

Rank 3

Flash Preservation -- Active (Magic, Brine, Gelatin)

Cost -- 10

Type: AoE Enemy Debuff

Effect: The very core of brinementalism is the ability to preserve food in a quick, safe, and effective manner. You have perfected this technique such that even on the battlefield your preservation skills are known. A wave of enchanted brine and gel radiates from you, freezing enemies in a lacquer of preserves. **You make a magic attack against all enemies in your zone and adjacent zones. Enemies hit suffer Special Condition: Preserved. Preserved enemies cannot take any action and have their PDV reduced to 5, but are otherwise unharmed. Condition ends when a target suffers damage. This automatically hits Lesser enemies.**

Brine Eruption -- Active (Magic, Brine)

Cost -- 10

Type: Aoe/Zone Debuff

Effect: You draw a great torrent of water and salt from the ground, erupting out in a massive geyser of enchanted brine. **All characters in a Zone adjacent to you suffer 10 Acrid/Erosion damage, take an immediate Soar action directly out of the center of the zone, and a brine geyser is placed in the zone. Anyone attempting to enter a zone with a brine geyser suffers 10 Acrid/Erosion damage and takes an immediate Soar action directly away from the center of the zone. As long as the brine geyser is in effect, a thick mist of salty spray floats down across the battlefield. Enemies on the battlefield suffer -2 to all values, and have their armor reduced by 2. Allies on the battlefield heal 3 Health at the end of each turn, and gain +5 Bonus Armor against Acrid, Fire, and Cold damage. Lasts until canceled, may be canceled as a free action.**

Form of the Destroyer -- Active (Magic, Gelatin)

Cost -- 6

Type: Self Buff

Effect: Calling upon your command over gelatin, you empower your Gelatin Familiar to grow to great size and hold you inside its mass, functioning as a gigantic suit of translucent armor. **While this buff is active it grants Gelatinous Destroyer Form. Lasts until canceled, may be canceled as a Free Action.**

Gelatinous Destroyer Form -- Passive (Transformation, Magic)

Effect: Temporarily consumes your Gelatin Familiar to gain the following effects:

- Increases your size to Large
- Grants a +6 bonus to Burliness
- Grants immunity to Acrid, Bleed, and Storm damage
- Grants +5 Armor
- Grants Bonus Health equal to 3x Maximum Health
- Grants Gelatinous Limbs: +5 bonus to Movement Checks, your Unarmed Basic Attacks have their range increased to Reach, but you may not make attacks with a weapon or use abilities. You do not suffer from Stubby Legs while in this Form. You may increase the range of your Unarmed Attacks to Close (but still use Burliness to make these attacks) at a penalty of -2 to Hit.
- This Form is canceled if your Bonus Health is reduced to 0.
- Your Gelatin Familiar is returned to the battle once this ability is dropped, but cannot use abilities, assume other Forms, or take actions for the rest of the combat.

Sword Scholar -- Burliness/Mentalitude

Restriction: None

Role: Physical Fighter/Frontline

Armor: Medium

Hailing from all parts far and wide, the Sword Scholars are a loose collection of martial artists and weapon aficionados who have made it their goal to learn about and practice any and as many forms of swordsmanship as they can. These bookish warriors are more than slightly nerdy but practice relentlessly and are well versed in a multitude of styles and recognize a variety of fighting arts. In the field they are a little strange, decked out in a huge variety of weapons and blades, but they know how to use each one and have a sword for any occasion.

Class Skills

****Swordsmithing and Care (Specific)** -- A scholar has to keep up on weapon maintenance and a variety of other often over-specific information on edge sharpness and hardness factor, but they can keep their gear in tip-top condition. Though they usually struggle on performing more basic blacksmithing techniques.

****Swordsmanship Encyclopedia (Specific)** -- Knowledgeable in all things swordsmanship related, the scholar has an encyclopedic understanding of the techniques, practices, blades, and history of a vast array of swords. If you need to know something about a blade, ask a scholar.

****Martial Etiquette (Broad)** -- Their travels and research has taught them many things about the proper form, traditions, and goings on of many martial schools even beyond swordsmanship. Not always entirely accurately, but they would be less out of place at a foreign martial arts school than others.

****Read Opponent (Specific)** -- A skill that even has some combat application, the scholar has a keen eye and can easily spot exploitable moves in a style, gauge existing injury, or find any myriad of other weaknesses in an opponent. Even bestial or otherwise non-intelligent enemies can be watched for patterns or tells.

Class Abilities

Endurance Pool (Full, Physical) -- You have an Endurance Pool equal to **5 + (Current Level)** that powers your abilities.

Rank 0

Stance Fighter -- Passive

Effect: The Scholar blends a variety of technique, personal style, and weapon know-how into what has been divided into 3 different *Stances*. These provide different benefits, and require the scholar to use the specialized weapon for each stance. The Scholar can only ever be in one stance at a time, can choose to start a battle in any stance of his or her choice, and may change stances as a Standard Action. This also re-equips the Scholar with the necessary weapon required to be in that stance, and replaces the previously equipped weapon. The Scholar can keep enough weapons readied at all times to change into each stance.

Greatsword Stance -- Passive (Stance)

Requirement: Great Weapon(Sword)

Effect: While in this stance the Scholar uses a very large blade, often as tall as he or she is. While quite impractical indoors, these massive weapons allow the Scholar to disrupt an enemy's formation and deliver powerful thrusts, hews, or even bludgeoning. **While in this stance the Scholar receives a +2 bonus to damage, and a +2 bonus to attack enemy objects or equipment.**

Curved Sword Stance -- Passive (Stance)

Requirement: Curved Blade

Effect: This stance emphasises fluidity of motion and footwork to keep a long, protracted slice going between enemies and from limb to vitals on single targets. The extreme curve on the blades of this stance lend them to making long slices that function well against unarmored opponents, but lose some oomf against armored targets. **While in this stance the Scholar deals 2 additional Bleed damage on their Basic Attacks and abilities, and gains a +2 bonus to any Movement Checks they are asked to make.**

Two-Swords Stance -- Passive (Stance)

Requirement: Side-Arm/Knife and Main Hand/Thrusting Blade

Effect: By placing a short blade in the off hand and using a light and easily maneuverable blade in the main, the Scholar gives his or herself an extra avenue to deflect incoming attacks, catch blades, or even counter-attack. **While in this stance the Scholar receives a +2 bonus to Defense Actions, and gains a +2 Damage bonus on any Reactive ability.**

Read Opponent -- Active (Skill)

Cost -- 0

Type: Self Buff

Effect: Against any enemy in the fight, you immediately make a **3d6 + Mentalitude + Read Opponent** skill check versus their Physical Defense Value or opposed against their **Mentalitude** (in the case of Significant Enemies). On a success, you have spotted a weakness in their style and

personality that you can exploit. As long as you do not attempt to read another opponent or become incapacitated, you may continue to receive these bonuses against them until combat is over. Once read, you may choose one of the following personality types (or they choose in the case of Significant Enemies) for them to be affected by. This also makes them your *Focus*, allowing you to use *Focus Strikes* against them, as well as improving some other abilities.

- *Impetuous* -- The enemy is prone to acting hastily and can easily be baited into a bad attack. **You receive a +2 bonus to hit and damage on all Reactive abilities.**
- *Cautious* -- The enemy is sheepish, and can easily be cowed or put on the defensive, allowing you to strike while they are distracted. **The enemy receives a -2 penalty to their PDV or to any Defense Action they take.**
- *Calculating* -- Enemies of this type are patient and cerebral, waiting for the perfect moment to strike. By acting in a more unpredictable manner you can overwhelm their thoughts to strike while they are confused, and deflect or dodge attacks they thought lethal. **You receive a +1 bonus to all Attack or Defense actions made against the target.**

Focus Strikes -- Passive (Skill)

Cost -- 1

Type: *Melee Attack*

Effect: Focus Strikes may only be done against your *Focus*. Your Focus Strikes function differently depending on what stance you are in. You may always use the three following Focus Strikes:

- *Two-Sword Stance: Riposte* -- Parries and instantly counter-strikes against an incoming melee attack. **Deals Weapon Damage to an enemy that made a melee attack against you. This is a Reactive skill.**
- *Greatsword Stance: Wrathful Hew* -- A powerful, overhead strike that attempts to cut your foe in two. **Must be performed against an *Injured* opponent. Instantly kills a non-Elite Lesser enemy. Automatically crits Elite Lesser enemies or Significant enemies. This attack suffers a -2 penalty to hit.**
- *Curved Sword Stance: Exsanguinate* -- Draws a flurry of cuts across the opponent, attempting to bleed them out. **Deals Weapon Damage. If you deal any Bleed damage on your attack, your target suffers 2 + (Current Level) Continuous Bleed damage.**

Rank 1

Lunge -- Active (Skill)

Cost -- 2

Type: *Melee Reach Attack*

Effect: Quickly lunges forward, thrusting the point of your blade into an exposed vital spot or between armor. **You deal Weapon Damage and ignore (Current Level) Armor. Allows the use of**

the following Focus Strike:

- **Greatsword Stance: Iron Sting** -- You take an immediate move action directly towards your target before your attack, gaining a +2 bonus to any Movement Checks you have to make.

Blade Catch -- Reactive (Skill)

Cost -- 2

Pre-Req: *Melee Attack against you with weapon*

Effect: Catch the enemy's weapon in your crossguard, and then with a quick turn disarms your opponent. **Disarms the enemy, but you suffer a -2 penalty to your Defense roll. While in Two-Sword Stance you may reroll a single failed attempt.**

Deflect Strike -- Reactive (Skill)

Cost -- 2

Pre-Req: *Melee Attack against you*

Effect: You catch and deflect the enemy's attack into one of their nearby allies. **A nearby enemy takes the full effect of the attack just made against you, but you are at -2 to your Defense Roll.**

Blade Dance -- Active (Skill)

Cost -- 4

Type: *Melee Attack*

Effect: You strike your enemy and follow through, drawing your blade across your foe and into other opponents. **You may take a Basic Melee Attack against all targets in melee range of you.**

Allows the use of the following Focus Strike:

- **Curved Sword Stance: Tendon Strikes** -- You deal weapon damage and inflict Minor Condition: Hamstrung -- target suffers -2 to all melee attack values/rolls, cannot disengage from melee with you, and cannot make attacks of opportunity against you. Check vs.

Burliness.

Take-Down -- Active (Skill)

Cost -- 2

Type: *Melee Attack*

Effect: After locking blades, you sweep behind your opponent and knock them to the ground, making it easy to deliver finishing blows. **Counts as a grapple, knocks down target.**

Impale -- Active (Skill)

Cost -- 3

Type: *Melee Attack*

Effect: You stab your target, and afterwards leave the blade in the wound, drawing a new blade but leaving the target with a severe disadvantage. **You deal Weapon Damage to your target, and they receive the Special Condition: Impaled. An Impaled enemy suffers -4 to all values or rolls, but may spend an action removing the blade, taking an immediate 3x (Current Level) Bleed damage and removing the condition. While in *Greatsword Stance*, you will not draw an additional blade, but you may choose to hold onto your sword, counting the enemy as grappled. You may remove your sword as a Standard action, dealing an immediate 3x (Current Level) Bleed damage to the target.**

Beat -- Active (Skill)

Cost -- 2

Type: Melee Attack

Effect: You strike at the target's weapon, deflecting it off to the side and unbalancing your foe to better strike at a vital location. **Target suffers Special Condition: Off Balance until the end of their next action. While Off Balance they suffer a -2 penalty to all defensive values or rolls, and take an additional +4 Physical damage from the first physical damage source against them while Off Balance. Does not work on targets that do not have weaponry. Allows the use of the following Focus Strike:**

- *Two-Sword Stance: Coup de Grace* -- Deals weapon damage. This attack automatically crits any enemy that has a Condition on them.

Combat Momentum -- Passive

Effect: While in combat you move fluidly from target to target, keeping an unbroken flow of blade movement and footwork. **You receive a cumulative +1 bonus to your attack roll on an attack that immediately followed a move action. This bonus caps out at +3, and is lost if you are hit. While in *Curved Sword* stance you may add this bonus to your Bleed damage.**

Rank 2

Improved Stances -- Passive

Effect: You've spent so much time working on and developing your stances that your proficiency in them has reached preternatural levels. **You stances upgrade into the following:**

- *Sundering Stance (Greatsword)* -- Your damage bonus is increased to +3, and you gain a +5 bonus to attack enemy objects or equipment, as well as a +5 damage bonus to destroy objects.
- *Serrating Stance (Curved Sword)* -- In addition to your normal bonuses, when you deal Bleed damage your target cannot be healed for a turn and any Bleed damage you deal to an Injured target is doubled.

- *Deflecting Stance (Two-Sword)* -- In addition to your normal bonuses, whenever you perform a Reactive skill you may immediately take a Reposition action and you gain an additional +1 bonus to Defensive actions.

Sanguine Instinct -- Passive

Effect: Having honed your skill and observation to a fine point, you can seek out holes in your opponents defenses and armor on instinct alone. When using your lighter weapons you never seem to strike armor, and your blades draw a crimson arc. **While in Curved Sword and Two-Sword Stances you ignore 2 points of armor, and deal 2 additional points of Bleed damage. You also gain access to the following two Focus Strikes:**

- *Two Sword Stance: Puncture* -- Target suffers Minor Condition: Punctured. While punctured target takes an additional (Current Level) Bleed damage when hit by an attack that deals Physical damage. Condition check versus Burliness. Does not affect enemies immune to Bleed damage.
- *Curved Sword Stance: Splatter* -- Deals weapon damage. Automatically crits Injured targets. Does not affect enemies immune to Bleed damage.

Scything Blades -- Passive

Effect: Your swords pass through your foes as if they were made of mist. Even with overwhelming odds on their sides your enemies hesitate to approach you. **While in Curved Sword and Greatsword Stances you may make a Basic Attack against an additional target as a Free Action after successfully landing a Basic Attack or Ability against a previous target. You also gain access to the following two Focus Strikes:**

- *Greatsword Stance: Cleave* -- Deals Weapon Damage to your target, and half damage to any other targets within melee range of your target.
- *Curved Sword Stance: Whirling Blade* -- Deals Weapon Damage to your target, and any Bleed damage you deal as Physical damage to all targets in your melee range.

Wall of Steel -- Passive

Effect: From bullets to magical bolts, projectiles always seem to meet your blades and never your body, try as they might. Your swords form a wall of steel in front of you. **While in Greatsword or Two Sword Stance you may use your Burliness to defend against Ranged or Magic attacks. You also gain access to the following two Focus Strikes:**

- *Greatsword Stance: Spellbounce (Reactive)* -- You reflect a magical attack back at the target that flung it causing them to suffer the full effects of their attack.
- *Two Sword Stance: Sling Blade (Reactive)* -- You throw your off hand at your attacker before they can loose their arrow or fire their gun at you, and then draw a new one from your belt.

Deals Weapon Damage with your off-hand weapon to your target. Does not work on targets at Medium range away or further.

Perfect Awareness -- Passive

Effect: During a battle nothing escapes your attention. Distractions or sneaky tactics only fail to break your focus. **You may use Focus Strikes on any target, not just your Focus, gain a +5 bonus to Initiative, and ignore any bonuses a target may have due to stealth, camouflage, or other obfuscating tactics.**

Rank 3

Demon of Blades -- Active (Skill, Transformation)

Cost -- 10

Type: Self Buff

Effect: Thought lost to the sands of time, this terrifying technique seems to transform the practitioner into a many armed demon of war, able to fight an entire army by themselves. **While active, this buff grants Demon of Blades Form. While in this Form, the user gains 3 Free Actions that can only be spent on Basic Attacks or Focus Strikes, and counts as being in all three of their Stances and equipped with all of their weapons at the same time. Lasts until canceled, may be canceled as a free action.**

Sword Saint -- Passive (Stance)

Effect: You have reached a strange enlightenment on the battlefield. A perfected calm that lets your sword be where it needs to, to do what it needs to, when it needs to. **While in this stance you automatically succeed at using Read Opponent, and may use any of your weapons. While in this stance all of your Rank 1 abilities cost 1 Endurance, and you may spend 1 Endurance to gain access to any Focus Strike you possess, or to count as being in any of your other stances. You may spend 1 Endurance to automatically succeed at any attack or defense roll you make. You cannot take Drip actions or restore your Endurance in any way while in this stance, and once your Endurance pool is depleted you must drop this stance.**

God Killer Strike -- Active (Skill)

Cost -- X

Type: Melee Attack

Effect: A dangerous gambit, this attack turns all of the user's strength into an unstoppable strike designed to fell even the mightiest of foes. **You must spend all of your remaining Endurance to use this ability. You may also spend 3 Health (this cannot take you to 0 or below) to increase the Cost of this ability by 1, as many times as you like. Deals 30 + Weapon Damage + 2x**

(Cost) Mighty Damage to the target. If this would reduce the target to 0 health they are instantly taken out of action, and do not get a Last Chance. Target's hit by this ability and not taken out of action lose their next turn and are Knocked Down.

Embermancer -- Mentalitude/Skillfulness

Restriction: None

Role: Magical Artillery/Control

Armor: Light

Since the beginning of civilization, the Embermancers have been with the intelligent races. Every Embermancer has read the Hearthstone - an immense granite slab inscribed with ancient writings that teach the ways of Embermancy. Those who understand its ancient writings are granted an awakening in their elemental flame, an inner fire found in all beings, and it is their job to watch over the inhabitants of Mu. There is no better companion to have in the wilderness than the Embermancers: able to summon coals and flame, magically empower fires to aid weary travelers, and a with a vast knowledge of stories, songs, and other performance art to keep morale high. Most inns in large cities employ an Embermancer, and they can always find employ among bands of traveling adventurers.

Class Skills

****Primordial History (Broad)** -- Embermancers hold knowledge passed down to them through the Hearthstone - knowledge of the strange and wonderful that lay buried beneath the world's surface. History that seeps into all walks of life, cultures, and places. The Embermancers commonly spin these historical facts into stories, but not all their stories are fiction.

****Performance Art (Broad)** -- Everything from storytelling, to singing, to playing a musical instrument, and more, the Embermancers are versed in a wide array of morale boosting entertaining past times. Many find employ in major trade cities and other places adventurers and wanderers congregate whom flock to places with good entertainment.

****Hearthkeeping (Specific)** -- The art of manipulating the magical power Embermancer's wield and turning that into destructive or restorative power is known as Hearthkeeping. This skill is used to both understand the magical side of the discipline, but also for keeping campfires and other places of rest.

****Hospitality (Broad)** -- Everything from keeping guests rested and well fed, applying first aid care, and keeping gear ready and in working order is part of an Embermancer's charge. Even novice Embermancers make great party hosts, innkeepers, or dinner planners.

Class Abilities

Heat Pool (Empty, Magic) -- You have a Heat Pool with a maximum value of 5 + **(Current Level)**.

Spill Failure:

Sizzle (by 2 or less) -- Your elemental flame sears you, but not too badly. **Your spell fizzles and you get the *Minor Condition: Sizzled* - you are at -1 to all Magic tagged abilities or skill checks. Repeated Sizzles increase the penalty by an additional 1. Condition ends after battle.**

Burnout (by 3-4) -- Your elemental flame spills over, detonating your magic out in a blast of heat and flame. **You deal Fire damage to everyone in your immediate zone equal to your Max Ember Pool + 2x (Current Overflow). In addition you take an immediate *Drain* action.**

Flare (by 5 or more) -- Your elemental flame is completely overloaded, immediately detonating and then going into a semi-dormant state. **You deal Fire damage to everyone in your immediate zone equal to your Max Ember Pool + 3x (Current Overflow), you take an immediate *Drain* action, and you cannot use any *Magic* tagged ability again until you have rested.**

Magic Type: Internal

Rank 0

Conjure Elemental Ember -- Active (Magic)

Cost -- 0

Type: Self Buff

Effect: You bring forth a shard of the elemental flame within, creating a small dancing ember that glows softly and provides a focus for you abilities at the cost of reducing your Heat dissipative abilities. **This ability is considered a Free Action. You summon up to 3 embers, granting a cumulative +1 bonus per ember to all Magic rolls and Fire damage values. Each ember inflicts a -1 penalty to taking Spill tests. The embers last until the end of combat or if canceled. Any number of embers may be canceled as a Free Action. Up to 3 Embers may be summoned when using this ability.**

- *Each Rank 1 Active ability has Ember bonuses listed as a bullet. In order to get the listed bonus you must have as many or more currently active embers as listed.*

Fling Ember -- Active (Magic)

Cost -- 0

Type: Ranged Attack - Medium

Effect: You send one of your floating embers out to strike a target, splashing against your target and showering them in flame and sparks. **You may choose to fling an ember at a single target, dealing (Current Level) Fire damage to the target, and doing an additional 1 damage per point of Pool you currently have. A flung embers no longer provides its benefits, but you still gain its damage on this action. Each flung ember reduces your Overflow by 1.**

Inner Fire -- Passive

Effect: Because of your awakened elemental flame, you are supernaturally resilient to heat. **You gain a bonus equal to Mentalitude + (Current Level) Armor against Fire type damage.**

Rank 1

Flame Jet -- Active (Magic)

Cost -- 1

Type: Ranged Attack - Medium

Effect: You conjure a lance of roiling fire that flies from your outstretched palm towards your target.

Deals Mentalitude + 2x (Current Level) Fire Damage to your target.

- 1 Ember Bonus -- You may select an additional target.

Bed of Coals -- Active (Magic)

Cost -- 2

Type: Zone Debuff -- Close

Effect: Summoning a great number of magical coals, you coat the floor of a zone in the burning embers, dealing damage to anyone standing within it. **Anyone moving across the ground of the affected zone or ending their turn standing in the affected zone takes 3 + 2x (Current Level) Fire Damage. Lasts 1 + (Current Level) turns.**

- 3 Ember Bonus -- Becomes a Rain of Coals, and anyone that moves through the affected zone, walking or not, become affected.

Wall of Fire -- Active (Magic)

Cost -- 1

Type: Zone Debuff -- Medium

Effect: You summon a line of coals that spit fire and ash into the air above them. **Choose a zone edge within range, anyone who passes through this line takes 5 + 2x (Current Level) Fire damage. Lasts 1 + (Current Level) turns.**

- Ember Bonus -- You may select an additional zone edge for the wall occupy in range per

active ember, and damage is increased to 5 + 3x (Current Level) Fire damage.

Inner Warmth -- Active (Magic)

Cost -- 2

Type: *Friendly Buff -- Close*

Effect: By stoking the elemental fire in all living beings, you grant them a burst of regenerative energy, easing pain and closing small wounds. **Friendly target heals for 5 + (Current Level) health, and may remove 1 Minor Condition, or reduce 1 Major Condition to Minor status. This can only be done to an individual once per battle.**

- *Ember Bonus -- Each active ember increases health restored by 2.*

Ashen Breath -- Active (Magic)

Cost -- 1

Type: *Ranged AoE Attack -- Close*

Effect: You exhale a cloud of scorching ash and burning embers that causes choking, burning, and general fire related malaise towards those unfortunate enough to be caught by it. **Target and any other than caster standing within melee range of target suffer (Current Level) Fire damage and receive Minor Condition: Choking Ash - target suffers -3 to all values/rolls. Condition check versus Burliness. This counts as a gas effect.**

- *3 Ember Bonus -- Becomes Flame Breath, targets take **Mentalitude** + 3x (Current Level) Fire damage and then burns for **Mentalitude** + (Current Level) Continuous Fire damage.*

Burning Aura -- Active (Magic)

Cost -- 3

Type: *Self Buff*

Effect: An aura of heat and flame radiate just off your person, scorching enemies that get too near. **You deal 2x (Current Level) Fire damage to anyone that attacks you with a non-reach Melee attack. Lasts until canceled, may be canceled as a Free Action. Deals double damage to targets that have grappled you.**

- *3 Ember Bonus: Combat Aura -- Your channel your aura through your extremities, striking with fiery blows. Your Unarmed attacks now deal Unarmed Damage + **Mentalitude** Fire damage, and you may use your **Mentalitude** to make unarmed attack rolls. Once per turn as a Free Action you may spend 1 Pool to gain one of the following bonuses until the end of the turn: reach on your Unarmed attacks, or to use your **Mentalitude** for any Movement check until the end of the turn.*

Ignition -- Active (Magic)

Cost -- 1

Type: Ranged Attack -- Medium

Effect: With a snap of your fingers you ignite a target, causing them to burst into flames and burn.

Target suffers (Current Level) Continuous Fire damage.

- *Ember Bonus -- Continuous Damage increased by 1 per Ember.*

Emberspout -- Active (Magic)

Cost -- 3

Type: Summon

Effect: You conjure up a small, bonfire like spout of smoldering embers that spits a burning coal at an enemy near you. **Your conjured emberspout takes a Basic Ranged Attack as a Free Action using your stats on your turn. This attack counts as a Magical weapon, and deals Mentalitude + (Current Level) Fire damage. The emberspout breaks apart if stuck by an attack (it is automatically hit by any attack), but otherwise lasts until the end of combat.**

- *2 Ember Bonus -- The emberspout can take 1 additional hit before being destroyed.*

Warm Reception -- Active (Magic)

Cost -- 0

Type: Self Buff

Effect: An embermancer draws power not only from their own elemental flame, but from the well kept flames of their allies as well. **All allies within the same zone or any adjacent zone may opt to spend 1 point of Full Pool or gain 1 point of Empty Pool. For each point gained or spent this way, you may reduce your own Pool and Overflow by 1 and gain 1 Health. This may only be used once a combat.**

- *3 Ember Bonus -- You receive a +2 Morale bonus to all rolls until the end of combat.*

Vent Heat -- Active (Magic)

Cost -- 0

Type: Ranged AoE Attack -- Close

Effect: You shunt all the built up heat you have acquired into a blast of scorching energy, setting ablaze all in front of you at the cost of wearing yourself out. **You take an immediate Drain action, and make a Magic attack against all targets in a line in front of you out one Movement action's worth of distance. This deals Mentalitude + 2x (Overflow + Heat) + 2x Embers Fire damage to all targets hit . You count as being Drained after performing this action, and immediately lose all active embers. This may only be used once a combat.**

- *3 Ember Bonus -- You may take additional attacks against all targets within melee reach of you.*

Shimmer -- Active (Magic)

Cost -- 1

Type: Self Buff

Effect: A controlled heat wave distorts and ripples the air around you, making your form hazy and indistinct, making it much harder for enemy ranged attacks to land. **You receive a + (Current Level) bonus to any Defense Actions made against Ranged Attacks. Lasts 1 + (Current Level) turns.**

- *3 Ember Bonus -- All allies in the zone with you also receive you this bonus, and you may take the bonus against Melee Attacks as well.*

Sparkler -- Reactive (Magic)

Cost -- 1

Pre-Req: Melee Attack

Effect: Projects a spray of sparks and smoke into an oncoming enemy, throwing off their attack and blinding them for a short while. **Target suffers Minor Condition: Temporary Blindness -- they suffer a -4 penalty to Ranged or Melee attacks. Condition check vs. Burliness. Does not work on creatures without eyes or that cannot see.**

- *Ember Bonus -- Target's Condition Check suffers 1 per active ember.*

Fireball -- Active (Magic)

Cost -- 3

Type: Ranged AoE Attack -- Far

Effect: Hurls a spitting sphere of flame and smoke quite a ways, detonating and showering the area in flame and burning ash. **Target and anyone in melee range of target take 2x Mentalitude + 3x (Current Level) Fire damage, are knocked down, and suffer Mentalitude + (Current Level) Continuous Fire damage. Everything else in the target's Zone suffers Mentalitude + 2x (Current Level) Fire damage and are knocked down.**

- *3 Ember Bonus -- Entire zone is lit on fire, dealing Mentalitude + (Current Level) Fire damage to anyone who moves into or through the affected zone or ends their turn in the affected zone. This Zone burns out after 2 turns.*

Thawing Warmth -- Active (Magic)

Cost -- 1

Type: Friendly Buff -- Close

Effect: You stoke the target's inner flame, warming their muscles and protecting their body from the biting cold. **Target receives Mentalitude + (Current Level) Armor against Cold damage. Lasts 2**

+ (Current Level) turns.

- *2 Ember Bonus -- Target's muscles are invigorated, granting them +1 Bonus Burliness.*

Living Weapon -- Active (Magic)

Cost -- 3

Type: Self Buff

Effect: A conjured weapon of flame appears near you, bobbing and dancing about before lashing out to strike at your enemies. **The summoned weapon counts as a Familiar, but only attempts to deflect and counter-attack any enemy that strikes at you. The weapon cannot be harmed physically, but will dissipate if hit with any Magic attack. Lasts 2 + (Current Level) turns. The weapon uses the following ability when able:**

Living Weapon Strike -- Reactive (Magic)

Cost -- 0

Pre-Req: Melee attack against controller

Effect: Strikes out at an enemy, searing their body with its burning blade. **Deals Mentalitude + (Current Level) Fire damage.**

- *3 Ember Bonus -- Summons an additional weapon.*

Ring of Fire -- Active (Magic)

Cost -- 2

Type: AoE Attack

Effect: A pulse of flames emanate from you, rushing outwards and scorching enemies. **You make a Magic attack roll against all enemies in the zone, any hit you suffer Mentalitude + (Current Level) Fire damage.**

- *2 Ember Bonus -- Damage is increased to **Mentalitude + 2x (Current Level) Fire damage.***

Rank 2

Awaken Flames -- Active (Magic)

Cost -- 6

Type: AoE Friendly Buff

Effect: You briefly wake the elemental flames in your non-Embermancer party member, granting them short lived access to some of your power. **Non-Embermancer party members in your Zone gain Mentalitude + (Current Level) Armor against Fire damage, and may use the following Ability until the end of combat:**

Wild Spark -- Active (Magic)

Cost -- 1

Type: Ranged Magic Attack -- Close

Effect: Uses your Primary stat to attack. Deals Primary Stat + (Current Level) Fire Damage to target. May be used once per turn as a free action.

Fire Seed -- Active (Magic)

Cost -- 6

Type: Ranged Attack -- Close

Effect: You compress a great deal of magical flame into a tiny, seed sized spark. Perfect for flinging at an enemy, or planting as a trap for unexpected foes. On your command, it erupts into a raging pillar of flame. **You may plant this seed in your current zone, or make a magic attack against an enemy with it. As a Free action you may detonate the seed. Upon detonation the seed deals 5 + Mentalitude + (Current Level) Fire damage to anything within Reach of the seed. If the seed has hit a target, it deals double damage to the target. If you wait at least 2 turns before detonating the seed, it deals double damage to everyone caught in range - this means targets hit by the seed after 2 turns have elapsed will take 4x damage.**

Flame Rider -- Active (Magic)

Cost -- 6

Type: Self Buff

Effect: Like the rising heat, you empower your body to rise into the air, propelled by . **While this buff is active you gain Flight. While flying you use your Mentalitude to make Movement Checks. Lasts until canceled, may be canceled at any time.**

Flare Serpent -- Active (Magic)

Cost -- 8

Type: Summon

Effect: Like a solar flare radiating from the sun, you conjure a serpent of fire and flames to assist you. **Summons a Flare Serpent Familiar next to you. This Familiar can fly, and can take two actions per turn. It has no physical body, but if struck by a non-Fire magical attack it will dissipate for a turn before reforming. If it is dissipated three times it will not reform. It can make Basic Melee Attacks using your Mentalitude stat that deal Mentalitude + (Current Level) Fire damage, or once a turn use one of your Rank 1 abilities that costs 2 or less for free. It never gains the Ember Bonus on these abilities, and if the ability uses stats or values other than your Mentalitude in it they count as being 0. Lasts until the end of combat.**

Sun Shard -- Active (Magic)

Cost -- 8

Type: Ranged Attack -- Far

Effect: You call forth a small shard of the sun itself to crash into your enemies. **Must be outside during the day to use this ability. Targets a Zone. Deals 3x (Current Level) + 25 Fire/Explosive damage to everyone in the targeted zone, and half this to everyone in adjacent zones. Everyone struck by this attack takes an immediate Soar action directly away from the center of the targeted zone, and suffers (Current Level) Continuous Fire damage. Targeted zone is set on fire, dealing (Current Level) Fire damage to any who end their turn in it. Knocks anyone currently in the sky zone to the ground.**

Rank 3

Solar Beam -- Active (Magic)

Cost -- 12

Type: Ranged Attack -- Extreme

Effect: Channeling the full might of the sun, you call forth a brilliant blinding beam of light and heat to route your enemies, regardless of their numbers. **Must be outside during the day to use this ability. Targets any Zone the caster can see. Deals 35 Fire damage to everyone in the targeted zone, ignoring armor, and dealing 10 Continuous Fire damage after. The beam makes 2 move actions, dealing damage to anyone in the zones it passes through. You can have the beam linger in a zone for any of these actions, dealing damage again to anyone in the zone. If this ability would reduce someone to 0 Health they are immediately taken out of action and do not get a Last Chance. Anyone suffering damage from this ability loses their next turn and is knocked down.**

Living Inferno -- Active (Magic, Transformation)

Cost -- 10

Type: Self Buff

Effect: Your elemental flame surges, turning you into a great mass of flame of heat. **While this buff is active you gain Inferno Form. While in Inferno Form you always count as having 3 Embers, and cannot generate Overflow. You become Immune to Fire, Physical, Bleed, and all Natural damage. You deal Mentalitude + 10 Fire damage to any enemies within melee Reach of you at the end of each turn. You may not make Basic Attacks while in Inferno Form, but gain 1 Free Action that can only be spent on Rank 1 abilities. Lasts until canceled, may be canceled at any time as a free action.**

Praise the Sun -- Active (Magic)

Cost -- 10

Type: AoE Friendly Buff

Effect: The sun is the source of the elemental flame in all living things. It is by the light and energy the sun radiates onto Mu that life exists at all. It is through the sun that life continues. Praise the

Sun. **Must be outside during the day to use this ability. All party members are immediately healed to Full Health, those with Full pools have them refilled, and those with Empty pools have them emptied and all Overflow removed, even if some ability or condition would otherwise prevent this. All party members gain a +10 bonus to all non-Deed rolls and are immune to all damage until the end of their following turns.**

Soot Slinger -- Skillfulness/Mentalitude

Restriction: None

Role: Physical Artillery/Support

Armor: Light

The advent of firearms has led to a great variety of innovation in the field of alchemy. The eccentric Soot Slingers have taken a shine to the emerging field of firearms development and are hard at work creating a host of new devices, powders, and mechanisms in an attempt to make it into the history books. While sometimes more dangerous to themselves than their enemies, adventuring bands still highly value the Soot Slingers for their expertise in handling hazardous materials, their seeming unflappability, and their large arsenal of explosives and guns. Part gunslinger, part mad scientist, and more than a little unhinged, the Soot Slingers are constantly tinkering and experimenting, hoping to leave a lasting mark on history - rather than just the workshop floor.

Class Skills

Alchemical Chemistry (Specific) -- The discipline of alchemy is perhaps one of the oldest magical traditions, and when combined with the more modern scientific discipline of chemistry you get the bread and butter of what the Soot Slinger does. This skill lets the Slinger extract and combine the various essences and notes found in nature with their powerful solvents and powders to make the variety of strange and dangerous concoctions they are known for.

Gunsmithing (Specific) -- From the modern wheel locks, to the slightly out of date arquebus, it takes a bit of know-how to keep the variety of weapons used by the Soot Slinger in working order. This skill also covers the fabrication and modification of firearms as well as their maintenance.

Distilling and Brewing (Specific) -- Accomplished homebrewers (and bathtub gin makers), the Slingers are well versed in distilling and brewing all manner of solutions, tinctures, or even beverages. Useful in creating alchemical components, this is more often used to brew a variety of tipples for a long trip.

Herbalism (Specific) -- Alchemy requires a great deal of ingredients, and most Soot Slingers on an adventurer's budget can't afford to purchase them in large quantities. Forays into the local

wilderness however can yield impressive results when you know what to look for and where to look. A good mind for plants is also a boon when in need of medicinal herbs out on the road.

Class Abilities

Soot Pool (Empty, Item) -- You have a Soot Pool with a maximum value of 4 + (Current Level).

Spill Failure:

Jammed! (By 1 or less) -- Your gear has built up too much caked on soot and has jammed or otherwise been rendered temporarily unavailable. You cannot use your abilities again unless you spend 1 Standard Action to clean yourself and your gear up a bit.

Sootfire (By 2-3) -- Your weapon fires unevenly, accidentally igniting some of the soot still on your person/equipment. You are knocked down and dazed, losing any remaining actions and suffering a -2 to all rolls on your next turn.

Accidental Detonation (By 4 or more) -- The soot on your person has gotten into your ammunition, grenades, or otherwise volatile stores and ignites spectacularly as you attempt to fire a weapon or strike a fuse. You and everyone in the zone with you suffers 5x (Current Overflow)

Acrid/Fire/Explosive damage, are knocked down and dazed, losing their first action on their next turn and suffering -2 to all rolls on that turn.

Crafting Magic Type: Natural -- Consumable Only: This class does not use magical abilities but can create Consumable Enchants using Natural typed magic.

Rank 0

Alchemical Ammunition -- Passive (Item)

Effect: You carry on your person a variety of interesting and dangerous solutions, powders, and oils that you can use to alter your abilities to better suit the situation at hand. From pyrophoric bullets to gas grenades, you come equipped for just about any occasion. For any ability tagged as *Alchemical* or on a Basic Ranged Attack using a weapon tagged as any kind of *Firearm*, you may choose one of the following effects (note that any damage listed as Alchemical must choose and takes the properties of the chosen ammunition type):

- *Pyrophoric Compounds* -- Uses a special charge of reactive powdered metals in mineral oil binder to ignite target. The ability deals Fire damage instead of its normal type, and burns for an additional (Current Level) Continuous Fire damage.
- *Vitriol Salts* -- You use a payload containing a variety of sulfur salts and hygroscopic binder. Your ability deals Acrid damage instead of its normal type, and gives target Minor Condition: Acrid Burn -- Target suffers -2 penalty to all values/rolls. Does not affect creatures immune to

Acrid damage. Condition check versus Burliness.

- *High-Concussive Charge* -- Loads the charge with compressed, enhanced alchemical gunpowder causing a large pressure wave. Ability deals Explosive damage and knocks affected targets down. Can only be used on *Grenade* tagged abilities.
- *Purestrain Bullets* -- You load your gun with a special silver/platinum alloy bullet, engraved with alchemical symbols and coated in a variety of herbal infused mineral oils that tear at supernatural creatures. Ability deals Physical damage and is considered to be a Bane to the target if it is biological. Can only be used on *Firearm* tagged abilities, or Basic Ranged Attacks.

Alchemist's Scrubs -- Passive (Item)

Effect: You are always ready with the strange variety of goggles, masks, cloaks, and various gloves needed to work on your concoctions. These tools have been treated with special resins and lacquers that allow you to overcome a variety of strange situations others would be stymied by. **You are immune to attacks that attempt to Blind or use gas, you ignore any imposed penalties to grab a character that aren't size related, you can see through smoke, fog, or other cloud effects up to a zone away, and you receive (Current Level) Armor vs. all Natural and Elemental damage types.**

Soot Shots -- Passive

Effect: As you begin to build up a layer of soot, your firearms become imbued with the lingering energy from the alchemicals, increasing their damage output. **When making a Basic Ranged Attack with a firearm, or using an ability tagged as Firearm, you get a +1 Bonus to damage for each point of Pool you have (including any gained for using the ability).**

Special Weapons -- Passive

Effect: You keep a collection of specialized firearms on your person that increase your damage output, but cannot be loaded fast enough in combat to fire multiple times. **Abilities tagged as Firearm can only be used once per combat (unless otherwise stated). You are considered to have as many Readied, loaded, Wheel-lock pistols on you to avoid having to reload them during a fight. You also only spend 2 actions reloading Arquebus or Wheel-lock rifles, instead of 6.**

Rank 1

Scatter Gun -- Active (Item, Alchemical, Firearm)

Cost -- 3

Type: Ranged Attack -- Medium

Effect: You unsling an immense blunderbuss from your back and fire a blast of lead and iron at the targets in front of you. **Deals 10 + 2x (Current Level) Physical damage to target and all others in melee range of target. Knocks targets down.**

Pepperbox-- Active (Item, Alchemical, Firearm)

Cost -- 3

Type: Ranged Attack

Effect: A specialty pistol, the Pepperbox takes a while to load but its many barrels unleash a torrent of lead as they fire in quick succession. **You make 4 Basic Ranged Attacks that count as wheel-lock shots.**

Steel Core Shot -- Active (Item)

Cost -- 1

Type: Ranged Attack -- Medium

Effect: Loading a special, extra powder charged steel bullet into your pistol you can pierce through thick armor -- and even multiple enemies! **You make a Basic Ranged Attack with your wheel-lock that ignores non-magical Armor, and strikes one additional enemy if they are behind the first target.**

Modular Grenade -- Active (Item, Alchemical, Grenade)

Cost -- 2

Type: Ranged AoE Attack -- Close

Effect: You lob a small iron sphere full of alchemical agent which explodes after a few seconds, showering the area around it with dangerous shrapnel and the grenade's contents. **Deals 5 Physical damage + (5 + 2x (Current Level)) Alchemical damage to target and everyone within Reach of the target.**

Hold-Out -- Reactive (Item, Firearm)

Cost -- 1

Pre-Req: Melee Attack against you

Effect: A small, double-barreled pistol slides down a specially prepared mechanism hidden up your sleeve to deliver a point-blank shot into an oncoming enemy. **Deals 4 + (Current Level) Physical damage and the target loses its next action. Can be used twice per combat.**

Black-Penny -- Active (Item, Skill)

Cost -- 1

Type: Ranged Attack -- Close

Effect: You line up a perfect shot, striking an enemy square in the forehead (or otherwise vital area) as they close with you. **You make a Basic Ranged Attack at -3 that counts as a wheel-lock shot, but crits automatically. This ability does not work on enemies that do not have vitals.**

Arquebomb -- Active (Item, Alchemical, Grenade, Firearm)

Cost -- 4

Type: Ranged AoE Attack -- Far

Effect: You affix a special grenade attachment to the barrel of your arquebus, launching it a great distance. **Deals 10 + 3x (Current Level) Alchemical damage to target and everyone else in the same zone. Cannot use Purestrain Bullets.**

Smokebomb -- Active (Item, Grenade)

Cost -- 2

Type: Zone Debuff -- Close

Effect: You lob a metal canister full of a fast burning alchemical compound that makes a great mass of colored smoke after a short while, obscuring vision. **The canister fills the affected zone, counting it as having a cloud effect in that lasts 1 + (Current Level) turns. You are immune to Attacks of Opportunity while in this cloud.**

Choking Powder -- Reactive (Item)

Cost -- 2

Pre-Req: Melee Attack against you

Effect: Grabbing a handful of finely powdered irritant, you throw it at an approaching enemy, getting it in their eyes and lungs. **Deals 1 + (Current Level) Acrid damage, and inflicts Minor Condition: Choking Powder -- all rolls/values are at -3. Does not work against enemies immune to Acrid damage. Condition check versus Burliness.**

Quick Draw -- Reactive (Item, Skill)

Cost -- 1

Pre-Req: Non-Magical Ranged Attack against you

Effect: In the blink of an eye you draw and fire off a shot from one of your wheel-lock pistols, beating your would-be-attacker to the punch. **You make a Basic Ranged Attack with one of your wheel-lock pistols at your attacker.**

Wing Clip -- Active (Item, Skill)

Cost -- 1

Type: Ranged Attack -- Close

Effect: Taking aim, you blast at an enemy's leg (or arm, or other locomotion extremity), impacting their ability to move about the battle field. **You make a Basic Ranged Attack at -1 that also inflicts Minor Condition: Winged -- All movement checks are at -4. Condition check versus Burliness. Doesn't work on enemies with no limbs or amorphous bodies.**

Under-Arm Cannon -- Active (Item, Firearm)

Cost -- 5

Type: Ranged Attack -- Close

Effect: Priming a stubby, high caliber cannon slung under an arm you activate its harness and fire into an unsuspecting enemy, hopefully obliterating them. **Deals 15 + 3x (Current Level) Physical damage, and knocks the target down.**

Scrubbing Solution -- Active (Item)

Cost -- 0

Type: Self Buff

Effect: You uncork a flask of foaming agent and pour it over your head. The agent lathers up and binds to the soot on your person, washing it away. This agent is somewhat hard to concoct, and so requires some time to ready another batch. **You immediately take a *Drain* action, but do not count as being *Drained* after doing so. Can only be used once per battle.**

Double-Barrel -- Active (Item, Firearm)

Cost -- 2

Type: Ranged Attack -- Medium

Effect: Drawing a specialty twin-barreled gun, you fire two bullets with one pull of the trigger. **You make a Basic Ranged Attack against the target that inflicts 2 hits. Each hit may use a different Alchemical Ammunition effect.**

Rank 2

Improved Alchemical Powder -- Passive (Item)

Effect: Long nights and dangerous experiments have yielded improved performance on the gunpowder you employ. **You gain a permanent +2 bonus to damage on all Basic Attacks made with firearms, and on all Firearm tagged abilities. In addition, you gain access to the following Alchemical Ammunitions:**

- *Hot-Loads* -- Having reduced the grain size on your powder allows you to pack even more of it into your firearm without throwing off the bullet trajectory. **These shots have the bonus from Soot Shots doubled, but you must take a test for Spill even if you use this with a Basic Attack or do not generate Overflow.**

- *Clean Fire* -- This strange, wooly powder burns bright and clean, but isn't as powerful as normal. **This attack does not gain the any bonus damage from *Improved Alchemical Powder* or *Soot Shots*, but does not generate Soot or Overflow.**

Prototype Rifle -- Passive (Item)

Effect: You have taken a wheel-lock rifle and hooked all manner of strange devices and even a variety of dangerous poorly understood Age of Wizardry artifacts to it. **This unusual weapon counts as a wheel-lock rifle, but does not use Alchemical Ammunition. Instead, when you use it to make Basic Attacks it gains one of the following effects:**

- *Berserker Bullet* -- Like an angry hornet, the bullet whips around after striking its target, flying into additional targets. **Jumps into 3 additional targets, dealing Weapon Damage within the same zone as your target.**
- *Storm Shot* -- The bullet evaporates after leaving the barrel, transforming into a bolt of lightning as it strikes its target. **Deals 10 + Skillfulness Storm damage, and knocks target down.**
- *Frost Shot* -- The bullet leaves the barrel as a blast of super cooled air and ice, freezing your target in its tracks. **Deals 5 Frost damage and inflicts Special Condition: Frozen. While frozen your target cannot take action and has its PDV reduced to 5. Lasts 2 turns or until damaged.**

Bulletstorm -- Active (Skill)

Cost -- 6

Type: Ranged Attack -- Close

Effect: With a well rehearsed flurry of motion, you unload your wheel-lock pistols one after the other into your foes. **You make a Basic Ranged Attack with your wheel-lock pistols at every enemy within range. Can only be used once per combat.**

Iron Spiker -- Active (Item)

Cost -- 3

Type: Ranged Attack -- Medium

Effect: This large, multi-chambered harpoon launcher is a step up from your normal tech. Taking inspiration from ship's weapons, this immense iron cannon is loaded with three wrought iron spikes that can punch a hole in the mightiest of enemies. **Deals 10 + Skillfulness + (Current Level) Physical damage and ignores armor. Targets hit by this attack take a soar action directly away from the user. If they collide with another character both characters take 5 Physical damage and are knocked down. If the target collides with a wall they take an additional 10 physical damage. This ability benefits from Soot Shots. This ability may be used three times**

per combat.

Cluster Launcher -- Active (Item, Grenade)

Cost -- 5

Type: Ranged Attack -- Medium

Effect: Resembling an oversized blunderbuss, this smoothbore launcher fires a cluster of small grenades over a large area, allowing you to use a variety of munitions and dispersion patterns to suit your needs. **Fires 4 cluster bomblets. Each bomblet deals 5 + Skillfulness Alchemical AoE damage to anyone within Reach. Can be set to three different dispersion patterns:**

- *Spread* -- Bomblets spread out horizontally, 2 landing in the zone with the target, and 1 landing in each adjacent zone to the left and right of the target's zone.
- *Clump* -- All 4 bomblets land in the target's zone.
- *Extended* -- Bomblets keep going, 2 landing in the zone with the target and 2 landing in the zone behind the target.

Rank 3

BFG -- Active (Item, Firearm)

Cost -- 8

Type: Ranged Attack -- Close

Effect: This is the ultimate culmination of your firearms research: a massive, custom built beast of a weapon tailor-made just the way you want it. **This weapon deals 10 + Skillfulness Physical damage, and gains 3 of the following modifications when you select this ability:**

- ***Multi-Barreled*** -- When used this weapon makes 5 attacks.
- ***Extended-Barrel*** -- Increases range to Far.
- ***Belt-Fed*** -- A special, custom made powder belt reloads this weapon almost as fast as it can be fired, allowing this ability to be used an extra time per combat.
- ***High Explosive*** -- Increases damage by +5, Changes damage type to Alchemical AoE damage, and adds Grenade tag to this ability.
- ***Experimental*** -- Affixes a variety of dangerous Age of Wizardry artifacts to the weapon, increasing its damage by +5 and changing its damage type to any the user wishes.

This ability may be used in multiple combats without having to take a Full Rest between uses.

Soot-Air Detonation -- Active (Skill)

Cost -- All Soot

Effect: In a spectacular display of skill and technique (and a generous helping of protective resin on your outfit and specialty equipment on your body) you displace the soot that has built up onto your

person across a wide area and with a spark ignite it, sending a wave of heat and energy out at your enemies. **Drains all current Soot and Overflow. Deals 2x (Drained Soot + Drained Overflow) + 25 Fire/Explosive damage to all other characters in your Zone, and half damage to all characters in adjacent zones. All characters hit by this ability take a Soar action directly away from you.**

Saint of 'Slings -- Passive

Effect: Your skill with a gun and mobility on the battlefield are legend. A hail of lead greets anyone foolish enough to try and track you down, and your agility ensures their blades never touch you.

Once per turn after making a Basic Attack with your pistols you may make a Move action as a free action. You may no longer be targeted by free strikes, and gain a +2 bonus to Defense rolls against ranged attacks and movement checks. While in your Smoke Bomb cloud you automatically crit enemies with Basic attacks using your pistols, and abilities that would automatically crit instead instantly incapacitate Lesser enemies. You never suffer negative penalties on your To-Hit roll using your pistols, even if the penalty is incurred from your own ability. If you reduce an enemy to 0 Health with an attack from your pistols you may immediately make a Basic Attack or Move action.

Mushroomist -- Skillfulness/Mentalitude

Restriction: Coleops Only

Role: Physical/Magical Fighter/Control

Armor: Light

From the Great Southern Swamps have risen the Mushroomists, strange shaman/mycologists from the Coleops race. These fungal farmers are both scientist and spiritualist, communing with nature spirits through the use of a variety of interesting mushrooms. More than allowing an open channel with the variety of spirits that live in the swamps, these mushrooms grant strange magical powers when ingested. However, the toxicity of the mushrooms prevent too many from being eaten at one point as well as other races from taking up this strange path (usually). From granting visions of the future, temporary super strength, or even fiery breath, there is power in fungus that the Mushroomist has unlocked.

Class Skills

****Mycological Expertise(Specific)** -- There is a vast variety of fungi that live in the Great Midlands Swamps, and the Mushroomists are expected to know them all. Or at least, most of them. From the more boring scientific details around life cycle, identification, nutritional requirements, etc. to the

strange and exotic ties to the fungal spirits of the swamps and the powers ingesting them can grant one. Or just which ones taste good. This expertise is fairly transferable to other parts of Mu as well.

****Willful Negotiation (Broad)** -- When talking to spirits, both to get something from them and just in general, it is a constant game of give and take. One has to have a powerful will, and an agile mind to deflect the strange mannerisms and demands from the spirit world. This carries over nicely when dealing with non-spirit folk as well.

****Gardening (Broad)** -- Almost never seen without garden clippers, the Mushroomists are accomplished gardeners and amateur botanists to go with their mushroom knowledge. Mushroomists even tend to have small, portable planters in their gear, along with a hanging damp log, to grow a variety of small herbs and fungi with them in their travels.

****Spirit Lore (Specific)** -- The Mushroomists are well know in the spirit realm, and in return they know a lot about the spirits themselves. From small spirits, analogous to insects or small rodents, to the larger intelligent spirits that regularly converse with them. This also comes in handy when trying to find out who to talk to if you need anything from the spirits.

Class Abilities

Toxicity Pool (Empty) -- This pool represents the amount of toxicity you can take before suffering adverse effects. **Max Toxicity is equal to 6 + (Current Level).**

Spill Failure:

Nauseated (By 2 or less): Too many mushrooms have given you a greatly unsettled stomach, and it will take some time before you can handle any more. **You cannot use abilities that generate Toxicity for 2 turns.**

Vomit (By 3 to 4): You have eaten too many mushrooms too quickly, and they are not playing nice. **You promptly throw up, ending all current effects on you. You lose the rest of your actions for the turn, and cannot use abilities that generate Toxicity for the rest of the combat.**

Trip Out (By 5 or more): You have somehow transcended the normal limits of your body and entered a trance like state, your mushrooms empowering you far beyond their normal limits. **All current effects on you last until the end of combat, and have their effects doubled. You cannot use abilities that generate Toxicity for the rest of the combat. While under the effects of Trip Out using Mushroom Breath does not consume buffs.**

Starting Equipment

Rank 0

Fungal Fortification -- Passive

Effect: After so many magically empowered mushrooms, you've become quite fortified with something a little sturdier than just vitamins. **You gain 1 + (Current Level) Bonus armor against Poison damage, and receive a +2 bonus to any Condition checks. Whenever you take a Rest action you heal 2 damage.**

Mycological Mixology -- Passive

Effect: Your mushrooms mix strangely when eaten in quick succession, but you've learned how to best adapt when having to eat multiple mushrooms. Whenever you have a Mushroom Effect placed on you while you already have a different effect, you must choose a Mixer Effect to take place.

NOTE: Any Bonuses offered do not stack with themselves.

- *Fungal Restorative* -- A burst of quick mycological energy heals minor injuries. **You heal 2 damage.**
- *Burst of Strength* -- You get a flood of fungal enhanced adrenaline, granting you enhanced strength for a few moments before losing potency. **You get a +1 Bonus to Burliness until the end of the turn.**
- *Flash of Foresight* -- You catch a brief glimpse of your immediate future, enough to perhaps let you get out of the way of something nasty! **You get a +2 Bonus to your next Defense Action until the end of the turn.**
- *Went Down Smooth* -- The mixture of mushrooms play well in your stomach, giving you a brief respite. **You reduce your Toxicity Pool (or Overflow if present) by 1.**

Mushroom Breath -- Active (Skill, Magic)

Cost -- 1 Mushroom Effect

Type: Ranged AoE Attack -- Close

Effect: Expelling a hazy build up of your mushroom fueled magics, you breath a poisonous mist on your enemies. **You must end a currently active Mushroom Effect on you to use this skill. This attack hits your target and any other targets in melee range of it. This deals 4 + (Current Level) Poison damage, and adds the Breath Modifier of the consumed Mushroom Effect. This counts as a gas effect.**

Rank 1

Oyster-Mushroom Analgesic -- Active (Item)

Cost -- 2

Type: Self Buff

Effect: Imbibing these potent painkilling mushrooms soothes weariness, and numbs your body to keep you fighting. **Grants Mushroom Effect: Oyster-Mushroom Analgesic -- you reduce all physical damage by (Current Level), this does not count as Armor. Lasts 1 + (Current Level) turns.**

- *Breath Modifier: Numbing Cloud* -- All affected suffer a -2 penalty to all non-damage values and rolls until the end of your next turn.

Morchella Muscle -- Active (Item)

Cost -- 2

Type: Self Buff

Effect: These chewy but filling mushrooms give a boost of strength, often used by the Mushroomists to perform great feats of grappling. **Grants Mushroom Effect: Morchella Muscle -- you gain a +2 bonus to Burliness and an additional +2 bonus to perform grapples. Lasts 1 + (Current Level) turns.**

- *Breath Modifier: Muscle Relaxant* -- All affected targets suffer a -2 penalty to melee damage and melee attack value/rolls.

Truffle Shuffle -- Active (Item)

Cost -- 2

Type: Self Buff

Effect: Even though they live underground, these fungi help you cross some serious ground, at the cost of being a little twitchy. **Grants Mushroom Effect: Truffle Shuffle -- you gain a +4 bonus to movement checks, and a +1 bonus to all Defensive Actions. Lasts 1 + (Current Level) turns.**

- *Breath Modifier: Tanglefoot* -- All affected targets receive a -4 penalty to any movement checks until your next turn.

Amanita Aggression -- Active (Item)

Cost -- 4

Type: Self Buff

Effect: You eat one of your more exceptionally dangerous mushrooms for a burst of aggression, with magical powered reflexes and strength to go with it. **Grants Mushroom Effect: Amanita Aggression -- you gain a +3 bonus to all attack rolls and a +3 bonus to Physical damage. Lasts 1 + (Current Level) turns.**

- *Breath Modifier: Death-Cap* -- Damage is increased to 8 + 2x (Current Level) Poison damage, and deals (Current Level) Continuous Poison Damage.

Enoki Empowerment -- Active (Item)

Cost -- 2

Type: Self Buff

Effect: Shoveling a handful of these stringy mushrooms into your mouth, your wounds begin slowly closing. **Grants Mushroom Effect: Enoki Empowerment -- you heal 2 health per turn at the beginning of the Continuous Effects step. Lasts 2 + (Current Level) turns.**

- *Breath Modifier: Enoki Entropy* -- Receives a +3 bonus to damage and type changes to Erosion.

Shiitake Shiver -- Active (Item)

Cost -- 2

Type: Self Buff

Effect: These frost infused mushrooms cool your body down, preventing you from being harmed too seriously from heat and giving you a thin sheen of ice and frost. **Grants Mushroom Effect: Shiitake Shiver -- you gain 2 + (Current Level) Armor against Fire damage, and your Basic Melee Attacks deal +3 Frost damage.**

- *Breath Modifier: Ice-Breath* -- Damage type changes to Frost, the attack is no longer a gas attack, and all affected targets suffer *Minor Condition: Chilled* -- targets suffer a -2 penalty to movement checks and attack values/rolls. Condition check versus Burliness.

Chanterelle's Charring -- Active (Item)

Cost -- 2

Type: Self Buff

Effect: The opposite of the frosty shiitake, these flame infused chanterelles put a fire in your belly, in a more than just metaphorical way. **Grants Mushroom Effect: Chanterelle's Charring -- You gain 2 + (Current Level) Armor against Frost damage, and may use the Breath Modifier without consuming this effect.**

- *Breath Modifier: Flame-Breath* -- Receives a +3 bonus to damage, type changes to Fire, and attack no longer counts as a gas attack.

Scatter Spores -- Active (Item)

Cost -- 1 Mushroom Effect

Type: Ranged Attack -- Close

Effect: You toss a handful of puff-balls at a target, their spores creating a choking orche cloud on the target and hopefully disorienting them. **Deals 5 + (Current Level) Poison damage, and inflicts Minor Condition: Disorienting Spores -- Receives a -2 penalty to Skillfulness and movement checks. Condition check versus Mentalitude. This counts as a gas attack.**

Psilo-Spirit Vision-- Active (Item)

Cost -- 5

Type: Self Buff

Effect: These strange mushrooms extend your senses beyond the natural world and extends your awareness into the spirit realm for a small time. As time in the spirit realm is distorted, you can see a variety of possible futures before they happen . **Grants Mushroom Effect: Psilo-Spirit Vision -- Your future visions allow you to reroll any one roll you make once per turn, you choose which of the rolls to keep. Lasts 1 + (Current Level) Turns.**

- *Breath Modifier: Psychedelic Spray -- Receives a +3 bonus to damage and type gains Fire/Frost/Storm/Erosion types. Targets hit lose their next turn.*

Mossy Exterior -- Passive

Effect: Your portable garden/mushroom farm has been around so long it has somewhat grown onto your shell/equipment to the point where a soft layer of magically infused moss has set up shop, adding its own innate power to yours. **You may always choose a Mixer Effect when you gain a Mushroom Effect, even if you don't already have a Mushroom Effect. Whenever you heal you regain 1 additional health, and you increase the damage of your Mushroom Breath effect by 2.**

Puff-Mines -- Active (Item)

Cost -- 2

Type: Zone Debuff

Effect: You toss out a handful of magically infused spores that rapidly bloom into a carpet of poisonous puff-balls. **The next time an enemy moves in or enters the zone you were in when you used Puff-Mines they take 5 + (Current Level) Poison damage and kick up a cloud effect in the zone. This counts as a gas effect.**

Lesser Swamp Spirit: Quagmire -- Active (Magic)

Cost -- 3

Type: Summon

Effect: You make a brief offering of peat and moss and eat a spirit-cap mushroom, granting a link between your body and a previously enlisted small bobbing quagmire sprite, that appears to impede would be attackers. **This summons a single spirit Familiar that has the following ability:**

Bog Down -- Active (Magic)

Cost -- 0

Type: Zone Debuff

Effect: The quagmire sprite sinks into the ground, loosening and partially liquefying earthen ground underneath. **The current zone the sprite is in becomes considered Difficult Terrain for any enemies, who must pass a movement check at TN 14 in order to not become stuck in place. The sprite cannot be attacked while the effect is active. The sprite may rise from the earth as a free action, immediately stopping the effect.**

Lesser Swamp Spirit: Will o' the Wisp -- Active (Magic)

Cost -- 3

Type: Summon

Effect: With a quick offering of sulfur and phosphorus and the requisite spirit-cap mushroom, you summon a bobbing spirit of fire. **This summons a single spirit Familiar that provides ample light and has the following ability:**

Wisp Fire -- Active (Skill)

Cost -- 0

Type: Ranged Attack -- Close

Effect: The wisp pulses quickly, generating a burst of blue flame at the target's location. **This counts as a Basic Ranged Attack that uses the controller's Skillfulness that deals 4 + (Current Level) Fire damage.**

Lesser Swamp Spirit: Miasma -- Active (Magic)

Cost -- 3

Type: Summon

Effect: A clump of rotting plant matter, a pinch of spores, and a spirit-cap later you summon a strange spirit that resembles a cloud of ochre dust. **This summons a single spirit Familiar that attempts to choke would be attackers on a cloud of various spores and poison with the following ability:**

Clinging Rot -- Active (Skill)

Cost -- 0

Type: Enemy Debuff

Effect: The miasma spirit clings to the enemy, obscuring vision and choking them with its poisonous form. **The affected enemy takes (Current Level) Continuous Poison damage each turn, and has all of its values/rolls reduced by 2. The spirit may move to a new target, and automatically attaches itself to any target within range. This counts as a gas attack.**

Rank 2

Vassal Swamp Spirit: Reclamation -- Active (Magic)

Cost -- 4

Type: Summon

Effect: These intelligent spirits are the workers of Great Grandmother Swamp who function as part-psychopomp, part-custodian. When sent to assist the shamans of the swamp these spirits take the form of hunched, robed figures that leave a trail of dust and dirt as they bob about. **Summons a Vassal of Reclamation Spirit Familiar. You may only have one Vassal Familiar active at a time. This Familiar has half your maximum health, and counts as a Spirit type monster. The spirit defends and attacks using your stats. While this Familiar is active, enemies within Reach of you suffer (Current Level) Poison/Erosion damage at the end of each turn, and you gain +5 bonus armor against Natural damage types, and hitting enemies with melee attacks heals 3 Health. Your Basic Attack is replaced with the following ability:**

Reclaim -- Active (Skill)

Cost -- 0

Type: Melee Attack -- Reach

Effect: The Reclamation Spirit swings its long, scythe like talons at the enemy, draining life essence, crumbling stone, and spilling nourishing blood. **Deals 8 + Skillfulness + (Current Level) Physical damage, and half that in Bleed/Erosion damage.**

In addition, the spirit itself gains access to the following ability:

Reaper's Gaze -- Active (Magic)

Cost -- 0

Type: Ranged Attack -- Close

Effect: The spirit affixes its gaze on an enemy, making their limbs feel leaden and their mind feel numb. **Inflicts Special Condition: Pressured. While Pressured enemies have their PDV and MDV reduced by 4. Only one target may be Pressured at a time and if the mushroomist or the familiar take any damage the condition ends.**

Vassal Swamp Spirit: Regeneration -- Active (Magic)

Cost -- 4

Type: Summon

Effect: Appearing as tall, lithe forms made of swirling gossamer, the spirits of Regeneration are the healers and purifiers of the swamp. They have a certain fondness of the coleops, much like their master, and when called they mend wounds and stave off rot and the unnatural. **Summons a Vassal of Regeneration Spirit Familiar. You may only have one Vassal Familiar active at a time. This Familiar has half your maximum health, and counts as a Spirit type monster. The spirit defends and attacks using your stats. While this Familiar is active, you and other party members in your zone gain +3 bonus armor against Natural damage types and regain 3 Health at the end of each turn. The Familiar has the following abilities:**

Restore the Form -- Active (Magic)

Cost -- 0

Type: Friendly Buff -- Close

Effect: The spirit reaches out to a nearby party member, and restores their body and mind to working order. **Removes all non-special Conditions from a party member, and restores (Current Level) Health. If a Condition is removed this way, grants a +2 Morale bonus to all rolls on the target's next action.**

Repel the Unnatural -- Active (Magic)

Cost -- 0

Type: AoE Enemy Debuff

Effect: The spirit creates a field of purification that burns unnatural creatures. **All enemies in the spirit's zone that are tagged Magical or Sea Monster suffer (Current Level) Mighty damage at the end of each turn, and have all their values reduced by 2. Lasts until canceled, may be canceled at any time as a free action. The spirit may not use other abilities while Repel the Unnatural is active.**

Vassal Swamp Spirit: Predation -- Active (Magic)

Cost -- 4

Type: Summon

Effect: The enforcers and protectors in Great Grandmother Swamp's family, the spirits of predation appear as legged, aethereal serpents, with flat long heads full of teeth. These spirits seem to swim through the dirt and soil to breach up from beneath prey, tearing and thrashing at it. Summons a Vassal of Predation Spirit Familiar. You may only have one Vassal Familiar active at a time. **This Familiar has half your maximum health, and counts as a Spirit type monster. The spirit defends and attacks using your stats. While this Familiar is active, you know the location of any enemy that is standing on the battlefield and may target them as normal regardless of any obfuscation or stealth they may be using, you gain a +2 bonus to hit and cause an additional (Current Level) Bleed damage when using melee attacks. This target moves underground, and ignores any above ground terrain or difficult terrain. The Familiar has the following abilities:**

Prey Upon -- Active (Skill)

Cost -- 0

Type: Unarmed Ranged Grapple Attack -- Close

Effect: Swimming unseen through the soil and dirt, the spirit bursts out from underneath its target, clamping its jaws down upon them, and dragging them to the ground. **This ability suffers no penalties to hit armed targets. This ability ignores any intervening terrain that may get in its way. The spirit makes a move action to its target, automatically passing any movement checks it is required to make, and on a successful hit, the**

spirit inflicts Skillfulness + (Current Level) Physical damage, grapples, and knocks down the target.

Thrash -- Active (Skill)

Cost -- 0

Type: Grapple Attack

Effect: A target now in its jaws, the spirit thrashes and gnaws, constricting and crushing its prey. **Target must be grappled. Deals 10 + Skillfulness + (Current Level) Physical damage that ignores worn armor, and half that amount in Bleed damage.**

Mycological Emissary -- Passive

Effect: Your connection to the mushrooms and fungus of the swamps have drawn the attention of the spirits that tend to them. You are one of their favorites, and they grant you a variety of boons for your help. **Your Mushroom Effects no longer expire unless consumed by Mushroom Breath and you gain a +2 bonus on its to-hit rolls and damage values, you have all healing done to you increased by 2, and you also gain the following upgraded Mycological Mixologist effects:**

- *Fungal Regeneration* -- You heal (Current Level) damage.
- *Explosive Strength* -- You get a +4 Bonus to Burliness until the end of the turn.
- *Vision of the Future* -- You may re-roll your next failed roll once, keeping either result.
- *Clean and Crisp* -- You may choose to not build Toxicity or Overflow when using your ability.

Mycelial Transposition -- Active (Magic)

Cost -- 1 Mushroom Effect

Type: Movement Ability

Effect: Calling upon the local mycelium, you use them to move about the battlefield, disappearing into the ground and reappearing somewhere else in the blink of an eye. **Only works on natural ground. You change location, instantly moving to anywhere else on the battlefield with natural ground. You do not suffer attacks of opportunity, or need to make a movement check to use this ability. If you make an attack immediately after using this ability, you gain a +4 bonus to hit as you surprise your target by bursting out of the ground.**

Rank 3

Fungal Bloom -- Active (Magic)

Cost -- 4 Mushroom Effects

Type: AoE Zone Buff/Debuff

Effect: You transfer the magic you have ingested into a burst of growth and life around you. A forest of giant mushrooms spring up all about you, knocking enemies flying and providing cover from enemies above and a haze of spores and mist on the ground. **All enemies in your zone and adjacent zones suffer 10 Physical damage and take a soar action directly away from you. These zones are now a Mushroom Forest. While in the Mushroom Forest, enemies count all terrain as Difficult Terrain with a TN of 15 to cross, and suffer Special Condition: Disorienting Spores -- Receives a -2 penalty to Skillfulness and movement checks. This counts as a gas attack. This condition is removed if they exit the Mushroom Forest. Party members cannot be targeted by enemies in the Sky Zone while they are in the Mushroom Forest. All party members heal 3 Health at the end of each turn while in the Mushroom Forest, and remove all non-special conditions from them. You gain a +4 Morale bonus to all rolls while in the Mushroom Forest.**

Greater Swamp Spirit: Great Grandmother's Retainer -- Active (Magic)

Cost -- 4 Mushroom Effects

Type: Self Buff

Effect: You summon one of Great Grandmother Swamps' Retainers, and tie its spirit to your own. In a vast explosion of dust and spores, you transform into one of the Great Southern Swamp's most powerful protectors - a towering form of branches, dust and misty smoke. **While this buff is active it grants Swamp Retainer Form. Lasts until canceled, may be canceled at any time as a free action.**

Swamp Retainer Form -- Passive (Magic, Transformation)

Effect: While in this form you gain the following benefits:

- Your size increases to Large
- You gain a +5 Bonus to Burliness
- You gain +5 Bonus Armor, and are immune to Natural damage types.
- You regain 5 Health at the end of each turn.
- You gain Bonus Health equal to your Maximum Health.
- You are equipped with the Retainer's Spear, a Burliness Weapon with power 6 and Reach. Enemies hit by the Retainer's Spear suffer an additional 10 Poison/Erosion damage
- You may use your Mushroom Breath freely, as if it had any effect you could give it except for Psychedelic Spray.
- You may not use any Mushroom Effect abilities or summon Vassal Spirits while in this form.
- You automatically summon no more than 2 of all Lesser Spirits you have.
- You float eerily across the ground, automatically succeeding at any Movement Check you are required to make and not touching the ground, but cannot fly.
- You may briefly become incorporeal, passing through walls, other solid objects, or through

damaging zones during a movement action.

Beseech the Swamp -- Active (Magic)

Cost -- 4 Mushroom Effects

Type: AoE Zone Debuff

Effect: You send out a prayer to Great Grandmother Swamp herself, and she has answered your call. Her great, gnarled hands emerge from the ground around you, trapping your enemies in a mire of peat and decay. **May only be used on natural ground. The outer edges of all adjacent zones to you when this spell is cast are impassable to all enemies, including enemies in the Sky zone. Your zone and the adjacent zones become Great Swamp land. While in Great Swamp enemies suffer 10 Poison/Erosion damage at the end of each turn, and have all their values reduced by 2. Enemies reduced to 0 health while in the Great Swamp are immediately taken out of action, and restore 5 Health to all allies in the Great Swamp. While in the Great Swamp enemies cannot use Magic tagged abilities, do not gain the benefits of any Morale bonuses, and do not benefit from Monster Modifiers that can be taken by Magical or Sea Monster type enemies. Lasts until the end of combat.**

Collector-Scout -- Skillfulness/Burliness

Restrictions: None

Role: Physical Skirmisher/Support

Armor: Light

Ever the consummate explorer, the Collector-Scouts are a strange bunch of semi-official guides, outdoorsmen, and pack rats. With a belt covered in tools, potions, salves, knick-knacks, oddities, and a pack full of supplies and weapons, these adventurers are prepared for anything! Often hired to provide support to an adventuring band in the form of extra supplies or knowledge, these loosely associated individuals jump at the chance to see and experience new places, people, and things.

Skills:

****Wilderness Survival (Broad)** -- From snowy mountains to dry deserts, the Collector-Scout has experienced it all. While sometimes they may need a quick refresher from their variety of field guides, they have a good grasp of how to find or make food, water, and shelter. Or what not to use as food, water, or shelter.

****Artifact Appraisal (Broad)** -- Out in the wilderness of Mu you have encountered a variety of strange items, ruins, and possibly magical shenanigans that have been carefully cataloged. Even if this

cataloging is a bit on the vague or obvious side. Even a vague notion of an item can be better than none, however.

****Cartography (Specific)** -- Reading and making maps is sometimes the only way to survive in unfamiliar territory, and the Collector-Scout is quite adept at it. Never without a collection of map tubes, compasses, maps, paper, and pencils, you can help chart out everything from a strange section of a forest or an underground cavern.

****Amateur Zoologist (Broad)** -- While you aren't quite a professional, you've run across your fair share of the fauna of Mu and can identify most of them. You can also make a decent wildlife sketch when you need, and you have sketchbooks full of a variety of unusual animals you have encountered. This also comes in handy when running into the strange monsters that inhabit Mu's more unusual backwaters.

Class Abilities:

Encumbrance Pool (Full) -- You have an Encumbrance Pool equal to your (Current Level) that you use to power your abilities.

Rank 0

Liquid Fortification -- Active (Item)

Cost -- 0

Type: Self Buff

Effect: You keep a small bottle containing your own special blend of alchemically active medicinal herbs, mosses, fungus, and your favorite tippie that you can use for a quick pick-me-up in battle. It's a little on the spicy side and requires sufficient time to remake. **You heal 3 + 2x(Current Level) health, and receive a +1 Morale bonus to all rolls until the end of your next turn. Can only be used once per combat.**

The Inventory -- Passive

Effect: The large collection of equipment, supplies, books, tools, and weapons you carry on your person may seem like a random assortment of junk to others, but to you it is a mountain of answers. **In addition to your normal Encumbrance pool, every Significant item you pick up and mark down in your character's inventory increases you current and maximum Encumbrance Pool by 1. You may have up to 6 Significant Items, and any number of Insignificant items. You start with 4 Significant Items.**

- **Item Specialty** -- Each item you pick up must have a single word description of it that is the reason you picked it up. When using an ability tagged as *Inventory* you gain the Inventory

Bonus if you have an applicable item. You may choose to consume your item in the process, granting the Expenditure Bonus, but you lose the item. NOTE: Insignificant items are always consumed but only grant the Inventory Bonus.

Assemble -- Passive

Effect: With your knowledge of tinkering and general know-how, you can assemble a weird makeshift version of an ability you are familiar with. In this sense, you can keep a backup version of something your friends can do on hand! **Before every combat, you can choose to Assemble a Rank 1 non-Summon tagged ability someone else in the party has, at the cost of 2 Significant items. These items are consumed and their Specialties must be related to the ability Assembled. The Assembled ability uses Skillfulness instead of any other stat it might have used otherwise, but retains all other attributes. The Assembled ability is lost at the end of combat.**

Tools for the Job -- Passive (Item)

Effect: More than keeping just a selection of strange odds and ends, the Collector-Scouts always has a choice selection of weapons, gear, supplies, and tools for whatever they might encounter. **Your Adventurer's Kit does not expend charges on normal use, but still loses charges when using it as a Combat Kit, and as you count as having any standard ranged or melee weapon you want readied at all times.**

Rank 1

Weapon Coating -- Active (Item, Inventory)

Cost -- 1

Type: Self Buff

Effect: You coat your melee weapon with some laqueur, oil, grit, or other possibly magically enhanced substance increasing its damage. **Your melee weapon of choice gains a +2 damage bonus of any non-Normal damage type of your choice until the end of combat. You may choose to remove the coating at any point as a free action.**

- Inventory Bonus: Damage bonus increased to 2 + **(Current Level)**.
- Expenditure Bonus: Damage bonus increased to 4 + 2x **(Current Level)**.

Ampule Arrows -- Active (Item, Inventory)

Cost -- 2

Type: Self Buff

Effect: Swapping out simple wooden shafts and iron heads for more specialized ampule headed arrows, you add a little extra oomph to your ranged weapon of choice. **Your ranged non-firearm**

weapon of choice deals **Fire, Acrid, Explosion, or Poison** damage instead of its normal damage type, and become **AoE attacks** that hit everyone within melee range of the target. You may choose to stop using these arrows at any point as a free action.

- Inventory Bonus: Receives a damage bonus of **+(Current Level)**.
- Expenditure Bonus: Damage bonus increased to **2x (Current Level)**, and deals damage to all targets in the same zone.

Junk-a-Pult -- Active (Item)

Cost -- 1 Significant Item

Type: Ranged AoE Attack -- Medium

Effect: You have rigged a strange, crossbow like device to fire the more aerodynamic (or heavy) pieces of junk you collect as a sort of garbage powered ballista. **You must expend an item to use this attack. You make a ranged attack that deals 8 + 2x (Current Level) damage - of a type related to the item used - to the target and everyone within melee range of it. Targets directly hit are Knocked Down.**

Layered On -- Passive (Item)

Effect: Your myriad of tools, weapons, and knick-knacks forms a protective coat on you, keeping you somewhat safe from harm. **You gain Bonus Armor equal to half the number of Significant Items currently held, rounded up.**

Consult the Manual -- Active (Item)

Cost -- 1

Type: Friendly Buff

Effect: Quickly checking one of your various field guides, zoological studies, or just your notes, you recall an important part of information about the strange creature or animal you are currently fighting. **Against a specific lesser, non-intelligent enemy type, you and your party members gain +(Current Level) bonus damage on all attacks and abilities and receive a +2 bonus to all Defensive Actions. This ability lasts until the end of combat, and cannot be stacked.**

Boobie-Trap -- Active (Item, Inventory)

Cost -- 2

Type: Zone Debuff

Effect: You hastily assemble and then arm a small trap filled with a variety of things from your pack, and set it on the ground to trip up unsuspecting enemies. **You place a trap in your current zone within close range of you that activates if an enemy moves within melee reach of it. The trap deals 3 + 2x (Current Level) physical damage and clamps down on the enemy, rooting them**

until they spend a standard action freeing themselves from the trap.

- Inventory Bonus: Damage type changes to a more applicable type, and may choose to substitute the root to instead: affect all targets within melee reach of the trap, or deal $1 + (\text{Current Level})$ continuous damage for $1 + (\text{Current Level})$ turns.
- Expenditure Bonus: Damage increased to $5 + 3x (\text{Current Level})$, or up to two additional traps may also be placed at the same time.

Recycle -- Active (Item)

Cost -- 1

Type: *Self Buff*

Effect: You bring with you a small field kit full of various grinders, files, saws, acids, resins, and other small goodies that can be used to rapidly strip, deconstruct, or otherwise reconstitute one of your significant items into a more appropriate form. **You may change the special descriptor of one of your Significant items into a different descriptor.**

Funky Bomb -- Active (Item, Inventory)

Cost -- 1 Significant Item

Type: *Ranged AoE attack -- Close*

Effect: You throw a cobbled together grenade made up of several different parts and pieces at an enemy, letting it break into a cluster of mini-grenades and fireworks. **Deals $10 + 2x (\text{Current Level})$ Fire/Explosive/Acid damage to target and all targets in the same zone. Knocks targets down and deals $3 + (\text{Current Level})$ Continuous Fire/Acid damage. Can only be used once per combat. An item must be expended to use this ability.**

Throwing Blade -- Active (Item, Inventory)

Cost -- 1

Type: *Ranged attack -- Close*

Effect: Plucking a small knife (or perhaps a large nail) from your belt you sling it at an enemy in the hopes of either putting an eye out or applying a weapon coating directly into the enemy. **Deals $5 + (\text{Current Level})$ Physical damage.**

- Inventory Bonus: Deals an additional 5 Bleed, Poison, or Acid damage.
- Expenditure Bonus: Deals bonus damage again as Continuous Damage.

First-Aid Kit -- Active (Item, Inventory)

Cost -- 2

Type: *Friendly Buff*

Effect: Always prepared for the worst, you keep a selection of bandages, splints, salves, and a

variety of other medical supplies on hand. You've even had to use them enough to get decent at applying them! **You restore 2 + (Current Level) Health to yourself or an ally within melee range, and you remove a source of Continuous Damage or remove a Minor Condition/make a Major Condition Minor.**

- Inventory Bonus: Healing is increased to 5 + (Current Level).
- Expenditure Bonus: In addition to the increased healing you may both remove a source of Continuous Damage and remove a Minor Condition/make a Major Condition Minor.

Resiliency Pills -- Active (Item, Inventory)

Cost -- 1

Type: *Friendly Buff*

Effect: A small store of various anti-venoms, anticoagulants, and anti-toxins is always kept on person to help prevent serious bleeding or poisoning. **You or a friend within melee range receives (Current Level) Bonus Armor against Bleeding, Poison, or Acrid damage. This lasts for 1 + (Current Level) Turns.**

- Inventory Bonus: Bonus Armor increased by 2.
- Expenditure Bonus: Duration increased until end of combat, and Armor works on Bleeding, Poison, and Acrid types.

Loadstone Hook -- Active (Item)

Cost -- 1

Type: *Ranged Attack -- Close*

Effect: A length of rope or chain and a specialized hook provide more than just a tool to climb walls. You can reach out and grab someone just as easily! **Grapples and knocks your target down.**

Flash Bomb -- Active (Item, Inventory)

Cost -- 2

Type: *Ranged AoE Attack -- Close*

Effect: Mashing up a variety of flammable powders, papers, and other materials, you make and throw a do-it-yourself flash bomb at your enemies, blinding and stunning them. **Inflicts Minor Condition: Blindness -- all visual values or rolls are at -4, to target and all targets within melee range. Condition check versus Burliness.**

- Inventory Bonus: Inflicts Minor Condition: Blindness to all targets in the same zone.
- Expenditure Bonus: In addition to the Inventory Bonus, knocks all targets down.

Rank 2

Encyclopedia Bestiary -- Passive

Effect: You have traveled the known world many times, and have encountered everything from bandits, to bears, to animated bread. Your knowledge of the wild, wonderful, and weird is second to none and you make use of it each time you encounter trouble. **You gain the following bonuses against the different enemy types (if an enemy is multi-typed, select only one bonus to receive against it):**

- *Oldest Tricks in the Book* (Humanoid) -- You may reroll any to-hit roll once, keeping either result.
- *Consummate Hunter* (Fauna) -- You ignore any armor when dealing Bleed damage.
- *Who You Gonna Call?* (Spirit) -- You deal full damage when using Normal damage typed attacks.
- *Disruptive Deep Diver* (Sea Monster) -- On a critical hit, you stun your target causing it to lose its next turn.
- *Dispeller* (Magical) -- Your attacks always count as Bane damage.

Archeologist -- Passive

Effect: Notebooks upon notebooks of scribbles, drawings, and musings on the strange devices and leftovers from the Age of Wizard adorn your shelves and are stuffed in your pockets. Your knowledge of these things borders on unhealthy, but you can turn what you know into a powerful tool. **When making Knowledge/Research skill checks about Age of Wizardry artifacts you may reroll any failed roll once. In addition, if you can touch a non Item of Renown Artifact - including one that belongs to someone else - you can attempt to override the other person's control of it on a successful Magic attack against their MDV. Upon taking this ability you gain a Minor Artifact of your choosing.**

Combi-Weapon -- Active(Item)

Cost -- 5

Type: Ranged Attack -- Medium

Effect: Lacking the technical know-how of a Soot Slinger, you've still managed to cobble together a strange weapon made of several of your smaller weapons and connected with a variety of gears, pulleys, and twine. **When you use this ability, pick three of the following:**

- **Deals 5 + Skillfulness + (Current Level) Physical damage.**
- **Deals 10 Fire/Acidic AoE Damage to all within Reach.**
- **Ignores Armor**
- **Makes 3 Attacks**
- **Deals 3 Physical Damage and 15 Bleed Damage**
- **Deals Skillfulness + (Current Level) Continuous Poison Damage**

Twine, Glue, and Hope -- Passive

Effect: By all accounts, your equipment should have fallen apart a long time ago but continues to function by what the uneducated may call witchcraft. You have achieved a level of intuitive tinkering that should probably be impossible. **Your equipment is Indestructible. In addition, you only expend 1 Significant Item when using Assemble to make a Rank 1 ability, and can now spend 2 Significant Items to Assemble a Rank 2 ability. You further reduce the amount of Significant Items expended by 1 if you copy an *Item* tagged ability.**

Liquid Magic -- Active (Item, Magic)

Cost -- 1 Significant Item

Type: Self Buff

Effect: Scraped and squeezed from the magically altered plants and animals of Mu, you have concocted a variety of strange brews that grant you a sliver of that ancient power without being too toxic. Probably. **When using this ability, select one of the following Liquid Magic Effects. Only one Liquid Magic Effect may be active at a time. Effects last until the end of combat unless otherwise stated.**

- *Iron Body Elixir* -- You gain +3 Bonus Armor and become immune to Bleed and Poison damage, but become susceptible to Erosion damage. You gain a +2 bonus to defense rolls made against non-Magic attacks.
- *Active Mind Tonic* -- You may make Grapple or Unarmed Attacks at a range of Close. You may also manipulate or otherwise move objects out to a range of Close without having to touch them. This telekinesis uses your Burliness to determine its Strength, but is still affected by Size modifiers.
- *Mist Form Tincture* -- You become incorporeal, able to move through walls or other terrain features and become immune damage. You cannot use abilities or make Basic Attacks while incorporeal. Lasts for 2 turns.
- *Elemental Infusion* -- Choose Fire, Frost or Storm. Your attacks and abilities gain +(Current Level) of that damage type, and you become immune to the same type.
- *Potion of True Healing* -- You regain all your Health, and remove all conditions. You gain a +5 Morale bonus to all rolls until the end of your next turn.

Rank 3

... And the Kitchen Sink -- Passive

Effect: You have something for every occasion, even if it would seem highly impractical or nonsensical that you would have it. You seem to have everything and the kitchen sink on hand just when it would be most useful. **You always gain the Inventory Bonus for all of your abilities, and do not have to expend an item to gain the Expenditure Bonus, you need only to have it on**

your person. In addition, all your Significant Items now come with two descriptors (both of which may be changed using Recycle). You still must expend an item to use abilities that require expenditure, but they have any final numerical values increased by 7 for Rank 1 abilities and 3 Rank 2 abilities.

Diamond in the Rough -- Passive

Effect: There is something special about you. Something that doesn't activate the ancient traps or rile the ancient watchers. You're not entirely certain yourself, but for some reason Age of Wizardry creatures and equipment has a fondness for you. **Magical typed creatures and any sort of servitor of the old wizards are naturally fond of you and won't attack you unless heavily provoked. Age of Wizardry artifacts will refuse to deal harm to you, and in your hands have their effectiveness doubled. Age of Wizardry security systems or traps of any sort recognize you as friendly and will not harm you.**

Broadside -- Active (Item)

Cost -- 10

Type: Ranged AoE Attack -- Far

Effect: The people around you still aren't entirely certain where you store it, or how you lug it around, but when the going gets rough you get the broadside. Because of course you should bring a cannon to a sword fight. **Deals 50 Physical/Explosive AoE damage to target and everyone else in the zone and in the zone immediately behind and adjacent to the target's zone. Characters hit by this attack take a Soar action directly away from the user. May only be used once per combat, but does not require a Full Rest to use again.**

Great Wall -- Burliness/Skillfulness

Restriction: Scharr Only

Role: Physical Frontline/Control

Armor: Heavy

Hailing from the Scharr island nations, these stalwart protectors come from prestigious schools and are usually assigned to important noble or merchant houses, but some have broken free of their archipelago home, and have wound up in human and mim lands to seek fortune and adventure. Clad in traditional armored robes, obfuscating straw hats, and wielding huge hooked staves, they zealously protect their friends and companions from harm. Whether using their unwavering focus and physicality to sense and deflect incoming blows, or their situational awareness and planning to

prevent harm from occurring, they are very good at keeping their wards safe.

Skills:

****Situational Awareness (Broad)** -- A blend of trained observation and natural talent, this skill allows the Great Wall to sense more than just the area around him/herself. Everything from noticing a suspicious person in a crowd to telling whether or not someone is lying to their face, this keeps the Great Wall from being surprised or swindled.

****Tactical Planning (Specific)** -- Where exits are located, choke points, possible hiding positions, keeping track of all of this while formulating a plan of action (and possibly escape!) is what tactical planning is all about. Whether coming up with your own plan or even guessing an enemy's plan before they can enact it, this skill covers all aspects.

****Social Etiquette (Broad)** -- Bodyguards are expected to show up at very high-class affairs and not interfere with the social politicking going on, but also not be an uncomfortable wall of silence. Keeping the right amount of aloofness and amicability is very important for the Great Walls.

****Law (Specific)** -- Being of a paralegal profession, the Great Walls are expected to understand and keep up to date with local laws, procedures, and sometimes even punishments. Knowing when to break or bend the law yourself to protect a client is just as important as keeping the client from breaking the law while under protection.

Class Abilities:

Focus Pool (Full) -- The Great Wall has a Focus Pool equal to 3 + **(Current Level)** that powers their abilities.

Rank 0

Living Shield -- Passive

Effect: As all good bodyguards should, you can intercept attacks meant for your client to keep them from harm. **At the start of any combat you choose a party member to be your client. As long as you are within Reach melee range of your client you may use Reactive Abilities as though any attack that targets your client is meant for you instead. You may also automatically choose to become the new target of any attack that targets your client as long as you stay within melee Reach. Whenever you use a Reactive Ability against an attack meant for your client or intercept an attack meant for your client, you recover 1 point of your Focus Pool. In addition, your client receives a +1 Morale bonus to all rolls as long as you are within melee**

Reach of them.

According to Plan -- Passive

Effect: You never enter a fight without formulating a plan of attack first. Even if it's a simple or straightforward one. **At the start of combat you may put forth a basic plan that you and your client should follow, and you may set up to 3 Goals to be achieved during the course of the fight. As long as you follow the plan, or it doesn't get disrupted somehow, you and your client receive a +1 Morale bonus to all rolls. Each time a Goal is completed, you receive an additional +1 Morale bonus for following the plan, and immediately recover 2 Focus.**

Straying Shepherd -- Passive

Effect: Your fighting style focuses on moving enemies out of position with your immense hooked staff, and then delivering crushing blows to them after they have been forcibly knocked off guard. **You gain a +2 bonus to all attack rolls and damage values against targets that have been previously Repositioned by you in the same turn, or that are knocked down.**

Rank 1

Turnabout -- Active (Skill)

Cost -- 1

Type: Self Buff

Effect: What should have been a disastrous turn of events has, through quick thinking, become an unexpected success! **You may change any 1 currently incompletd Goal into a new Goal. You can only do this once per combat.**

Get Over Here -- Active (Skill)

Cost -- 1

Type: Melee Reach Attack

Effect: Snagging an enemy with your hooked staff, you drag them away from where they were headed, and reposition them in a more easily exploitable position. **You make a Reposition action for the target and it is considered Grappled.**

Whirling Offense -- Active (Skill)

Cost -- 2

Type: Melee Reach Attack

Effect: You spin your hooked staff about you, forcing nearby enemies to retreat or suffer serious injury. **You make a single attack roll against all enemies within Reach of you and enemies that are hit suffer Weapon Damage and are knocked down, while those that are missed take an**

immediate Reposition action directly away from you.

Ring the Temple Bell -- Active (Skill)

Cost -- 1

Type: Melee Attack

Effect: You give up some of the reach of your hooked staff to perform a devastating two-handed smash against an enemy, attempting to ring them like they were an iron bell. **Deals 2x (Current Level) + Weapon Damage and knocks target down.**

Hook Weapon -- Active (Skill)

Cost -- 1

Type: Melee Reach Attack

Effect: Using the hook of your staff, you catch an enemy's weapon and wrench it free of their grasp. **Disarms target if they are equipped with a weapon.**

Covered Retreat -- Active (Skill)

Cost -- 2

Type: Friendly Buff

Effect: Signalling your client, you both make a hasty retreat while you ward off any attempts to prevent your client from fleeing. **Your client may immediately take a Reposition action, and all enemies that were previously within melee range of your client must target you on their next action.**

Sweep Aside -- Reactive (Skill)

Cost -- 1

Prerequisite: Melee attack against you

Effect: As the enemy closes with you, a swift deflection and a generous extra helping of momentum keep them sailing by, missing their intended mark by a mile. **You may immediately make a Reposition action for your target, and then they are knocked down.**

Collider -- Active (Skill)

Cost -- 1

Type: Melee Reach Attack

Effect: Grabbing an enemy on the end of your hooked staff, you slam them forcefully into one of their allies standing near them. **You must have at least two enemies within melee Reach of you to perform this ability. You make a Reposition action for your target, moving it into contact with the other. Both targets suffer Weapon Damage and are knocked down.**

Pitch -- Active (Skill)

Cost -- 2

Type: Melee Reach Attack

Effect: You hook your opponent at the end of your staff and fling them away. **You make an immediate Move action for your target, after which they are knocked down. If this action takes them through a Zone border they are assumed to automatically pass their movement check.**

Slip -- Reactive (Skill)

Cost -- 1

Prerequisite: Melee attack against you

Effect: You deflect and move in the same motion, batting aside an enemy's blow and moving into a better position. **You may immediately take a Reposition action.**

Follow Up -- Active (Skill)

Cost -- 1

Type: Grapple Attack

Effect: You deliver a powerful knee, elbow, headbutt, or otherwise sudden and painful unarmed blow to an enemy you have grabbed a hold of. **This ability succeeds automatically. Target must be grappled to use this ability. You deal 2x (Current Level) + 2x Unarmed Damage to target.**

Rank 2

Whirling Defense -- Passive

Effect: Against blows, bullets, and bolts, your hooked staff forms a whirling shield to protect yourself and your charge from any multitude of missiles. **You may use your Burliness to defend against any attack made against you or your charge. You gain a cumulative +1 bonus to Basic Defend Actions after each successful defend action in a single turn.**

Reflective Beat Down -- Passive

Effect: As your name implies, you are truly a great wall upon which enemies' attacks are reflected back on to them. Let them try to drown you in numbers, you have a fist, knee, or staff-butt with their name on it. **After successfully performing a defense action you may immediately make a Basic Attack as a free action against your attacker if they are within range, or use a Rank 1 ability against your attacker at the cost of 1 additional Focus. There is no limit to the amount of times you may use these free actions in a turn.**

Unburdened Lightning -- Passive

Effect: You have become so used to wearing the heavy traditional armored robes of your position, that should you choose to discard them the speed and agility you exhibit seems super natural. **If you do not wear any armor, you gain 1 additional action per turn, gain a +4 bonus to movement checks, and gain a +2 bonus to all defend actions.**

Perfect Parry -- Reactive (Skill)

Cost -- 4

Prerequisite: Melee attack made against you

Effect: The timing of your defenses are so impeccable, that you know the pin-point moment in time to strike to disable your opponent in a single blow. **Instantly incapacitates non-Elite Lesser enemies. Deals 2x (Weapon Damage) to Elite Lesser enemies and Significant enemies.**

Calming Presence -- Active (Skill)

Cost -- 4

Type: AoE Friendly Buff

Effect: You exert an almost supernatural calm over your teammates, focusing their minds to keep them thinking and shooting straight despite how hectic things may be getting around them. **All allies in your current Zone gain a +4 Morale bonus to all rolls on their next action, 1 additional action on their next turn, and immediately remove all conditions that check against Mentalitude.**

Rank 3

Noble Protector -- Passive

Effect: Befitting a true protector of royalty, your defensive capabilities are legendary. But, more than your ability to defend against harm is your ability to strike back at those who would see your charge injured. **Each time you successfully perform a defend action you gain a point of Break. You gain 4 points of Break on a critical success of a defend action. Before any attack action you may expend all your built up Break to add a bonus 3x (Break) Mighty damage to that attack. Your Break pool maximum is equal to your Focus pool. You may empty and fill your Break pool as often as you wish.**

Come and Have a Go, if You Think You're Hard Enough -- Active (Skill)

Cost -- 8

Type: AoE Enemy Debuff

Effect: You stand as a bulwark against all comers, ready to face untold numbers to protect your friends and your client. Your challenge has been heard, and accepted. **All enemies in the current**

combat must spend their next 2 turns moving towards, or attacking you. This ability overrides any other ability or effect that was in play before it was used.

None Shall Pass -- Passive

Effect: Your skill at keeping foes from your charge is legendary. Size, ferocity, strange otherworldly ectoplasmic make up, none of that seems to matter. If they want to get to your client, they have to go through you. **Enemies cannot move past you, or the zone you are in. If an enemy would move through or into the zone you are in, it must move towards you. Enemies cannot disengage from melee with you. Whenever an enemy ends its movement in your melee range you may make a free Basic Attack against it.**

Muscle Wizard -- Burliness/Skillfulness

Restriction: Human Only

Role: Magical/Physical Fighter/Skirmisher

Armor: Light

Perhaps one of the strangest forms of modern magic comes from a small village on the Northern Continent, home to a troupe of refined individuals who have unlocked the magical energy in muscle. Through strenuous exercise, weightlifting, and bodybuilding these individuals have built their magical prowess and physical might at the same time. To go with their high strength they keep an air of high class about them. It is as important to the Muscle Wizards to maintain their dignity as well as their bodies.

Class Skills

****Proper Etiquette (Broad)** -- It is as important to maintain one's social and cultural form as it is one's physical form. In that sense, this skill covers everything from proper greetings and conduct to physical grooming and hygiene.

****Fitness and Nutrition (Broad)** -- One cannot cultivate magical energy in a run down garden. Therefore it is imperative to be properly nourished and to maintain a peak level of physical performance. This can even be used to help people recover faster by providing them proper food and recovery exercises.

****Musclemagic (Specific)** -- The art of muscle-wizardry has more to it than simply lifting heavy objects or flexing. While the discipline is relatively young, there is still more than enough to keep one entrenched in the nuance of the magical side of things.

****Performance (Broad)** -- Part of the muscle wizard life is the exhibition and critique of one's form and progress. To that extent, all muscle wizards are quite well versed in public speaking and performance art.

Class Abilities

Muscle Pool (Full) -- You have a Muscle Pool equal to your **Burliness + (Current Level)** that powers your abilities.

Magic Type: Internal

Rank 0

Muscle Magic -- Passive

Effect: Your life of constant lifting, exercise, perfect nutrition, but mostly your muscle magic, allow you to perform feats of strength with ease that even seasoned athletes and bodybuilders struggle with. **You automatically succeed at any strength based physical skill check of TN 15 or less, and receive a +5 bonus to any strength based physical skill check above TN 15.**

The Greatest Show on Mu -- Passive

Effect: When fighting, a muscle wizard is more than a brutish brawler, or pit fighter. There is an ebb and flow to the astounding feats of grappling they display, culminating in a spectacular Signature Move sure to wow audiences and crush opponents. After each turn you perform a successful Grapple, successfully use a Reactive ability, or perform a Soar action you gain a point of Showmanship. As a Free Action you may choose to spend a Showmanship point to activate any of the following Feats of Strength during any action (including Defensive Actions):

- *Gleaming Iron Body* -- You gain bonus Armor equal to your Burliness for.
- *Unstoppable Momentum* -- You may immediately escape a Grapple, and any Explosive damage you inflict causes enemies to make an immediate Soar action directly away from you.
- *Blinding Speed* -- If you choose, a successful Unarmed basic attack or ability (ranged or melee) against an enemy automatically Grapples them in addition to any other effect if successful. This will not work if the enemy is knocked away from you as part of the ability.

Signature Moves -- Passive (Magic, Skill)

Effect: No two muscle wizards are quite alike in their panache and style, and as such each one sports a slightly different finishing move. To represent this, each Muscle Wizard can add two of the following enhancements to their Explosive Finisher ability. Once chosen, these enhancements are

permanent.

- *High-Flying* -- Increases range to Close, moves the Muscle Wizard as a Soar action to his or her target.
- *Brutal* -- Increases damage by 3 and Stuns target, causing them to skip their next turn.
- *Sudden* -- Ability can now also be used as a Reactive Ability against melee or unarmed attacks.
- *Flashy* -- Finishes with a flourish, granting all party members a +3 Morale Bonus on all rolls on their next turns.
- *Fatal* -- Automatically crits targets that are Injured.
- *Unstoppable* -- +5 to hit

Explosive Finisher -- Active (Magic, Flex, Skill)

Cost -- 3 Showmanship

Type: Melee Grapple Attack

Effect: This is it. The big, explosive finale. **Deals 2x Burliness + 3x (Current Level) Mighty damage and knocks down.**

Appeal to the Crowd -- Active (Skill)

Cost -- 0

Type: Self Buff

Effect: With a flourish and a smile, you make a bold proclamation against your foes, taunting them and crushing their spirits while also improving your own. **Your next Ability gains 1 point of Bonus Showmanship. This can be used to perform your Explosive Finisher.**

Rank 1

Awesstrike -- Active (Magic, Flex)

Cost -- 1

Type: AoE Morale Debuff

Effect: You strike a powerful pose, radiating an awe inspiring wave of energy outwards, stymying enemies in its path. **All enemies in your zone suffer a penalty to all values and rolls equal to your (Current Level) on their next action.**

Heroic Aura -- Active (Magic, Flex)

Cost -- 2

Type: AoE Morale Buff

Effect: Your heroic presence is further enhanced through proper posing and flexing, granting your allies renewed vigor. **All allies in your zone receive a +1 Bonus to Burliness and a +2 Morale**

bonus to all rolls until the end of their next turns and immediately heal (Current Level) damage.

Flex-Stop -- Reactive (Magic, Flex)

Cost -- 2

Prerequisite: Physical attack made against you

Effect: You tense your muscles at the point of impact, magically strengthening them and reflecting the attack away from your vitals. **This ability succeeds automatically. You gain Burliness + (Current Level) Bonus armor against the attack, but otherwise suffer the full attack.**

Blinding Body -- Active (Magic, Flex)

Cost -- 3

Type: AoE Debuff

Effect: Suffusing magical energy through your entire body, you strike a powerful pose, radiating a blinding, powerful light and wave of force from your being. **You make a single attack roll against all enemies in your Zone. All hit suffer Burliness + (Current Level) Explosive damage, and Minor Condition: Blindness -- all visual values or rolls are at -4. Condition check versus Burliness.**

Muscle March -- Active (Magic, Flex)

Cost -- 2

Type: Movement Ability

Effect: You charge forward, posing triumphantly and smashing aside enemies, walls, and just about anything else in your way. **You make a Move action in a straight line, making a Basic Melee Attack against all enemies you move over. On hit, the Enemy is knocked down and suffers Burliness + (Current Level) Physical damage, if it misses the enemy takes an immediate Reposition action out of your line of movement. You automatically succeed any Movement Check you would be forced to make, and can move through normal walls or other non-reinforced obstructions.**

Ultimate Suplex -- Active (Magic, Skill)

Cost -- 2

Type: Melee Grapple Attack

Effect: With a burst of strength, you shoot for your opponent's legs (or lower extremities) and grabbing hold of their waist/lower body proceed to suplex them up and over your head, launching yourself and them a short distance before crashing down hard on their head. **You may take a Reposition action, after which you Reposition your target behind you, and they take 3 +**

Burliness + 2x (Current Level) Physical damage, are knocked down, and considered Grappled. You may choose to release the Grapple, and if so you may immediately Reposition yourself behind your target.

Proper Response -- Reactive (Magic, Skill)

Cost -- 1

Prerequisite: Melee attack against you, must be Unarmed

Type: Melee Unarmed Attack

Effect: The only prim and proper response to another inflicting harm on one's person is a decisive and powerful counter-strike. **As part of this ability you may choose to take any amount of damage from the attack that would've hit you. You deal (Current Level) + Weapon Damage + 2x the damage you have chosen to take from the attack.**

Muscle Strike -- Active (Magic, Skill)

Cost -- 1

Type: Melee Unarmed Reach Attack

Effect: You summon a burst of muscle energy to your limbs, increasing their power and radiating magical energy off them that can reach out and strike enemies. **This counts as a Basic Attack but is also considered Magical and deals an additional 2x (Current Level) + Burliness Physical damage.**

Muscle Bomber -- Active (Magic, Skill)

Cost -- 4

Type: Ranged Unarmed Attack -- Medium

Effect: You leap into the air and come crashing down on your opponent, your body and limbs augmented with substantial muscle boosters. **You immediately Soar to your target, ignoring all Zone or movement penalties, and deal 3x Burliness + (Current Level), knocking it down, and dealing Weapon Damage to all enemies within Melee Reach of the target.**

Open Palm Slam -- Active (Magic, Skill)

Cost -- 1

Type: Ranged Magic Attack -- Close

Effect: Projecting a blast of muscle energy, you strike out at a relatively nearby enemy with a wave of force. **Deals 2x (Current Level) + Weapon Damage Explosive damage to target.**

Overwhelming Force -- Active (Magic, Flex)

Cost -- 3

Type: AoE Melee Attack

Effect: You send a blast of concentrated magic out from your person, throwing off crowds and giving you some breathing room. **You deal Burliness + 2x (Current Level) Explosive damage to all enemies within Melee Reach of you and knock them down.**

Seismic Slam -- Active (Magic, Skill)

Cost -- 2

Type: Ranged Magic Attack -- Close

Effect: Punching the ground, you send a crashing wave of sizzling force towards an enemy. **Deals 2x Burliness + (Current Level) Fire/Explosive damage to a ground based target.**

Rank 2

Fist -- Active (Magic, Flex)

Cost -- 6

Type: Ranged AoE Magic Attack -- Far

Effect: You cast Fist. **Deals 20 + Burliness + (Current Level) AoE Explosive to target and everyone else in the target's zone.**

Ring of Honor -- Active (Magic, Flex)

Cost -- 6

Type: Zone Buff

Effect: You strike a magnificent pose, and the earth responds in kind. A squared circle erupts out of the ground underneath you, providing a more honorable space with which to do battle in. **You create a new Zone within the current zone, with four equal sides. Along each side of this zone are ropes connected to sturdy poles at each corner. While in the ring, you may use the ropes to perform Charge attacks with a +2 bonus to hit, and any damage dealt by Grappling moves is increased by 2. You may automatically make a free Charge attack at any enemy that attempts to leave the ring in any fashion. If you perform an Explosive Finisher while in the ring it automatically takes the target out of action, but does not kill the target.**

Sundering Fists -- Passive

Effect: Your limbs tear through armor as if it was were, making sure whoever is trying to hide from your pummeling will never escape. **Your Unarmed Basic Attacks ignore armor, and count as Bane weapons when attacking inorganic typed enemies. You gain a +5 bonus to break objects with your hands.**

Work of Art -- Active (Magic, Flex)

Cost -- 3

Type: AoE Ranged Attack -- Close

Effect: You stomp the ground, sending a wave of magical energy into the earth and reconstituting it as a stone statue made in your stunning image. These statues can also be slammed again, breaking them into dozens of now fist shaped missiles to attack your foes. **Creating a statue can only target enemies on the ground, deals 10 + Burliness Physical damage and knocks the target over. Any number of statues can be made. Breaking a statue deals 15 + Burliness + (Current Level) Physical AoE to any target in the same zone as a statue, and any other characters within melee. Statues dissolve at the end of combat.**

Ring of Fire -- Active (Magic)

Cost -- 6

Type: Zone Debuff

Effect: You slam the ground, reaching deep underneath the surface of Mu to draw forth jets of fire and brimstone, creating an inescapable ring of fire. **The edges of the zone you are currently in become pillars of flame, dealing 10 + Burliness Fire/Explosive damage and knocking targets that try to pass through the zone edges directly away from them. The pillars extend into the Sky zone, but do not block access from your zone to the sky.**

Rank 3

Ultimate Muscle -- Passive

Effect: Your musclemancy has elevated your physical prowess to levels far beyond those of your average person. You have arm wrestled giants, suplexed dragons, and wrestled kraken to a three count. Size matters not, your might cannot be denied. **You never suffer penalties to grappling, and your targets never gain bonuses to grappling regardless of size category, magical ability, or buffs. You treat any grapple attempt against a target larger than Medium size category as if they were Medium, regardless of how ludicrous it would be.**

Perfect Bigness -- Active (Magic)

Cost -- 8

Type: Self Buff

Effect: With a burst of strength and magic you grow in size, surprising foes with your temporary perfect bigness. **While this buff is active you gain Perfected Bigness Form. Lasts for 3 turns.**

Perfected Bigness Form -- Passive (Transformation)

Effect: While under the effects of this form you gain the following bonuses:

- Your size increases to Large.
- You gain all three Feats of Strength.

- Your unarmed melee attacks deal Explosive damage in addition to any other type they might do.
- You gain 2 free actions that can only be spent on Unarmed Basic Attacks or Grapple actions/abilities.
- All Flex tagged abilities have their (Current Level) bonuses increased by 2.
- Abilities that deal Explosive damage deal Mighty damage instead.

Seismic Stadium -- Active (Magic)

Cost -- 10

Type: AoE Zone Buff

Effect: With an earth shattering slam, you rearrange the battlefield into a rocky arena perfect for your talents. **Deals Burliness + 10 Physical damage to all enemies on the ground in your zone, half that to enemies in adjacent zones, and knocks down all enemies. Your zone and adjacent zones become the Seismic Stadium. The exterior zone borders around zones adjacent to you become gigantic walls, requiring a Movement Check of TN 18 to climb over. While in the stadium your Slam grapple maneuvers gain +10 bonus damage. Enemies sent Soaring by one of your attacks while in the Stadium impact one of the walls should it take them over one instead, dealing an additional 10 damage. Enemies hit by your Explosive Finishing while in the Seismic Stadium are instantly incapacitated.**

--Part 5: Perks--

These provide mechanical benefits to the players, or possibly change the way their characters' class plays. The players will only ever gain 4 perks over the course of their adventures, so make sure you choose wisely!

Generic Perks -- These are perks anyone of any class can take. They grant bonuses to things that anyone can do, or use mechanics that multiple if not all classes possess. Some do have stat requisites however, and cannot be taken without the required stat.

Agile Dodger

Requisite: Skillfulness 3

Effect: You are nimble and quick, able to spryly avoid bullet, blade, and fireball using only your grace and wit. **You may use your Skillfulness on any Defense roll.**

Preternatural Mobility

Requisite: Skillfulness 5

Effect: You move about as though gravity doesn't apply to you, leaping and climbing wherever you please. You sprint about the battlefield, bobbing and weaving **Whenever you have to make a check related to movement (running, jumping, climbing, etc) including movement checks, you may choose to receive a +5 bonus to your roll or to take 10 instead of rolling. You may choose to use your Skillfulness for any movement check.**

Healthy Living

Requisite: Burliness 3

Effect: You don't seem to ever get sick and you recover from injuries much faster than one would expect. **You count your Burliness as double when making Condition checks, performing skill checks related to your endurance, fending off illness or other such constitutional checks.**

Stubborn Resilience

Requisite: Burliness 5

Effect: You just don't know when to quit, and have the scars to prove it. **You do not become Injured when reduced to half health or less, and the first time you would be Downed in a fight you are instead reduced to 1 Health.**

Sorcerous Baccalaureate

Requisite: **Mentalitude 3**

Effect: Some adventuring magicians actually got their start studying magic the normal way: at a magical college. Time to finally put those years of study to work! **You gain a +3 bonus to any Magical or Research skill check, and gain a +1 bonus to all Magic to hit rolls and damage values.**

Mana Battery

Requisite: **Mentalitude 5**

Effect: You have seemingly inexhaustible inner reserves, able to perform magically draining tasks for extreme lengths of time and with a seemingly never ending supply of energy to power your abilities. **If you have a Full Pool you gain 2 Pool instead of one for each Drip action you take, and will always regain at least 1 Pool during the Drip Actions step of the Clean Up phase. If you have an Empty Pool you reduce Overflow generated by any action by 1 (to a minimum of 0), and ignore the first Drained status you suffer during a fight.**

Silver Tongue

Requisite: None

Effect: When speaking to people you have a naturally pleasing voice, and always seem to know the right thing to say, or at least what to say to avoid getting into more trouble. **You gain a +2 Bonus to any Social roll when you are allowed to speak (and your audience can understand you), and cannot critically fail any Social skill checks or Social Clashes.**

Spectacle Fighter

Requisite: None

Effect: You fight in a flashy and charismatic way, if a little bit reckless. You are however, extremely entertaining to watch, and Mu normally appreciates your antics. **You gain a +2 bonus to attempting Deeds of Renown or Invoking when related to your class or fighting. However, you must now beat an enemy's roll or Attack Value when making defensive actions in order for the action to be successful.**

Artisan

Requisite: None

Effect: Your craftsmanship is always of the highest quality. The items, potions, gadgets, or weapons you might make shine a little brighter, last a little longer, and work a little better than normal. **You gain a +2 bonus on all Crafting skill checks, count your level as 1 higher when generating Motes, and reduce all Instabilities that occur during synthesis by 1 to a minimum of 0.**

Enhanced Senses

Requisite: None

Effect: Always aware of your surroundings, you are almost impossible to surprise as well as almost having precognition with what you notice. **You gain +2 to your Initiative and any skill checks to notice or perceive things. This Initiative bonus is increased +4 on the first round of combat, or whenever a new initiative is taken.**

Class Specific Perks -- In addition to the generic perks offered to everyone, each class has three perks that will change up their play style in some small way.

Sword Scholar

Swashbuckler

Effect: While in Curved Sword Stance, if you use a Wheellock Pistol in your offhand your pistol gains all the benefits from Curved Sword Stance, and can be used for Focus Attacks or any ability that gains a bonus while in Curved Sword Stance. You may have 2 Wheellock Pistols Readied in addition to your swords. **NOTE:** The weapons will still only fire once, even if you use an ability that generates multiple attacks. Any attacks made after the pistols have been used must be used with your sword.

Sword Dancer

Effect: After any successful non-move action you may take a Reposition action for free. In addition, you may change stances as a Free Action instead of a Standard Action.

Scything Strikes

Effect: While in Great Sword Stance your Basic Attacks deal half damage to up to 2 additional enemies in melee with you after your target.

Soot Slinger

Blast Armor

Effect: You gain 3 additional armor against attacks that deal AoE or Blast damage, and ignore friendly Blast damage.

Run-and-Gun

Effect: Once per turn you may take a Basic Attack with a wheellock pistol as a Free Action after you take at least a full Move action's worth of movement.

Hot Loaded

Effect: Your Grenade tagged abilities gain the damage bonus from your Soot Shots. However, they generate 1 additional point of Soot when used.

****Embermancer****

Pretty Fireworks

Effect: Your Zone Debuff abilities can affect the sky zone as well as the sky zone's borders, and you ignore the special rules for targeting enemies in the sky with AoE abilities (your abilities function as normal). In addition, your Fling Ember ability now deals AoE damage to all targets within Reach of your initial target.

Ember Slinger

Effect: Once a turn after making a Basic Attack you may take a Fling Ember action as a Free Action. You may choose to have this additional action not consume an Ember on use, but if so it does not reduce Overflow.

Raging Inferno

Effect: All Zone Debuffs or Continuous Damage you deal using your abilities deals +**Mentalitude** Bonus Fire damage on their first active turn. All AoE or Blast Fire damage you deal also deals bonus +(Current Level) Continuous Fire damage.

****Mushroomist****

Spiritual Attunement

Effect: You are far more in touch with your spirits than most Mushroomists, and they have granted you additional contracts because of this. **You may summon an additional Lesser Spirit Familiar of each type at a time and gain a +3 bonus to any Social checks made while conversing with spirits.**

Expectorator

Effect: When using your Mushroom Breath ability you may remove its AoE component to increase its range to Medium. You also gain a +2 bonus to Hit when using your Mushroom Breath ability.

Heavy Fungal Fortification

Effect: You receive an additional +1 bonus armor versus Poison and a +1 bonus to condition checks. You also always count as having taken a Rest action during the Resolve Continuous Effects turn.

****Collector Scout****

Edward Fortification Hands

Effect: You gain an additional use of your *Liquid Fortification* ability, its morale bonus is increased to +2, and you may use it as a Free Action if your previous action was also Liquid Fortification.

The Collector Scout's Guide to Mu

Effect: Increases *Friendly Buff* abilities and *Broad* class skills.

Portable Armory

Effect: You may expend charges from your Adventurer's Kit to gain the Inventory bonus on any applicable ability. You may expend 2 charges to gain the Expenditure bonus, or to use an ability that requires you to expend an item.

****Great Wall****

Lightning Reflexes

Effect: Your focus and reflexes are such that you respond in the blink of an eye to attacks with moves that would otherwise take time to set up, or to attack with a flurry of blows from your hooked staff. **You may spend 1 additional Focus to use an Active (Skill) ability as a Reactive Ability against Melee attacks that you would be in range for. When making Basic Melee Attacks with your hooked staff you may make an attack against an additional enemy that's within melee Reach of you.**

Love it When a Plan Comes Together

Effect: As your battle plan reaches its intended goals the subtle nuances lock into place, revealing tactical advantage greater than even previously thought! **You increase all Morale bonuses on yourself and your client by +1 and you gain +1 Bonus damage on all basic melee attacks and abilities for each completed Goal you have reached.**

Valiant Protector

Effect: Your courage in the face of danger, and your willingness to sacrifice your own safety for your client is inspiring and reassuring. **You recover 2 Focus instead of 1 when intercepting a blow meant for your client, and their Morale bonus is increased to +2.**

****Muscle Wizard****

High Flying, Death Defying

Effect: You do not become knocked down after making Soar actions, and you may spend 2 Muscle to take any Move Action as a Soar action instead. In addition, you reduce all Fall damage by half

(rounded up). If this enhanced Move action is used as a Drag Grapple action, it is followed up by a Slam Grapple action that gains an additional +Fall Damage. This may also be combined with an Explosive Finisher to grant it an additional +Fall Damage.

Wrecking Ball

Effect: You gain a +5 Bonus to any roll or damage value to smash through walls, objects, or other pieces of scenery, and gain a +(Current Level) Bonus to any damaging ability or skill that puts your target through a piece of scenery.

Overwellspring

Effect: Unlike most Muscle Wizards, your internal magic is a little on the hyperactive side. While this grants you bursts of increased effectiveness, it is hard to control. At the beginning of combat you randomly determine the two Signature Moves of your Explosive finisher. Once a combat you may also spend 3 Showmanship to release your pent up magical energy, granting you all 3 Feats of Strength for a turn and granting you 3 Free Actions that can only be spent on Basic Unarmed Attacks. The bonus point of Showmanship gained from Appeal to the Crowd cannot be used to activate this state.

Brinementalist

Heavy Impact Support Brinementalism

Effect: You have a layer of magical gelatin sewn into your armor, granting additional protection and giving you a little extra to work with. You gain +2 Bonus Armor, +2 Bonus Armor vs. Acrid damage, and all Gelatin tagged abilities have their cost reduced by 1.

Salt Spray

Effect: Your blood runs a little salty, granting you +1 Bonus Armor vs. Acrid damage, +2 bonus damage to any Brine tagged ability, and dealing **Burliness** + (Current Level) Acrid damage to any enemy that deals Physical damage to you in melee.

Gelatinous Suffusion

Effect: You may or may not have accidentally eaten your Gelatin Familiar... to unusual effect. Your body has become supernaturally more pliable, bending and bouncing back from attacks and granting you a level of additional control over gelatin as well as the ability to finally reach the spices on the top shelf. You no longer have a Gelatin Familiar, and may not use abilities that require it to be present, but you may use any Familiar buff abilities on yourself and gain any bonuses from passive abilities that affect your familiar. You also suffer half damage before armor against any Physical damage attack that would deal blunt/crushing/otherwise non-pointy damage, as well as take half

falling damage. You gain a +3 bonus to escape grapples or on any skill check that would require flexibility, reaching for things, or squeezing through tight spaces. You may ignore Stubby Legs. You gain a +2 bonus to all rolls for Gelatin tagged abilities, and they have their cost reduced by 1.

Cannot take *Form of the Destroyer* with this perk.

--Part 6: Abilities--

Pools

Every class in the game uses a pool of some sort that powers or limits their Class Abilities. These pools come in two types: **Empty** and **Full**. As their names states, the different pools start either full or empty, and add or subtract to their pool as abilities are used. Empty Pools often represent a negative buildup that has to be expunged to avoid some sort of catastrophic failure, whereas Full Pools represent a magical or physical resource that deplete over time.

NOTE: Keeping Track of Pools -- Pools of both kinds will tick up and down during the course of battle, which can get somewhat cumbersome if you attempt to write and erase values as you go along. Thankfully, pools will remain fairly small through the entirety of the game. This means pool values can be kept track of with things such as dice or small tokens. Full Pools can simply use one set of dice to keep track of their level, but an Empty Pool should have some way of differentiating *Overflow* (see below) from the regular pool value. It is much easier to tick up or down dice than constantly be erasing and rewriting values!

Empty Pools

****Overflow** -- As characters with Empty Pools use abilities, they add to their Pool's value. When you reach your maximum value for your Pool, any additional pool you generate instead creates an equal number of *Overflow*. Any time you attempt to use an ability with *Overflow* in your pool, or you generate 2 or more overflow, you test against *Spill*. Spill checks are taken before the ability is resolved. An ability that fails a Spill check fails to go off in addition to any other effects it may have.

****Spill** -- Classes that use an Empty Pool emphasize risk taking and skirting danger as a base mechanic. When a *Spill* check is called for, the character who had the check called on them must pass a **TN 14 + (Current Overflow)** check vs. their class' **Primary Stat + 3d6**. Passing a *Spill* check means the ability did not backfire in your face, but you gain an additional point of *Overflow* (in addition to any the ability may generate). Failure of a *Spill* check means the character has suffered a dangerous complication - this can range from simply losing use of abilities for a short while to catastrophic explosions. What failure means is covered under each specific class that uses an Empty Pool.

****Drain** -- Once per battle a character who uses an Empty Pool can *Drain* the pool. This takes up all their actions for the current round (they can do nothing else active but may still defend), but removes all accumulated *Overflow* and returns the pool back to a value of 0. A character who does

this is considered *Drained* for the rest of the fight. A character who is *Drained* has their max Pool size reduced by 2. Some abilities may count as the *Drain* action, but any class that uses an Empty Pool can perform this basic action.

Full Pools

****Drawing** -- Full Pools are much more stable than Empty Pools, and can be safely tapped for resources as long as they still have something in them. Whenever you pay for abilities from a Full Pool you are *Drawing* from that pool. You cannot draw more from a Full Pool than remains in it. Normally a character can draw as much from their pool as they want, but some conditions may prevent some or all of a character's ability to draw.

****Drip** -- Even without doing anything, Full Pools have a slow *Drip* that refills small amounts - assuming you haven't made a *Drawing* from your pool that round. Whether this is some small amount of magical energy returning, or just a mild catching of breath is up to individual classes. ***Unless otherwise specified by a passive ability, or other class feature, characters regain 1 point of Pool whenever they are allowed a Drip action.*** Characters are allowed a *Drip* action for free at the end of a round if they have not made any *Drawing* that round.

Resting

Whether a class uses an Empty or Full Pool, everyone can spend an action *Resting*. A character with an Empty Pool that *Rests* removes 1 point of Pool, or 2 points of *Overflow*. A character with a Full Pool is allowed to take an immediate *Drip* action.

Ability Types

Not every ability offered to a class will use the pool, nor will every ability be something done actively on your turn. To represent this, abilities come in three types: active, passive, and reactive.

****Active** -- These abilities are the most common of the three types and represent spells, techniques, or other special moves at your disposal. *Active* abilities normally cost 1 action to use, and are only usable during your turn.

****Passive** -- Some abilities grant improvements or otherwise change base stats without you ever having to do anything other than have them. These abilities are considered *Passive Abilities* and grant their bonus just having them.

****Reactive** -- A scant few abilities are considered *Reactive* and these abilities don't do anything until

their reaction condition is met. Once the reaction condition is met a *Reactive* ability may be used, even if it not your turn. Each individual *Reactive* ability may only be used once per battle, but any number of different ones may be used. Any associated cost with a *Reactive* ability must be paid in addition to meeting it's reaction condition.

***(Item/Magic/Skill/etc)* -- In addition to the other typing, some abilities will have a secondary type (or types!) in parentheses after them. This is only to act as a hook for other abilities or character rules to interact with, and do not alter the way the ability is used in any way by themselves. Abilities with no parenthetical still function like others but will not interact with other things. Do note that abilities with the special subtag "Item" can be disabled by separating the user from their items (ex: adventurers who have been captured and had their equipment confiscated).

Rank

Abilities comes in 4 Ranks to denote how powerful they are and at what point in an adventuring career a character would be able to learn them.

Automatic (Rank 0)

These abilities are automatically given to classes at character creation, and represent remedial training and a variety of other things every person of that class learns. These are often passive abilities or other simple things.

Basic (Rank 1)

An ability of Basic Rank is straightforward and simple. These are the bulk of a character's arsenal, and will define how they fight. Basic Rank abilities may be taken at any level, and they will be the only available abilities you will start with at character creation (assuming a level 1 start). Basic abilities scale evenly, and can even see upgrades along the way.

Advanced (Rank 2)

These abilities can be taken once a character reaches Level 5 and onward, and will be more specialized, unique, or just plain more powerful than their basic counterparts. Advanced abilities won't necessarily take the place of the Basics they are like, but will be used often as power moves.

Master (Rank 3)

At level 10, characters will gain access to Master Rank abilities. Master abilities are powerful, showy, and rare. Unless otherwise stated, Master Rank abilities cannot be used more than once in between Full Rests.

--Part 7: Equipment and Items--

From swords and armor to jars of preserves and hard tack, equipment in Mu comes in a wide variety of shapes and sizes. Some of the listed pieces of equipment are meant to represent a great variety of things, or a similar tool that may look different or serve the same purpose.

Money

Everyone needs money sometimes. Whether to purchase food or libations, repair equipment, or just pick up something nice, everyone has to get paid. Across Mu many different countries and kingdoms exist, each with a variety of currencies and monetary units. However, to the adventurer most of these currencies are looked at in terms of Coin. This is a shorthand relating to the Tradewind currency of Lira, which is most often found as minted sterling coins of varying amounts. The Tradewind Lira is also readily exchanged in most human and mim lands, and due to its prevalence is often kept on hand by other societies. The average adventuring contract pays out on a monthly basis with bonuses on assignment completion, and a starting contract is worth approximately 75 Coin a month with usually a 10 to 25 Coin assignment bonus. In contrast, the average artisan or otherwise skilled laborer makes 60-85 Coin a month, with menial labor only coming in at 30-40 Coin a month. In game terms, money should only ever become an issue if everyone wants it to be. Most adventurer's have more than enough to afford lodging, food, and repair if near major cities, so the day-to-day expenses are assumed to be largely taken care of. However, prices will be included on most items should the need arise.

The Adventurer's Kit

When it comes to writing down every little last thing, sometimes things can slip your mind - enter, the Adventurer's Kit. While not a specific item, this represents all the lamp oil, rope, tools, poles, jars, flint, etc. that one would take on a trip. In game terms every character has on them an Adventurer's Kit at all times that starts out with 3 uses. Each time a character runs into a situation where they specifically don't have something written down that could be useful, they may expend a use of their Adventurer's Kit to grant them any item necessary for the current situation. Be it tools or rope to lash together a makeshift raft, or oil and resin to keep their light sources running strong. The kit is assumed to be restocked each time the party takes a Full Rest in a town or area with access to merchant goods.

- The Combat Kit -- To represent a small store of anesthetics, styptics, or other "emergency" combat supplies, once per combat a player may spend an action taking some of their combat supplies. This expends a charge of the Adventurer's Kit (even for Collector Scouts), but restores 5 Health.

Weapons

All adventurers need a sturdy weapon at their side. Be it spears, swords, clubs, or bows, there are a great deal of strange and hostile beings that inhabit the wilds of Mu and you will need protection from them. Weapons are laid in the following manner:

Name -- what the weapon is called

Description -- a short list of the kinds of things you would see listed under the given name and a bit of flavor about them.

Power # -- The number added to the user's **stat** to give Weapon Damage.

Range -- How far away the user can attack with the weapon.

Type -- What stat the user adds to the Power of the weapon and rolls to hit with.

NOTE: Weapons with ranges listed as "Melee" or "Reach" may always use Burliness for their stat but may lose special abilities.

Hands -- How many hands are required to use the weapon.

Special -- Anything else that might be worth mentioning about the weapon.

Standard Melee Weapons

These are the more common personal or adventuring weapons found across Mu. While a fancy inscription or artistic flare on a weapon might raise its value as a collectable, mechanically a steel sword with a kept edge works the same as a fancy engraved steel sword with a kept edge.

Knives

Everything from hunting knives to small daggers fall here. For most, these weapons are a last resort in the field but often find themselves out and ready during back alley brawls gone wrong. A knife on the belt or boot will only in the most secure of places be an issue and most people carry something like this on their person for day-to-day needs.

Power -- 2

Range -- Melee

Type -- **Skillfulness**

Hands -- 1

Special -- *Critical Piercing Accuracy:* While used as a **Skillfulness** weapon on a critical hit you ignore worn armor, or Armor offered from abilities typed as "Item".

Side-Arms

Many of these are one-step removed from basic knives, but their purpose is quite clear: they are combat weapons not tools. Commonly taking the form of short-swords, batons, clubs or hatchets,

these are often carried by guards, “off-hours” adventurers and persons of importance. In guild heavy cities and on the frontiers these weapons are a common sight on the belts of the citizenry, but could illicit unwanted attention from authorities in other major cities.

Power -- 3

Range -- Melee

Type -- **Skillfulness**

Hands -- 1

Special -- *Lightweight*: With the weight of a knife but the range of a real weapon, these weapons can be easily maneuvered and receive a +1 bonus on all Basic Attack hit rolls.

Main Hand

From larger swords to maces, to battle axes or other weapons that could be used one or two handed, these are obviously meant for combat and quite frowned upon when found on the hip or back of non-city officials or other government authorities while within most cities. Even in cities with heavy guild presence. On the frontiers it's not unheard of but still seen as a sign of asking for trouble.

Power -- 4

Range -- Melee

Type -- **Burliness**

Hands -- 1

Special -- None.

Great Weapon

Due to their size and the skill required to use them, most adventurer's and certainly most town guard rarely use these weapons. These weapons are usually not designed with personal protection in mind, and as such are largely treated this way. In major cities expect to be harshly watched and accosted by authorities if you casually sport these weapons openly.

Power -- 6

Range -- Reach

Type -- **Burliness**

Hands -- 2

Special -- *Hefty*: Minimum **Burliness** of 4 to use without penalty, with a -1 penalty to all Attack or Defense rolls for each point of **Burliness** under 4.

Polearm

From spears to halberds, these long range usually wooden hafted weapons are a common sight on town guards as their long range and ease of use make the perfect for dealing with the unruly while

keeping the user relatively safe. In larger cities these are often seen as weapons of the military or other authorities, and will usually raise suspicion if not found around borders or guard stations.

Power -- 5

Range -- Reach

Type -- **Burliness**

Hands -- 2

Special -- Can be used 1-handed but are reduced to Power 3 when doing so.

Curved Blade

While somewhat uncommon, these extremely curved styles of swords or large knives have been seeing an upswing in popular with a variety of adventuring types and/or collectors. Their long cutting edge is designed more for making lacerating cuts than chopping or stabbing. These weapons are usually regarded in a similar way as the variety of personal sidearms, and are common in guild cities and on adventurer's belts.

Power -- 3

Range -- Melee

Type -- **Skillfulness**

Hands -- 1

Special -- *Cutting Edge*: Deals 3 additional Bleed damage on successful hits.

Thrusting Blade

Designed with little to no cutting edge, these weapons rely more on the skill and technique of the wielder rather than their physical strength. They have also become quite popular amongst the well-to-do and other persons of import, and as such rarely see much trouble from authorities when people are seen wearing them.

Power -- 4

Range -- Melee

Type -- **Skillfulness**

Hands -- 1

Special -- *Critical Piercing Accuracy*: While used as a **Skillfulness** weapon on a critical hit you ignore worn armor, or Armor offered from abilities typed as "Item".

Knuckle Dusters

Whether actual brass knuckles, or simply large, hefty gauntlets, these weapons add extra punch to your unarmed attacks. These small and easily concealable weapons are popular among street toughs as they often escape detection from authorities. They are also common among the eccentric Muscle Wizards who enjoy being able to continue to use their variety of grappling and unarmed

techniques.

Power -- 1

Range -- Melee

Type -- **Burliness**

Hands -- 1

Special -- *Unarmed*: These weapons still count you as being Unarmed while using them for purposes of abilities or while making Grapple attacks.

Improvised Weapon

Bottles, chairs, rocks, bricks, you name it, if it's not supposed to normally be a weapon it falls here. These items can deal damage, but are designed to do something other than bash someone's head in, and as such can be a little unwieldy.

Power -- 2

Range -- Melee

Type -- **Burliness**

Hands -- 1

Special -- *Awkard*: These objects, while dangerous, aren't really balanced or weighted and suffer a -2 penalty to Attack rolls.

Lashing Weapon

Not really meant to kill, a whip, chain, or even length of rope can still be used to lash at a target. While these weapons can leave lasting wounds, they usually have to be weighted or have other objects attached to them to cause fatalities. A chain, rope, or otherwise benign object used as a lashing weapon will attract little attention but a bullwhip or cat-o'-nine-tails will definitely raise suspicion.

Power -- 3

Range -- Reach

Type -- **Skillfulness**

Hands -- 1

Special -- *Ensnare*: These weapons can be used to make Grapple attacks at a -2 penalty, but only if used as a **Skillfulness** weapon.

Staff

Usually converted from walking sticks, staves are simple, practical items that mages find useful to help cover large distances or attach foci to. Simple wooden or metal poles however can be used by the skillful to great effect, granting them reach and speed in one simple weapon.

Power -- 2

Range -- Reach

Type -- **Skillfulness**

Hands -- 2

Special -- *Skillful Strikes*: If used as a Skillfulness weapon, the user may take an additional Basic Attack as a Free Action once a turn.

Focus: If a magical Focus is affixed to the staff, it can no longer benefit from *Skillful Strikes*, but instead can either reduce the Pool cost of any Magic tagged ability by 1, or grant a +1 bonus to Hit on a Magic tagged ability once per turn.

Ranged Weapons

Light Bow

Ranging from short bows to simple recurves, these weapons are designed more for hunting or sport rather than killing. Still, a light bow is easy to carry and strings quickly making it a popular backup weapon for many adventurers.

Power -- 3

Range -- Medium

Type -- **Skillfulness**

Hands -- 2

Special -- None.

Heavy Bow

Large long bows or hefty hunting recurves, these weapons take some strength to fully draw but pack a heavy punch. With modern technology, the firearm has been slowly taking their place on the battlefield, but bowmen still see common use.

Power -- 5

Range -- Medium

Type -- **Skillfulness**

Hands -- 2

Special -- *Hefty Pull*: If you don't have a **Burliness** of at least 3 this weapon has 3 power.

Wheel-lock Pistol

Half firearms technology and half art, these intricate devices fire lead balls with the mere pull of a trigger. The weaponization of gunpowder has seen the firearm take center stage in major conflicts, but the specialized upkeep and care of these weapons makes them a rare sight in an unfamiliar adventurer's hands.

Power -- 7

Range -- Close

Type -- **Skillfulness**

Hands -- 1

Special -- *Firearm*: This weapon does not add any stats to its damage, but ignores 2 points of Armor. This requires 6 actions be expended to reload it.

Arquebus

These older, matchlock versions of the more modern wheel-lock are smooth bore weapons and are quickly becoming a favorite of most modern militaries. While pikemen, cavalry, and large formations are still in widespread use, the development of volley fire techniques has assured these weapons a lasting place on the battlefield.

Power -- 7

Range -- Far

Type -- **Skillfulness**

Hands -- 2

Special -- *Firearm*: This weapon does not add any stats to its damage, but ignores 2 point of Armor. This requires 8 actions be expended to reload it.

Wheel-lock Rifle

These rare, complex, and intricate weapons are often found in the hands of the adventurous or the rich. Sporting a rifled barrel, improved firing timing, and often adorned with scopes or other optical enhancements, these weapons are accurate and deadly.

Power -- 7

Range -- Far

Type -- **Skillfulness**

Hands -- 2

Special -- *Superior Firearm*: This weapon does not add any stats to its damage, but ignores 3 points of Armor, and receives a +2 bonus to hit. This requires 6 actions be expended to reload it.

Light Crossbow

Popular among adventurer's and town guard alike, these easy to carry weapons have found purchase the world over. They are especially popular in the damper climates of the swamps where it can be hard to keep moisture out of gunpowder stores.

Power -- 3

Range -- Medium

Type -- **Skillfulness**

Hands -- 2

Special -- *Armor Piercing*: This weapon ignores 1 point of armor.

Heavy Crossbow

Large and powerful, these weapons take a bit of time to reload but pack a powerful whollup.

--Part 8: Magical Items--

As adventurers move from their beginnings solving local problems (or just killing giant rats) into the more grandiose realm of heroics, they will start to discover not just the strange and wonderful places of Mu, but the ways it has altered things in it. From ancient, cursed weapons that grant the wearer amazing power at a price, or simple small knick-knacks that have become good luck charms, a plethora of magical items appear around the world of Mu. These take the form of **Artifacts**, **Enchants**, and **Charms**.

Charms

A good luck charm in Mu more than just a hope and a prayer in the shape of a small animal's foot. Certainly it can start that way, but much like the players themselves as an item accrues a story or a belief behind it, it starts to exhibit those powers. What might have started out as a small beaded bracelet made by a loved one to keep you safe, has started to physically deflect blows from its wearer. Charms are a small extension of the Living World as it seeps into the mundane to help out those who wear them.

Creation

Charms can be found, but more often than not they will be made by those who wear them. Any player regardless of class can choose to craft a Charm each time they level up, and get a Charm at character creation free of RP costs. Note however that a character can only have a total Charm Level on them equal to their own level at any one time (see **Leveling Up Charms** below).

To create a Charm two things are required: an item of sentimental or significant value to the character and Renown Points. Larger charms can exist (weapons are somewhat popular), but most adventurers prefer something small that can be easily kept on one's person - rings, bracelets, necklaces, other such trinkets. Once an item is chosen, the character must spend 3 RP on it to convert it into a Level 1 Charm. Upon spending the RP the item becomes a charm.

Charm Levels and Upgrading

Charms come in 3 Levels, and can be upgraded whenever a player levels up by spending a number of Renown Points on it equal to its next level plus three (i.e. upgrading to 2 costs 4 RP, upgrading to 3 costs 5). Charms provide both a Trait and a Trick or an Aura. A Trick is slightly more powerful than an Aura, but has a limited number of uses in a certain timespan before having to recharge. An Aura is a persistent effect that operates without needed rolls or other input from the player, and does not

confer mechanical benefit. **NOTE:** A Trick must have an “activation” condition on it to cause it to trigger. It would be a good idea to decide ahead of time some specifics on the activation clause.

- *Traits* -- This is the main benefit the charm provides to its owner. This offers the user a bonus to any roll related to the charm’s Trait equal to its level, with an additional +1 Bonus if very specific. When coming up with a good Trait for a charm to have, don’t think in terms of character or personhood, but rather a helpful quirk it might have. While character traits will commonly be things describing personality or physical aspects of their character (i.e. “*Charming Sweet-Talker*” or “*Spry and Agile*”), Charm traits should sound more like a product slogan or idiom (i.e. “*Makes you Look Good*” or “*Lights Your Way*”).
- *Tricks* -- These are special abilities charms have that assist their owner when things get tough. They might prevent forgetting something important, cause you to win a small game of chance, give you a slight push to avoid danger, or grant a burst of strength or courage. At Level 1 a Trick is a minor boon, stopping a mild inconvenience such as a social faux-pas or stumble, or granting a one time +3 bonus to a given roll. At level 2, this has the power to turn aside deadly attacks, stumble upon exactly what you were looking for, or offer a +6 bonus to a given roll. At Level 3 a Trick will stop certain death from taking you, reveal an ancient wizard’s security system had never been turned on in the first place, or automatically succeed at any non-Attempted Deed roll (see “Renown -- **Attempting Deeds**”).
- *Auras* -- A level 1 aura makes the item somewhat unusual, but not blatantly powerful. It could provide a small amount of warmth, glow softly when someone is thinking fondly of you, or something more sinister such as making a weapon let blood or leave stinging/freezing/burnt wounds. If an aura is used to increase damage, it grants bonus damage of any chosen type (other than Mighty) equal to double the charm’s level. However, a charm can only function on a single weapon at a time. Any non-combat effects are greatly increased at each level. A charm that warmed your hands at level 1 can keep you warm in the snow at level 2, and at level 3 can keep you from freezing in the middle of a blizzard.

Items of Renown

A Charm that has reached Level 3 can receive one final upgrade to turn it into an Item of Renown. An Item of Renown uses the rules for being a Major Artifact with any Trick becoming an Activate ability and any Aura becoming a Passive ability. The Charm’s Trait becomes its Domain and as per the Artifact rules the item becomes indestructible. Items of Renown gain either Drawback: Must Act Heroically, or Drawback: Must Act Decisively. In addition, A Charm that is upgraded to an Item of Renown can choose to incorporate a larger piece of equipment into its body. (**EX:** A small metal star can be affixed to a weapon and become an Artifact weapon or a small broach could be incorporated into a cloak or jacket.)

In order to make the transition however, first 6 RP must be stored in the Charm (this can be done at any time, and you may store it in small chunks if you wish) and then a Minor Deed of Renown must be performed with and directly relating to the Item of Renown you want the charm to turn into. This Deed does not need to have a previous Renown to go under, and does not create a new Renown for the player.

Enchants

These are mundane items that have been infused with magical energy by a class capable of crafting such wonders. Enchants come in two varieties: consumables and equipment. Both are created through the infusing of Motes into objects, then shaping those motes through ritual into a final workable product.

Creation

To make an Enchant four things must happen.

1. A type of Enchant must be chosen - consumable or equipable.
2. A number of Motes must be chosen to infuse into the item.
3. Motes are spent on Effects.
4. A synthesis roll must be made based on how many Motes the item has. Success indicates the item has been correctly synthesized, failure creates Instabilities in the finalized item.

Motes -- Characters who have access to Natural or Cultural magic generate a number of motes equal to 2 + Current Level. These Motes are expended when creating items, and recover after a Full Rest.

Effects -- Here is where the creator decides what the item shall do. Enchants can have 3 main effects: restoration, enhancement, and ability. Restoration (restoring a value to its maximum, ex: healing) and enhancement (increasing a stat or value by a certain amount) deal with the modification of the user's mechanical stats and numbers, while Ability is the same as the Trick or Aura of Charms. The numbers that can be changed also come in three weights: Heavy, Normal, and Light. The weighting of the number is different depending on whether or not the item is consumable or equipable.

Weights

- Heavy -- Stats (Burliness, Skillfulness, Mentalitude)
- Normal -- Damage, Pool
- Light -- Health

Consumables

- Heavy -- 3 Motes per 1 point
- Normal -- 1 Mote per 1 point
- Light -- 1 Mote per 2 points
- Duration
 - 1 Mote per 10 Minutes
 - 0 Motes indicate an nearly instant effect that lasts until the end of the combat turn
- Uses (1 use is always allowed)
 - Heavy -- 2 Motes per extra use
 - Normal -- 1 Mote per extra use
 - Light -- 1 Mote per extra use, one extra use free.

(**NOTE:** Restoration always adds 1 free Mote to the pool.)

Equipable (Enhancement or Ability only)

- Heavy -- 6 Motes per 1 point
- Normal -- 3 per 1 point
- Light -- 1 Mote per 1 Point

Ability -- Trick or Aura (See "Charms" for rules on Tricks and Auras)

- Level 1: 3 Motes
- Level 2: 5 Motes
- Level 3: 7 Motes
- Extra Trick Uses: 2 Motes per use

On Abilities -- When an item is granted a Trick when creating an Ability for it, it is created in such a way as to be controllable. All Tricks can be used once per session before having to recharge, but additional charges can be purchased allowing the item to be used several times. If a Trick creates a projectile of some sort, it will only ever have a range of Close as even powerful Enchants greatly lose effectiveness once their effects leave the area around their Motes.

Synthesis -- Once Motes have been spent on decided attributes, a roll must be made to combine the ingredients into a finished working product. This roll is a *Crafting* skill check using the appropriate skill with a TN of **15 + 1 per Mote**. On a success, the item functions normally. On failure however, the item is still completed but gains an Instability. On a Critical Failure it gains 2 Instabilities.

Instabilities -- When an Enchant acquires Instabilities this doesn't mean the synthesis failed outright. Merely that the intended effects come with a non-beneficial side effect. When using an item with an Instability tagged as *Active* the user must test to see if the item acts faulty. **Passing an Instability test is simply rolling a 3 or better on 1d6.** On a 3-6 the item functions as normal but on a 1 or 2 its function is impeded as described by the listed Instability. Instabilities tagged as *Passive* are constantly affecting the user, but are more flavor concerns than mechanical ones. Instabilities come in several varieties, and when one is created the crafter must choose from the following list:

- *Haywire (Active)* (Tricks only) -- The item activates in a wholly unpredictable fashion, sparking or jittering in addition to what it was supposed to do. Your item makes a suitably bright, noisy, or otherwise distracting and confounding display, drawing the attention of everyone in the area to it.
- *Spoiled (Active)* (Consumable Only) -- The magic in your creation has spoiled, and while it hasn't lost all its potency it will react unfavorably with the person who imbibed it. An hour after using a Spoiled item your character becomes ill in some way: feverish, nauseated, faint, or any other number of uncomfortable physical symptoms. These symptoms will pass in about an hour.
- *Off-Kilter (Passive)* (Aura Only) -- Something is slightly off about your item. Maybe it creates a powerful smell of ozone where it goes, or makes people feel uneasy around, but its presence becomes quite noticeable after a short while. You may be asked to leave your unsettling, stinky, or otherwise unpleasant item by the door when visiting places.
- *Quirky (Passive)* (Equipable Only) -- While wearing/using your item, your behavior changes slightly. You might be quick to anger, or cry, or laugh, or maybe you just can't stop chewing your nails. It could even be an unnatural proclivity for certain food or drink. While the quirk is noticeable, it is not debilitating.
- *Delayed Reaction (Active)* -- Your item takes a couple seconds to kick in, which while amusing might make all the difference in a tense situation. The item's effects occur 10-15 seconds (1 round) after they are supposed to, but otherwise function normally.
- *Magically Immiscible (Active)* -- The motes in your item refuse to play well with one another, and as such it functions in a sort of "clumpy" way. When you test for Instability, the item fails to work entirely on a roll of 1, functions normally on a roll of 2-5, and on a roll of 6 has any numerical effect increased by 150%.
- *Hard Kick (Active)* -- When imbibed or triggered, this item has a very harsh kick to it - like a horseradish rush or a sudden stiff drink. It could even possibly cause mild nosebleeds or other stressed reactions. The next action you take within about 10 second (1 round) suffers a -5 penalty, after which you shake off the item's sudden rush.

Upgrading

While not especially important for consumable Enchants, equipable Enchants can be upgraded from lower ranks as the creator increases in skill. After leveling up, an Enchant can have additional motes added to it, and resynthesized into a more powerful item. The Synthesis TN is only affected by motes added to the item, and not the new total mote count in the item. However, upgrading items too many times can make them act strangely. An Enchant that has been upgraded twice automatically acquires an Instability, in addition to any other instabilities it may acquire.

Artifacts

The Age of Wizardry left behind a plethora of dangerous but powerful items locked in the various lairs, labs, and dungeons of the wizards of old. These unusual items have started making their way into the curio shops and trophy rooms of the modern world, each unique and strange in its own way. Artifacts come in 4 levels, to represent how powerful they are, but how magical or power they are has no bearing on their size, shape, or make up. All artifacts, regardless of size or power, are considered Indestructible. Try as you might, they cannot be broken by normal means.

- Trinket -- At this level an Artifact is little more than a knick-knack. Commonly found in curio shops their influence over the world is exceptionally limited.
- Minor -- These Artifacts are rarer than their Trinket counterparts, and while sometimes found in curio shops they fetch exorbitant prices. These are almost always found in the wild, as it were.
- Major -- Powerful, possibly weapons or other aggressive artifacts, make up the bulk of this level. These are powerful enough to be considered priceless, and are found in the deepest recesses of the ancient dungeons.
- Cursed -- These items retain some of the pure power that drove their creators mad. As such, they are exceptionally powerful, above and beyond Major artifacts. But they always carry with them a terrible price. Only Cursed artifacts can have Actives or Passives at Level 4.

Artifact Makeup

Like everything else in Mu, artifacts are characters in their own right and have their own attributes and stats. They are as follows:

- Domain -- Much like traits, these are things the artifact exerts influence over in the form of mechanical benefits.
- Active -- Something the artifact does when commanded. This might be something as simple as launch a bolt of fire from the tip of a weapon, or as complex as operate a gigantic machine. The Active ability is rating on a power scale from 1 to 4.
- Passive -- Some artifacts simply do something passively, always on, always in the

background. Much like the Active, Passive abilities are rated from 1 to 4.

- Drawback -- All artifacts have Drawbacks to them. These aren't curses, per se, but they are strange considerations that they inflict on the user.
- Glitch -- Certain artifacts function oddly or have weird hiccups about them. These are Glitches. Trinkets always have at least 1 Glitch.
- Curse -- Much like a drawback, but exceptionally more powerful and impossible to ignore. Only Cursed artifacts have a Curse.

Artifact Domain

More than simple traits, each artifact has a listed Domain. Like Traits, this is a short description of things the artifact can manipulate or influence. However, unlike Traits an artifact's Domain is much more powerful. An artifact provides a +3 bonus to any roll associated with it, as well as a single re-roll during a session for the first failed roll related to the Domain. Major artifacts have 2 Domains, and Cursed items have 3 Domains.

Active Abilities

This is something the artifact will only perform when given a command. Usually a mental command, but some artifacts have buttons, levers, triggers, or other physical methods of operating them. If an active ability is used to deal damage, it counts as a Ranged Attack -- Medium that deals 7 of any non-Mighty typed damage per level. This can be reduced to a Melee Attack to grant 3 additional damage per level. Additional damage types can be added by reducing its damage by 2 per level. Otherwise, Actives are generated as follows:

- Level 1: A minor, but imminently noticeable effect occurs. The artifact instantly cooks or freezes small meals, it telekinetically lifts roughly the weight of one person, it translates one language into another, records and displays messages, or other useful but not powerful things.
- Level 2: A somewhat powerful effect occurs. The artifact opens a hole through space allowing easy access through closed doors or through thin walls, telekinetically lifts a great deal of weight - upwards of maybe 20 people, sees into the recent past or future, or summons a simple servant.
- Level 3: An exceptionally powerful effect occurs. The artifact links two points in space, allowing distance to be covered instantaneously, or telekinetically lifts a house, or sees into the distant past or future, or summons a small battalion of troops.
- Level 4: Something miraculous happens. The artifact does something completely unheard of, such as bringing the dead back to life, or allowing one to physically access the spirit world, or bores a hole through space into the Sea of Probabilities, or summons an entire army of troops.

Passive Abilities

As with their active counterparts, Passives are ranked from power level 1 to 4, with 4 only be accessible by Cursed items. As their name implies, Passives are always passively on, providing a benefit or effect just by existing. A passive attached to a weapon for purposes of damage increases that weapon's damage by 5 per level of any non-Mighty typed damage the user wishes. A passive attached to armor for purposes of protection grants 2 points of Armor per level that works against all non-Mighty typed damage.

- Level 1: Something unique and interesting occurs, but is largely flavorful more than impactful. The item keeps you warm/cool in all kinds of weather, or it soothes anxious nerves, or you feel upbeat at all times.
- Level 2: A small, noticeable and useful but not stifling effect occurs. Examples are things like you can breathe underwater, your descent is slowed to prevent harm while falling, you can see in the dark or through, you can sense surface thoughts or automatically detect lies, you are unnaturally likable.
- Level 3: A powerful effect is constantly occurring. Things like you can fly, or never need to eat, sleep or drink, or you can talk telepathically with people, or command animals or plants, or you are immune to a certain type of damage.
- Level 4: A dangerous effect is constantly occurring. Perhaps gravity has reversed, or a portal to another dimension is being held open, or even strange magics are reanimated the corpses of those around you.

Drawbacks

When using an artifact, it attempts to slightly change the person using it in some way. Usually by changing their behavior. A Drawback is short phrase that is how the artifact attempts to alter its user. Things such as "Has an unnatural hunger for meat" or "Acts capriciously and without forethought". The user may choose to fight or play to the Drawback, as they see fit. If the person using an artifact actively fights the drawback given to them, it loses one of its Domain bonuses and has all Active and Passive abilities power scales reduced by 1. If this takes the active or passive to 0 it no longer functions until the Drawback is played to. If the Drawback is specifically played to and played up, it grants the user a permanent +2 Morale bonus to all rolls.

Glitches

Not all artifacts are glitched. Many do what they do, and nothing more. But some have a strange kink to how they work. Glitches are minor, and subtly alter how one of their actives, passives, or domain functions. Maybe a sword that shoots fireballs shoots shards of ice randomly, instead, or an amulet that allows talking to animals briefly causes the user to be unable to understand other

people. An artifact can have several glitches, but they never increase or decrease in power. Glitches are also largely flavorful, although detrimental, so they are left up to the GM to play up.

Curse

These are the true dangers of playing with the toys of the old wizards. Spatters of the formless power that gave rise to the Age of Wizardry now burn at the minds, bodies, and souls of those unfortunate enough to come across it in the modern age. Cursed items once having chosen an owner will continue to plague them until they can find some way (if one exists) of removing the curse. Throwing the item away might be temporary respite, but it will always find its way back to them. What exactly the main thrust is of a curse is entirely up to the GM, but the same thing waits at the end of every curse: madness and death.

Creating Artifacts

When making an Artifact, each comes with its own load out, which are as follows:

- Trinkets
 - 1 Domain Only
 - A Level 1 Passive
 - 1 Drawback
 - 1 Glitch
- Minor
 - 1 Domain -- up to 1 additional Domain can be purchased by gaining 1 Glitch
 - A Level 1 Active or Passive -- This may be upgraded to Level 2 by gaining 1 additional Drawback
 - 1 Drawback
- Major
 - 2 Domains -- up to 1 additional Domain can be purchased by gaining 1 Glitch
 - A Level 2 Active or Passive -- Up to 2 additional Levels may be purchased by gaining 1 Drawback for each additional level
 - 1 Drawback
- Cursed
 - 3 Domains
 - A Level 4 Active or Passive -- up to 3 additional Levels may be purchased by gaining 1 Drawback for each additional level
 - 2 Drawbacks
 - 1 Curse

--Part 9: Leveling Up--

While some character advancement in Mu chugs along as a standard pace through the usage of Rumors, Reputation, and Renown, your combat readiness and power increase at a set pace over the course of your adventures. After the completion of each adventure, you gain a new level that improves your abilities, can grant new abilities or improve stats, or even grant new Traits. The levels scale from 1 to 10, and a campaign that spans all the way to the level cap will show a group of adventurers rise from local heroes to Legends forever remembered for their deeds.

Level Progression

Unlike Renown, Rumors, and Reputation, your character's Level is locked to the completion of adventures. Each level increase grants a specific list of character upgrades, from stat increases to added abilities, to even new traits or special perks.

- *Increasing Stats* -- At levels where you are granted a stat increase you can raise one of your three main stats by 1. However, you must follow the Primary/Secondary/Tertiary rules (see "Character Creation"), and your stats cannot exceed 6.
- *New/Upgraded Traits* -- Levels that grant this bonus provide your character with a new Trait to go along with the ones they already have, or Upgrade a trait, increasing it's basic bonus to +2. Traits cannot be Upgraded more than once. **NOTE:** New Traits should relate to the character's actions over the previous adventure, and Upgrades should be for heavily utilized Traits. The players and the GM should work together to come up with the specifics.
- *New Abilities* -- Here you simply you receive an additional Ability to add to your repertoire. Normally this will be a new Rank 1 ability, but Rank 2 abilities can be purchased at levels 5 and 9. Rank 3 abilities are only available at level 10.
- *New Perks* -- At levels 4, 7, and 10, players are allowed to choose a new Perk. These are pre-set and function as sort of "super traits", granting much larger bonuses to their related fields and sometimes even passive abilities. See "Mu - Perks" for more information.
- *Profession Upgrade* -- At each level your profession increases in level as well, granting an additional +1 bonus. See "Traits/Skills/Professions" for more information.

Level Rewards Break Down

Level 2 -- You gain a stat increase, and a new/upgraded trait.

Level 3 -- You gain a new Rank 1 ability.

Level 4 -- You gain a stat increase and a new perk.

Level 5 -- You gain a new Rank 2 ability.

Level 6 -- You gain a stat increase, and a new/upgraded trait.

Level 7 -- You gain a new Rank 1 ability, and a new perk.

Level 8 -- You gain a stat increase, and a new/upgraded trait.

Level 9 -- You gain a new Rank 2 ability.

Level 10 -- You gain a stat increase, a new/upgraded trait, a Rank 3 ability, and a new perk.

--Part 10: Rumors and Reputation--

While the many deeds done on the world of Mu won't go unnoticed, they do not always make the rounds unaltered or misinterpreted. Still, even misreported or embellished goings-on can make for good stories or even become great deeds on their own.

The Rumor Mill

After an adventure wraps up, or a major plot point is resolved, the next time the players have a bit of down time (even if it's only for a night drinking), tales of their exploits are sure to reach their way back to them. However, these are certain to be distortions, exaggerations, or outright lies about what actually went on.

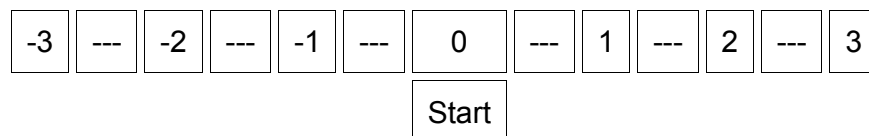
When a session of the Rumor Mill is called, each player takes a turn coming up with a rumor or story they overheard about another player. The rumors should be short (and make more sense thematically to be related to adventures), but assuming the GM and the player the rumor is about are okay with it, can be about anything. Any player with a current Rumor may decide to discontinue it and select a new Rumor at this time. If they choose to voluntarily discontinue a Rumor, they gain RP equal to the absolute value of their current Rumor Track. If they keep the Rumor, it gains a Complication but rewards double RP on its next track movement for the player with the Rumor only.

At character creation there is a session of the Rumor Mill with a focus on what the PCs have heard about one another to start the ball rolling.

NOTE: Rumors are meant to be fun story hooks for further exploring towns, areas, and the world in general. Don't just accept anything you're given if it seems boring or something you don't want to devote time to.

Rumor Track

Each Rumor starts at 0 on the Rumor Track, and will tick up or down to a maximum of 3 or -3 depending on whether or not the player who got the rumor wishes to play up or dismiss the rumors about them:



Each session where the players run into some down time or otherwise have no pressing matters to attend to (or can sneak some investigation into their main goals) can choose to go out and pursue the rumor currently on their Rumor Track. If they work towards living up to the rumors about them, the track will move to the right at the end of the session. If they try to play down the rumors, the track will move to the left. If there is no time during a session or if they choose to help someone else work towards their rumor, the track does not change. Once a Rumor reaches -3 or 3, it has been successfully embraced or dismissed, and the player earns a new Renown (see **Completing Rumors** below).

Ignoring Rumors

If, even after given ample time and opportunity to pursue a rumor, a player chooses to ignore it, the rumor will disappear. If a rumor is not meaningfully interacted with over the course of two sessions where ample opportunity is given to do so, it is removed from the Rumor Track and is replaced with a new one. If a player is helping others out with their rumors or there is simply no realistic way to play it up during a session then they do not count as one of these two sessions. Ideally, everyone has accepted rumors they want to play up or interact with so this should be a rare occurrence.

Completing Rumors

At the end of a session where a player has worked towards embracing or dismissing a rumor, they are rewarded with the track moving one place up or down and a number of Renown Points equal to the stage it moved up to (i.e. moving to 1 or -1 grants 1 RP, 2 or -2 grants 2 RP, etc). Once the track has reached 3 or -3, in addition to providing 3RP it also completes the Rumor, granting a new Renown and Minor Deed of Renown related to the completed Rumor. Also, each time you move on the tracker you have a chance to gain a Face or Rudos point (see **Face and Rudos** below).

Sometimes it might be more readily available to help out someone else on their Rumor Track (or if you have already completed one of yours) instead of working on your own. In this case, you still gain any RP your friend gained for moving their track.

Unlike a rumor disappearing due to being ignored, a completed Rumor does not immediately generate a new Rumor. In order to gain a new Rumor after completing a previous one you need to have another Rumor Mill session. If every PC has completed their Rumors, the next session should start with a new round of Rumor Mill.

Complications and Embellishments

As a result of the Living World, your current Rumor can have its trajectory altered in a variety of

interesting and unforeseen ways. In game terms, these alterations take the form of Complications and Embellishments.

- Complications -- As their name implies, these complicate the direction of a Rumor. When you suffer a Complication it has a number associated with it: this number represents the amount of extra effort needed to overcome a Complication. Mechanically this is either a number of extra sessions needed working to overcome the Complication thus allowing the track to move once again, or the number of extra party members that must assist for it to be overcome in a single session. Successfully assisting a party member with a Complication grants 2 additional RP if the character is a Face. **NOTE:** if the complication number is greater than the additional party members, if everyone helps it is still counted as successfully assisting.
- Embellishments -- Sometimes Rumors can get out of hand in a good way. While a Rumor is under the effects of an Embellishment, any RP gained while specifically playing to the Embellishment is increased by 1, or 3 if the character is Rudos. Embellishments will go away if a character does not play to them. If a character completes a Rumor that has an Embellishment on it, mark it down and they gain a +3 bonus to their roll on any Deed Attempts related to it.

Reputation

While you may be known for your great deeds, your personality and outlook is also known to the people of Mu. In most social situations, this will only come up as flavoring to interactions with NPCs and the like, but the Living World responds to your reputation in very real ways. As individuals with Renown you can also gain reputation in the form of *Face* and *Rudos*.

Face and Rudos Points

Whenever a player gains Renown Points, there exists the possibility of also collecting Face or Rudos Points along with them. These represent not so much “good and evil” or even “order or chaos”, but more “fairness and selflessness” and “narcissism and selfishness”. When a character obtains Renown Points, regardless of how many, they can earn Face or Rudos if they were acting suitably within the purview of either camp.

- A Face Point is awarded when a character earns Renown Points through fairly or honorably accomplishing great deeds, helping the less fortunate, or self sacrifice. These are commonly seen as “good” acts, but even “evil” characters can earn Face by refusing to self-aggrandize, fighting fairly, or otherwise overcoming their opponents through their own personal strengths.
- A Rudos Point is awarded when a character has earned their Renown Points by acting

underhandedly, arrogantly, or using their personal strengths to help themselves and only themselves. Rudos is not “evil”, merely a selfish or exploitative usage of their own power. Furthering one’s own goals at the cost of others or refusing to acknowledge the help of others to build one’s own Renown grant Rudos. When a character gains a Rudos Point, they gain an additional Renown Point.

Face or Rudos Status

Unlike Renown Points which can be accumulated indefinitely until they are spent, Face and Rudos cap out at 5 each. They are not entirely mutually exclusive, and a character can have some of each type. Once a character wants to accumulate more than 3 points on one scale however, they must choose if they want to act as a Face or Rudos. A character that somehow loses Face or Rudos points to drop them below 3 after they have chosen to be Face or Rudos loses their Face/Rudos status. Losing status this way also takes 5 Renown Points from the character were they Face, and 3 were they Rudos. A character that would accumulate more than 5 Face/Rudos points has any extra points converted into Renown Points (these still count as gaining Face/Rudos).

- **Becoming A Face:** A character that chooses to become a Face must buy off their Rudos with additional Face points until they have 0 Rudos before they can gain a 4th or 5th Face point. If a character has 4 or 5 Face points and gains a Rudos Point, it instead removes a Face Point and does not generate an additional Renown Point. While Face, a character gains 1 free Renown point to assist their party members in performing Deeds of Renown. This point is only useful during a Deed attempt, and if this free point is not spent assisting a friend performing a Deed the character loses 1 Face Point. This can remove a character’s Face status if it brings their Face Points below 3.
- **Becoming Rudos:** A character that chooses to become Rudos immediately loses all their Face Points, and gains a number of Renown Points equal to their previous Face. If a Rudos would gain an additional Face Point, they instead gain an additional Renown Point. While Rudos a character must spend 1 additional Renown Point in order to help others with attempting Deeds of Renown. A character who gains additional Rudos Points while Rudos gains 2 additional RP instead of the normal 1.

Characters who have chosen to become Face or Rudos will see a little bit of that reflected in their day-to-day goings on, but most mechanical representation of these statuses will come into play somewhat passively through Deeds of Renown and Reputation tracks.

Everyone Wants a Piece of the Champ

Rudos characters can quickly gain large amounts of RP, but this comes with some downsides. As a Rudos you will encounter stronger combatants who seek to thwart your rise to power. During all combat encounters, one Lesser enemy is automatically upgraded to Elite status, and will attempt to attack the Rudos character over all others. During an encounter where there are only Significant enemies, all enemies gain a +2 bonus to all rolls/damage against the Rudos character. As a show of power, if a Rudos character personally defeats (or at least deals the majority of damage and the killing blow to) an enemy that has been generated to fight them, they gain an additional Renown Point at the end of combat.

Turnabout

A character who has been Face or Rudos may not always wish to follow that path. However, in order for their change of status to take hold with Mu it has to be part of an accompanying Deed of Renown. A character who attempts a Turnabout Deed must have reached a maximum of 5 points in their current status (they do not have to currently be at 5), and currently has 3 points in the opposing status. A Turnabout Deed counts as a Minor Deed or Renown, and suffers a +5TN modifier but otherwise functions exactly like attempting a regular Minor Deed.

- Face to Rudos: You immediately lose all Face Points you've currently accumulated, gaining an equal amount of RP as was lost. You cannot help the next time a party member attempts a Deed of Renown. During the next combat encounter the Challenger you face has an additional monster modifier (see "Living World - Everyone Wants a Piece of the Champ").
- Rudos to Face: You double your next gain of Face Points, and the next time you help a party member attempt a Deed of Renown you double the final value of any bonus you give them. The Living World Temperament track moves up 3.

"Who Are You People?" - Party Reputation

In addition to individual Reputations, the party itself has a Reputation track. This measures the general attitude of people towards the group at large, as well as the average effectiveness and competence the party shows. In this regard, the Party Reputation Track is broken into two tracks: Personability and Efficacy. These are both on scales of -3 to 3, with 0 being the starting point.

Personability Track

This track represents the party's friendliness, helpfulness, and otherwise approachability when interacting with the world at large. Not that this is the end-all-be-all of how people will interact with you, but the general populace by and large will act in accordance with this track. Important persons, villains, and the Living World may react to this track, but don't always.

-3	-2	-1	0	1	2	3
Scofflaw	Scofflaw	Ruffian	Neutral	Upstanding	Paragon	Paragon

While **Scofflaw** or **Ruffian**, townsfolk and other individuals in mainstream society will react aversely to the party, and may consider them dangerous or at the very least untrustworthy. Conversely, while **Upstanding** or **Paragon** most folks in the mainstream will react warmly and welcoming to the party. Note that for less savory societies they may react harshly or violently to the party if they are Upstanding or Paragon. Mechanically, **Ruffian** and **Upstanding** have no effect on any skill check or otherwise social dice-roll mediated encounters. However, at **Scofflaw** or **Paragon** levels any social interactions with people who would be affected by the Personability Track receive a modifier equal to their value on the track. Reverse the modifiers if the party would be better served being Scofflaw. (**EX:** In a normal town if the party is Scofflaw -2, all social skill check rolls will suffer a -2 penalty.)

Moving the Personability Track

At the end of every session, the party and GM should take note of the things that went on during the session, and if any changes should be made to the Personability Track. The track can only ever tick to the right or left once per session. If the group decides the track should shift, move it in the required direction.

Personability and Character Reputation

When the Personability Track moves up or down and a Face or Rudos character is in the party, they can suffer Complications to their Rumors or even gain or lose Face/Rudos points.

Faces -- When the track moves to the left at the end of a session, a Face character did not prevent the party's reputation from becoming tarnished and receives a small bout of backlash. A Face can choose to either receive 1 level of Complication to their current Rumor (this stacks with any current Complications they are under), or lose 1 Face point. If this takes the Face below 3 Face points they lose their Face status. When the track moves to the right at the end of a session (or if it would have if the track is at 3) that character gains 1 Renown Point if it would end up on Upstanding or lower, or a number of Renown Points equal to the new place on the track or 3 if the track is already at 3.

Rudos -- Not just simply stuck with a group of ne'er do wells, the Rudos revels in their status as desperado and outlaw. In this regard, they care little what others think of them, but this standoffish behavior prevents them from truly gaining the benefits of the right side of the track. Rudos do not gain any mechanical bonuses offered by the Personability Track, but suffer no additional mechanical

penalties imposed by it. (They still suffer the standard penalties for being **Scofflaw**.)

Efficacy Track

This is much less about how people view the overall demeanor of the party, and instead how well and efficiently they complete goals, carry out plans, and generally work together. Major NPCs, plot related villains, and other significant characters will tend to pay more attention to this track than Personability.

-3	-2	-1	0	1	2	3
Disastrous	Disastrous	Clumsy	Neutral	Able	Adept	Adept

Despite the naming, the party doesn't have to be **Able** or **Adept** in order to complete their goals and objectives. This is merely a representation of the extent of their abilities to avoid needless collateral damage, pick up on subtle machinations around them, and quickly and effectively thwart foes. Mechanically this functions by granting the party more (or less) points to allocate when using Town and Dungeon modifiers to represent their preparedness and forethought. The party gains a number of bonus Locale (see "Towns and Dungeons - Locale Points") or Dungeon Points equal to their Efficacy Track score. In addition, as with the Personability Track townsfolk and other NPCs will know of the party's various deeds and should react accordingly.

Efficacy and Character Reputations

As with Personability, Efficacy can affect individual reputations based on Face or Rudos status.

Faces -- Even a somewhat bumbling hero is still a hero. In this sense, Faces have little to worry about from the Efficacy Track if they slip in the **Disastrous** area. (Note that this may coincide with slipping into the **Scofflaw** territory on the Personability track, which does affect them.)

Rudos -- While a somewhat bumbling hero might still be viewed a plucky underdog, those who play only to win can't afford to stumble into success. Needless collateral damage or paying poor attention can come back to bite you in the end. When testing for Swerve, you receive a bonus to your roll equal to the current Efficacy Track (this becomes a penalty if the track goes negative). In addition, after any session where you let the track move to the left you receive 1 additional level of Complication to your current Rumor.

--Part 11: Towns and Dungeons--

The world of Mu wouldn't be complete without its various towns, cities, settlements, and yes even dungeons that dot the landscape. While most of a town or dungeon will be plotted and planned out by the GM, these places can be subtly altered by the players to help them direct their own personal stories and outcomes.

Towns

From the smallest settlement out in the boonies to a sprawling city such as Tradewind, these are collectively considered to be Towns. On Mu, a Town is more than just a collection of buildings and individuals, it is a character in its own right. Much like the player characters, Towns have their own stats and may even have Renown.

Importance Level

To represent the size and general activity of a Town, it comes with an Importance Level. This ranges from 1 to 9 and provides the points allocated to the Town's 3 attributes, seen below.

Town Attributes

Each town has 3 attributes that both represent the Town's various reputations and provide mechanical benefit to the party when spending Sightseeing Points.

- **Commerce** -- This is the measure of the town's economy, exports, and manufacturing capabilities. When looking for supplies, be it mundane or magical, wanting to find a place to rest, or just a good bar to drink at, the **Commerce** attribute helps.
- **Underworld** -- This is the measure of the seedy side of every Town. From black markets to thieves guilds, a high **Underworld** rating means the Town is known for its less savory side.
- **Culture** -- This is the measure of the arts, philosophy, religion, or other cultural values the town has. A Town of high **Culture** could be anything from a posh center of the arts to a temple-city.

These attributes scale from 0 to 3, with 0 being the town is almost bereft of such elements, and 3 being a major center of activity.

Significant Feature

This is one of the few parts of the Town that the players cannot create. A Significant Feature is a plot centric area, building, or person in a Town that is the reason the players came to the Town in the first place. It can be anything from a huge castle or mansion, to the person who lives within said

castle or mansion. However, despite the initial setup of Significant Features, each Feature the party interacts with has a Recent Happenings step when first encountered.

- **Recent Happenings** -- Things are always happening in the world of Mu, and when Significant Features are first encountered, and on each subsequent time after the party has been away they get to come up with some for their found feature. During Recent Happenings each party member takes turns mentioning a short rumor or event that has taken place at or about the Significant Feature. It is assumed each of these Recent Happening events has indeed taken place, and should be played out accordingly.

Locales

When the party first encounters a Town, outside of knowing what its Significant Features are (i.e. the reason they are in the town in the first place) they get to scout out the Town to find things relevant to their interests/rumors/supplies. Each player gets to choose a locale they would like to see in the town, and depending on the related attribute whether or not they have to suffer some sort of complication. A player that really wants to see something relative to their interests, but would be a little out of reach of the town's attribute can choose levels of **Locale Complication** (see below) to get to the right attribute level.

- *Attribute of 0* -- The Town has nothing of any real significance here. This is the barest of what is necessary for a town to function. A **Commerce** of 0 would represent a Town having maybe just an inn (and a crummy one at that) and a local tavern. An **Underworld** of 0 would mean most crime is petty and local, or the Town is under extremely strict watch. A **Culture** of 0 indicates the Town is too caught up in survival, labor, or other immediate concerns to go beyond personal pursuits.
- *Attribute of 1* -- This shows the Town has enough presence to warrant a reason for existing. All Towns must have at least one attribute set to 1. You would be able to find most common related necessities at 1. A shop to repair equipment and resupply, a local gang leader or thief's guild contact, or a small library, school or temple.
- *Attribute of 2* -- At this level the Town has a somewhat of a specialization in the related field, and might even have a related Renown. Maybe the Town is a major exporter of a certain good, or has high quality smiths or a small alchemist's shop. A significant black market or possible thief's guild higher up might reside in the Town. A major music hall, temple, or university might exist in the town.
- *Attribute of 3* -- A Town having an attribute at 3 means that you can essentially find whatever it is you're looking for in that regard. From the most specialized of artificers and artisans, to the leaders of criminal organizations, to a massive center for the arts or a world renowned school or temple. Most major Towns will have several if not all of their attributes at 3.

Locale Points

If the party is running high on their Efficacy Track (see “Rumors and Reputation -- **Efficacy Track**”) they will have earned a small number of Locale Points. These points can be spent when coming up with Locales to increase the effective attribute of the town by 1 point per Locale point. The party may very well not have enough Locale Points for everyone to get everything they want, so spend them wisely!

Locale Complication

Sometimes a player (or the party at large) wants or needs to find a certain shop or individual or connection that doesn't match up with a Town's attribute. Maybe in a Town of only **Commerce 1**, they need to find a well stocked alchemist's lab which the GM has declared to be **Commerce 2**, to conduct necessary experiments. In this case, the players may opt to acquire a Locale Complication. Like Rumor Complications (see “Rumors and Reputation -- Complications and Embellishments”) Locale Complications throw a wrench into the works that prevent things from functioning perfectly smoothly. For each level over the Town's attribute the desired Locale is, they suffer one level of Complication.

- *Level 1: Inconvenience* -- The party have indeed found what they were looking for, but something has come up preventing them from ease of access. Maybe the individual or group running the place doesn't like the party, or maybe they simply price gouge as hard as they possibly can, but not everything will be had easily.
- *Level 2: Serious Problems* -- Something is amiss, more than just some exorbitant prices. Something has befallen the establishment or individual being sought that would require at least a session's worth of actively attempting a fix in order for the Locale to function as expected.
- *Level 3: Now We're a Side Quest* -- Whatever has happened, is of such magnitude as to be a side-story all its own. Level 3 Locale Complications involve the whole party and the GM, and so may be vetoed by others if there isn't a ready and relevant plot point to make.

Another party member choose to offset a level of Locale Complication by also using their Locale choice on the same choice. This lowers the Locale Complication by 1 level, but multiple party members do not reduce it by more than 1 level and level 3 Complications cannot be reduced.

Town Renown

As a Town grows in size, it can become known for a myriad of things, much like the players themselves. For ever 3 Importance Levels a town has, it gains a Renown. Like player Renown, this can be just about anything you can think of. Unlike player Renown, this comes with no Deeds of Renown. When deciding **Locales** in a Town, players can add 1 to the related attribute if they

specifically look for something related to the Town's Renown. In addition, while in the Town any skill checks or Attempted Deeds made by the players receive a +1 bonus if the player can tie the Town's Renown into the roll in a reasonable way. If the players do something very specific to the Renown they receive a +3 bonus. (**EX:** The Central Mim Kingdom capital city Frimbly is Renown for its exquisite high fashion. A character designing clothing in the city would therefore receive a +3 bonus to their roll.)

Dungeons

Any sort of ruin, fortress, or otherwise dangerous locale the players will go to are considered Dungeons. They don't have to be actual dungeons, and can even overlap with Towns. Dungeons differentiate themselves from Towns in that there is always an ultimate goal of going to a Dungeon as well as a series of obstacles to overcome - be they combat encounters, skill challenges, or some sort of puzzle.

Accomplishments

Every dungeon has a purpose to it as set by the GM - find an important item, kill a dangerous monster, solve an ancient riddle, or some other end goal. However, each player gets to choose upon entering a dungeon what they are hoping to accomplish here in addition to the stated reason put forth by the plot. Accomplishments that have been completed offer rewards in the form of Renown Points or even new skills and traits. Note however, that three specific things do not count as an attempted accomplishment: surviving the dungeon, obtaining loot, and fulfilling your story related task. These are what everyone is there to do in the first place and therefore do not count as your Accomplishment.

Completing Accomplishments

As with Completing Rumors, it is expected the players devote session time to actively working towards their Accomplishment. However, unlike Rumors, Accomplishments come with a dungeon and thus have a limited time frame to be completed and can easily be failed. To represent this, Accomplishments fall into one of three categories:

- *Combative* -- You are here to test your might and overcome a great foe! Or at least, you want to look good and maybe come back with a badass scar. At the beginning of the combat encounter of your choosing, you may declare you are attempting to fulfill your Accomplishment, immediately giving the GM an extra 3 Encounter Points to spend on your opposition in relation to your Accomplishment. You must vanquish your newly empowered enemy yourself in order for your Accomplishment to complete successfully.
- *Informative* -- Treasure and glory are nice, but you're here to do more than just loot and pillage. There's something in this dungeon that has piqued your interest, and you're going to

find out what it is. Maybe it's a secret of Mu itself, or maybe it's finding clues to an ongoing investigation you have been carrying out, but you're here for information. Hidden within the dungeon is what you're looking for, but when making skill checks any related to your Accomplishment have a special Bonus TN at a +5 modifier. You must succeed at at least three of these Bonus TN checks to successfully complete your Accomplishment.

- *Showmanship* -- It's not enough just to get through the dungeon with your friends, you have to get through the dungeon with style. A friendly challenge, wager or perhaps an extra share of the loot when no one is looking, this Accomplishment requires you to do something above and beyond (and possibly while not alerting) the rest of the party members. Be warned, playing off your team members comes with great risk, but fooling the rest of the party offers great reward. **Any rewards offered from completing an Accomplishment are doubled if it is a Showmanship type.**

Upon completion of an Accomplishment you gain a number of RP equal to the number of sessions spent in the dungeon. On GM approval, you can turn this RP into a new Trait instead. If you complete a *Showmanship* accomplishment, you can opt to have half the RP you would be rewarded converted into a Trait of your choice.

Dungeon Attributes

Much like Towns, every Dungeon also has a set of attributes. These both give a brief overview of what the Dungeon may be like, as well as the kinds of things that can show up during any Exploration attempts that are made. As with Towns, these attributes scale from 0 to 3.

- Natural -- Whether a cave cut into the side of a mountain, a lush forest, or even some kind of cluttered swamp, this represents an abundance of naturally occurring resources and structures. Despite the name, a Dungeon can still have natural features but contain a rating of 0. This merely shows that anything worth discovering, scrounging, or encountering will come from one of the other attributes.
- Constructed -- Everything from major cities to secret hideaways to even wizards' lairs are covered here. This shows that a Dungeon had an obvious builder behind its creation and can possibly be full of traps, security features, and loot. A Dungeon with a Constructed rating of 0 may feature some form of building but it won't be in any appreciable state to be more than just backdrop.
- Magical -- A Dungeon that fancies itself a shore on the Seas of Probability or has otherwise been touched by wizardly hands will have a Magical rating. These places can be full of impossible spaces, misbehaving physics or any number of nonsensical monsters or geography. A Dungeon with a Magical rating of 0 doesn't mean it is a completely magically dead area, merely that the powerful reality warping influence of wizardry isn't present.

Dungeon Attributes have no bearing on how large the dungeon itself is physically, serving to instead give the players a better idea of the kinds of things they may find in the dungeon.

Exploration

During extended forays into Dungeons the party may want to scrounge around for something to refill drying canteens, replenish carried food stocks, or just simply look for something extra to bring home with them. Instead of taking a Rest, some or all of the party may decided to Explore instead. This form of Exploration isn't a required part of completing a Dungeon, but it can offer chances to pinch some extra loot or complete accomplishments.

When Exploring, the player states what they are out to look for using the Attribute of the Dungeon that relates to their search. Each level of Attribute sets a threshold of the amount or kind of things that can be found.

- An Attribute of 1 means simple and common things would be found in abundance, or a small amount of something specialized could be found. (**EX:** small game or berries in a Natural environment, cheap rations or booze in a Constructed environment, minor archaeological finds or basic information in a Magical environment.)
- An Attribute of 2 would have a singular significant find, or a larger collection of more specialized items. (**EX:** a gemstone or patch of rare herbs in a Natural environment, a gunsmithy with ammunition or alchemicals for a Constructed environment, or a magical Charm in a Magical environment.)
- Finally, an Attribute of 3 would assume that something powerful, rare, or expensive is in the area. If the party decides to go for a rank 3 Explore, it is the only thing they will have time for.

Once the players have decided to Explore or not, and if so what they'll be looking for, they then make an Exploration roll. This is a special skill type that is a **Mentalitude** based skill check with a base TN of 15 for a rank 1 find. Each additional rank increased the TN by 5. Any number of other players can choose to help a party member instead of Exploring on their own, and grant a +2 bonus to their partner's check. If successful, the players find what they were looking for and with any especially large finds getting a brief scene. If the players fail the roll however, the item is still found but something has complicated the matter in relation to the level of the Exploration. Maybe what was to be found is in an awkward to reach position, or is heavily protected by traps, or might possibly even be cursed. The complication should follow the players for the rest of the dungeon, and possibly even beyond it if it was a failed rank 3 exploration.

Dungeon Points

As with Towns, the party's Efficacy Track can reward them with points to represent their preparedness and general planning. The party gains a number of Dungeon Points equal to their Efficacy Track if the track is positive, that can be spent on Exploration rolls to add a one time +3

Bonus. If the Efficacy Track is negative, it imposes a penalty equal to its current value on all Exploration rolls.

Encounters

The biggest thing that sets a Dungeon apart from a Town is that all Dungeons contain encounters. These are skirmishes between the party and all variety of monsters, ne'er do wells, or other antagonists. Each Encounter generates Encounter Points, which the GM can then spend on introducing monsters, hazards, or otherwise making things difficult for the players.

NOTE: This section is meant as a helpful guide for creating balanced encounters. If you want to just throw a certain amount of monsters in or create "out of depth" encounters as challenges feel free to use as many or as few monsters as you need!

--Part 12: The Living World--

Unbeknownst to the inhabitants of Mu, the world itself is alive. While not sentient in a manner recognizable by those who dwell on it, it is a curious and excitable life. Early in its existence the gods themselves walked Mu's surface, drawn to its innate liveliness and passively imparting some of their own. In the Age of Dark Mu "awoke" and started to watch and help its inhabitants, granting them power, magic, and knowledge. In the Age of Wizardry however, the discovery of the power of the gods forever changed the world. The Wizards of old wrecked havoc for thousands of years, but their stolen power drove them mad and all that remains are their works - stains upon Mu's landscape. Slowly but surely Mu is attempting to scrub these stains from itself, and so has begun breaking the seals and locks on the ancient dungeons, laboratories, castles, and labyrinths from the Age of Wizardry in an attempt to expunge them from its face. Whether or not the adventurers who explore these ruins are part of this healing process, or merely entertaining, is up for you to decide.

An Excitable Entity

In game the Living World functions as an entity separate from the GM and the players. It is an audience, a fan, and an antagonist all at the same time. It wants to be interacted with and entertained, abhorring when things drag or grind, and relishing excitement and exploration. To this end it will attempt to interject twists and turns, trying to re-engage those who are starting to fall by the wayside or keep those engaged and excited moving along.

World Points

To represent who the world is currently rooting for, both the players and the GM have access to a pool of World Points. These are token representation of the little nudges and jostles in fate the world is willing to make on the part of those playing. World points are given to the players at the start of each session equal to the number of players (unless otherwise stated if using the Adventure Structure). Whenever World Points are spent the opposing side gains an equal number of points.

Temperament -- Mu's Stats

While not exactly intelligent, Mu can be somewhat petulant and its mood can darken or lighten depending on whether or not the players are being interesting or entertaining. To represent this, Mu has three states of temperament:

Neutral (-1 to 1) -- This is the "resting state" of the world. It is watching, but not actively prodding or intently following. World Points are distributed as normal, and are used as normal. No special

modifiers are in play.

Excited (2 to 3)-- Fortunately for the players, they have managed to excite and impress the world and it is pulling for them! ...for the most part. While the world is *Excited* each player may Invoke once a session without spending Renown or World Points.

Antagonistic (-3 to -2) -- If things get too easy, too boring, or too slow, the world can become cross and attempts to spice things up by making life more difficult for the party. While the world is *Antagonistic* the GM gains +1 to any Complication's Intensity, up to 3.

Temperament -- Track

To represent where on its spectrum Mu is, it has a Temperament Track that ticks up or down depending on how the players are succeeding (or failing) as they go about their adventures. There are 7 notches on the track, ranging from -3 to +3, including 0. A new adventure or campaign always starts at 0.

Antagonistic	Antagonistic	Neutral	Neutral	Neutral	Excited	Excited
-3	-2	-1	0	+1	+2	+3

(See **Temperament -- Up and Down** below for actions that cause the track to change.)

Temperament -- Calming Down

The world unwinds and eases off its highs and lows with time like anyone else. To represent this, after any necessary rolls or happenings (ex: the Temperament was *Antagonistic* and thus generated a Natural Living World roll with boons at 5+) occur at the beginning of a new session, the track moves one space back towards 0.

Temperament -- Up and Down

Like any audience, Mu appreciates conflict, tension, and intrigue. When challenges are daunting but scalable and intrigue has new reveals at every turn it gets excited, anxious to see what is around the bend. However, it can become agitated when success comes too easily with no tension, or dawdling and meandering are replacing exploration and adventure.

Up: The Temperament Track increased by +1 if any number of the following happens during a session.

- A new Significant Enemy debuts
- The party successfully defeats an encounter that had been modified by a Living World Roll

- A Deed of Renown is attempted (successful or no)
- A new major plot point or plot relevant NPC is introduced.
- A character or the party “make a scene”
- A major plot thread resolves completely
- The party is gifted any sort of reward or adulation
- A spectacular occurrence happens while in combat (left with 1 hp, player deals tons of damage in a single blow, player and major NPC trade blows for extend periods of time, etc.)
- Any sort of major plot point, artifact, secret, or otherwise “dungeon” item is discovered.

Down: The Temperament Track modified by -1 if any of the following happen during a session, as long as they have not already occurred once.

- A party member interrupts a Significant Enemy’s monologue without a good one-liner.
- The Living World is Invoked by a player who has any Rudos.
- The party runs away from a combat encounter they can win.
- The party shakes down everyone they meet over insignificant slights.
- A non-combat NPC is attacked before they have a chance to say or do anything (even introduce themselves).

Spinning Fate (it’s What you Make)

The Living World itself obviously can’t make up new scenarios and complications (what with it being a game mechanic) so that task is left to the players and GM to parcel out. This is accomplished by using the world to Spin Fate. Both the players and GM can Spin Fate, and each time they do either side spends World Points to generate Events. For the players, these Events can come in the form of Coincidences, which can assist Rumors, Locales, or Dungeon Exploration, or in the form of Rewards, which represent small (or large) kudos the players can receive after overcoming difficult obstacles.

Coincidences

Those the world has taken a shining to always seem to find themselves in the right places at the right time. Thanks in no small part to the world itself making sure things line up when they need to. To represent this, the players may spend World Points on Coincidences that can further improve their Rumors, Locales, or Dungeon Exploration.

- *Rumors* -- When a Coincidence comes up in a rumor, it affects it in one of three ways: either by Hastening it, Embellishing it, or becoming Serendipitous. For each World Point spent on Haste or Serendipity, it generates an Event of equal Intensity. Only one point may be spent on Embellishment, which as the name implies grants an Embellishment on the recipient’s current Rumor as determined by the person who used the World Point.

- *Locales* -- When affecting a Locale a Coincidence can affect one of two things: the Locale itself or a Recent Happening at a Significant Feature. When used on the Locale itself an Event is generated with an Intensity equal to the World Points spent, but when used on a Recent Happening it turns the Recent Happening into an Intensity 1 Event. Only 1 World Point can be spent on a Recent Happening.
- *Dungeon Exploration* -- Coincidences in Dungeons can affect either exploration within the Dungeon or modifier an Accomplishment. If World Points are spent to influence Exploration, they can either generate an Event instead of making a roll, or let an attribute with a rating of 0 generate a single exploration result as if it had a rating of 1 - representing a sudden discovery of something strange or unexpected in the area. If spent on an Accomplishment it generates an Event that everyone can

Events

When a player or GM spends World Points to Spin Fate, it can generation Events. These are changes to the adventure's narrative that push or pull the story in hopefully interesting new directions.

- *Intensity 1* -- This is the baseline for the living world results. Generically, these are minor coincidences or strokes of good/bad luck.
- *Intensity 2* -- Here is where things start to get interesting. At Intensity 2 significant story impact has occurred. Maybe vital informants or friendly locals have had their lives greatly impacted, surprise windfalls for them or surprise hardship leading them to be unusually cooperative/troubled. The boons rendered or problems faced are much greater than before, increasing or decreasing the difficulty of any TN related to these tasks by 2.
- *Intensity 3+* -- At this point powerful individuals have started to interact with the party, or natural disasters might be looming. This level of Intensity will cause direct and often severe interference with the party's plans, and possibly the overarching story! Mechanically, this will increase or decrease the TN of related rolls by 5. This level of intensity will surely derail the current plot line, so only use this level if everyone is willing to roll with it.
- *Combat* -- If the Living World event is used to generate a modified combat encounter, it functions slightly differently. Instead of creating a new Event in town or for the party, the next combat encounter is granted extra Encounter Points equal to twice the Intensity level per party member, to be spent as the GM sees fit.

Rewards

If the party is successful at solving the problems generated by the Living World instead of letting whatever unfortunate happenstance occur, they may opt to spend World Points on rewards. Each point spent lets players choose a single reward from the below list. **NOTE:** Stacking rewards that

trigger on the “next time” something would happen trigger on multiple “next times”, instead of compounding on the first trigger.

- *Renown Rewards*
 - *Renown Upgrade*: You receive a permanent +1 Bonus to a Renown of your choice, which can be taken on any roll related to that Renown.
 - *Deed Bonus*: You gain a one use bonus of +5 to the next Deed of Renown you attempt under the Wagered Renown. These bonuses cannot be stacked together, but multiple Deed Bonuses can be accrued.
 - *Renown Points*: Finally, you can simply opt to be paid out in RP, gaining 3 RP.
- *Honor Rewards*
 - *Saving Face*: The next time you would lose Face points (or your Face status) you get to ignore that loss. This also triggers if you would gain Rudos.
 - *Strength in Honor*: The next time you perform any roll that would give you a Face point you gain a +5 bonus to that roll, and receive an additional Face point if successful. You lose this bonus if you gain any Rudos before using it.
 - *Shining Beacon*: The next time you attempt a Deed of Renown against a Rudos character you gain a bonus to your roll equal to twice your Face points.
- *Personal Rewards*
 - *Dashing and Daring*: This reward can only be chosen if you completed a Rumor Event that imposed a Complication, and was successfully cleared. You gain an Embellishment on that Rumor.
 - *Good Graces*: Your heroics have assuaged your eventual comeuppance, at least for a little while. You gain a number of points of Swerve equal to the Event’s Intensity. Face characters cannot gain Swerve.
 - *Look at Me Now*: You are riding high on your accomplishments, lending an improved air of confidence about you. You gain a Morale bonus equal to 1 plus the Intensity of the Event on all rolls until the next Natural Living World roll.

Optional Rule -- Enough Back and Forth: If you want to keep World Points from becoming a strange tug-of-war, you may opt to have any World Points spent on Rewards as fully cashed in, and that simply disappear from the pool instead of trading back over to the GM. Note that they will return at the beginning of the next session.

Invoking the Living World

The other way the Living World can be interacted with is by Invoking it. In this situation the players (and sometimes powerful NPCs) are using their sway over Mu to give them a desired edge in the situation they currently find themselves in. This can grant one inner reserves of strength and endurance, flashes of insight, moments of perfect focus, or any number of momentary edges over

their opponents. By appealing to the “audience” that is Mu, you can gain that perfect clutch moment that brings it around in your favor.

How to Invoke

Any character that has Renown and Renown Points can Invoke the Living World once a session if they so desire. Two things are necessary in order to perform this: a type of Invocation must be selected, and 2 RP or 1 World Point must be spent to make the invocation. Unlike Deeds of Renown the Invoked Living World is more limited in scope in what it can accomplish, and it can even backfire on certain individuals.

Invocation Types

When Invoking the Living World you get to select one of the following helpful abilities:

- *Inner Reserves* -- You're not down for the count yet. Whether you want to claim to have been secretly hiding your power level all along, or were lifted up by all those who support you, this removes all Conditions currently affecting you, and increases your Health up to half full.
- *Perfect Focus* -- For a brief moment, everything comes together and you know exactly what to do. Your next non-Deed related roll automatically critically succeeds.
- *Lucky Break* -- You ignore the last attack that landed against you, and can reroll your next failed Defense roll.
- *Adrenaline Rush* -- You gain a +3 Morale Bonus to all rolls until the end of combat.
- *Comeback Strike* -- Your next Basic Attack or Ability deal bonus damage equal to your missing Health.

--Part 13: Combat--

It has to happen sometime - adventurers get in over their heads and spells are readied and steel is drawn. Combat in Mu is meant to be heroic and a little cinematic, so things such as precise distance, or wound charts are mostly eschewed for a more flowing, fast-and-loose feel.

Overview

Combat in Mu is broken up into Turns to let players and GM keep track of everything going on. Each turn in Mu represents 10 seconds or so of actual time, so the number of things that can be accomplished is somewhat limited. To keep things from getting out of hand, a turn is divided into three main phases.

NOTE: It is highly recommended groups use a map and tokens to represent combats. While distances are abstracted some, there are many rules that function based on location and proximity and these work best with visual representation.

Phase 1 - Initiative

This phase dictates at what point in the turn the participants act. Unlike the other phases, the *Initiative Phase* does not happen every turn. It occurs at the beginning of combat, if an ability calls for it, if a new combatant enters the fray, or if an otherwise major happening occurs that would warrant a new initiative phase. (EX: A building you're fighting near suddenly explodes, showering the area with fire and debris.) Everyone participating in the combat makes an **Initiative Roll**, the final value they keep until a new *Initiative Phase* is called for.

The Initiative Roll: This is a simple 3d6 + **Skillfulness** (+ additional modifiers) roll that sets at what point in the *Action Phase* each participant acts. In the case of ties between the players and NPCs, the players can choose to go before or after their opponents. In ties between players they can choose in what order they act.

Holding Initiative: A character may choose to hold their initiative until later in the turn (acting on any initiative lower than theirs) at will. If done, they will take their actions at the new initiative of their choosing.

Lesser Enemies and Initiative: As Lesser Enemies do not ever roll, they calculate their initiative based on their stats. Lesser enemies always act at initiative equal to their **Skillfulness + Level** (+ additional modifiers).

Phase 2 - Action

Once initiative has been determined each combatant then gets to act on their number, starting from highest initiative then moving to lowest. Each combatant on their action gets to take **2 Standard Actions** and any number of **Free Actions** - as long as the **Free Actions** don't overlap with one another (i.e. you can say a short phrase and pick up a small item but you can't just pick up an unlimited amount of small items or give a speech). **A Free Action that would take a non-trivial amount of time or effort becomes a Standard Action.**

Standard Actions: Everything from swinging a sword, to dashing across the field, to using one of your abilities is considered a Standard Action. While class abilities will be covered separately, there are a few Universal Standard Actions anyone can take.

Basic Attack: You make a single, simple attack with an equipped weapon (or unarmed strike) against a nearby target. Melee Attack rolls use $3d6 + \text{Burliness}$ (or **Skillfulness** if using a *Skillful* weapon) + Current Level, and Ranged Attack rolls use $3d6 + \text{Skillfulness}$ (or **Mentalitude** if using a *Magical* weapon) + Current Level. Basic attacks always deal full Weapon Damage with no modifiers.

- *Special Move: Grapple* - Instead of dealing Weapon Damage, if you are Unarmed (or equipped with a weapon that allows it) you may attempt a Grapple instead. See "Grappling" below.
- *Special Move: Charge* - You build up speed and plow into your target, crossing distance before attacking. You make a Move action before attacking and deal +2 damage, but if you miss you suffer a -2 to your next attack or defense roll. You must move at least half a zone's worth of movement to gain the damage bonus. You must still pass Difficult Terrain checks if you cross said terrain, but become Knocked Down in addition to stopping if you fail the check.
- *Special Case: Unarmed Attack* - When making an attack without a weapon in your hands versus an enemy who is equipped with a weapon, you suffer a -2 penalty to your attack. When making an Unarmed Attack you deal **Unarmed Damage**, which is equal to **Burliness** + (Current Level) Physical damage. **NOTE:** This case may be ignored by a related Trait or Class Ability.

Move: Space in a combat arena is somewhat abstracted in Mu so a move action doesn't come with a numerical distance. Instead, a move action allows a character to move themselves to anywhere within their current active *Zone* or cross from their current active *Zone* into another. A character who wants to cross two zones in a single turn must make a *Movement Skill Check* of TN 15, assuming no other modifiers. (See **Zones and Movement** below).

Interact: Sometimes Free Actions run a bit long, you need to make a skill check, or you simply have to spend more than a second in order to perform a much needed task. Interact actions are the catch-all term for all the other stuff one might have to do that isn't specifically mentioned under an ability or one of the other standard actions. Drawing a weapon not considered "readied" counts as an interact action (such as a spare knife in a pack, or a sword or arquebus slung over a shoulder), as would using a restorative consumable.

Impede: Attempting to obliterate a target in one fell swoop isn't always the most desirable or prudent course of action. An Impede action can be anything from a grab, a shove, a limb strike, or anything meant to disable or disorient rather than kill. The *Impede* action is considered a *Basic Attack* but instead of doing damage a successful hit inflicts a *Minor Condition* on the target that reduces one of the target's stats/values by 2. This condition always checks against **Burliness**.

Use Ability: Unless specifically stated in an ability, use of a Class Ability takes up 1 Standard Action. The abilities themselves will be covered under their respective classes.

Rest: As covered under Abilities, a rest action allows a character to catch their breath, shake off some building effect, or otherwise attempt to recharge their ability pool. Characters who use an Empty Pool can remove 1 point of Pool or 2 points of Overflow, and characters who use a Full Pool take an immediate Drip action.

Defense: This is a special type of action that a player or significant enemy always gets to make when attacked to attempt to avoid, withstand, or shrug off the blow. This Defense Roll is $3d6 + \text{Required Stat}$ (as indicated by the attack) + Current Level + any additional modifiers. *Reactive* typed abilities can be used in place of a standard Defense Action if the prerequisites for the *Reactive* ability are met and the player has enough in their Pool to perform the action. *Defense Actions* do not use up a player's normal actions during their turn if they are attacked before they get to act.

Phase 3 - Clean Up

After all combatants have completed their *Action* phases, the turn has one final phase to take care of any continuous effects or bookkeeping. After all steps are completed, return to Phase 1 if a new initiative is called for, or simply go back to the top of the initiative and restart at Phase 2.

Step 1: Drip Actions -- Characters that use Full Pools that did not *Draw* from their pool take a free Drip Action.

Step 2: Resolve Continuous Effects -- Combatants that have continuous effects on them such as Continuous Damage or Conditions are affected at this time. After all continuous effects are resolved, characters affected by them may attempt to shake off the effects by passing the relevant check. Effects that expire on a given turn number will expire at the end of this step.

Step 3: Last Chance -- Any characters in combat who have been otherwise incapacitated or knocked out may make one last action to attempt to stay in the fight. A final save, consuming an emergency restorative item, or even a final attack if they so desire. Lesser enemies do not get to take a Last Chance action. Only one Last Chance action may be taken per combat (including Extended Combats).

Attacking

When making basic attacks or using abilities you must exceed the enemy's Physical Defense Value (PDV) or Magical Defense Value (MDV). Basic Attacks or Abilities typed as Magic roll vs. the MDV and everything else rolls versus PDV. **Successfully exceeding the PDV or MDV lands a hit and the target takes the full effect of the attack.**

Multiple Weapons (AKA Dual-Wielding)

When making attacks with a weapon in each hand, with properly weighted and balanced weapons it is rarely faster to swing with two than it would be with one. As such, additional attacks are not offered for doing so. However, characters with different weapons can choose which weapon to make attacks with, or in the case of similar weapons they can attempt to attack an extra target, or concentrate against one main target. **When making an additional attack, it counts as a Basic Attack with that weapon but both attacks suffers a -2 penalty to hit. When attacking a single target, you gain a +2 bonus to hit and a +2 bonus to damage, but suffer a -2 penalty on your next Defensive Action, as you are otherwise preoccupied. If you are not attacked before your next turn, this penalty goes away.**

NOTE:A character making an attack with their "off-hand" is assumed to be trained to do so, and as such there are no penalties for making off-hand attacks.

Defending

When an enemy makes an attack against a player, they always choose from one of their abilities. These abilities are often simple things such as basic bites/strikes/swings but instead of having the enemy roll to hit the players, the players roll to avoid the enemy's attack. Each attack made by an enemy has an Attack Value and a stat that resists it. The player must succeed at a Defense Action using this value and the requisite stat (unless otherwise stated by a special ability). **Unlike attacking, a player needs only to meet or beat the enemy's Attack Value in order for the**

defense to be successful.

Critical Hits/Defenses

Whenever a player rolls 3 of a kind on a roll, or rolls 3 consecutive numbers, that result is a critical. If it is a successful hit or defense, it becomes a critical success! If it is unsuccessful then nothing special happens. Critical successes deal double damage on abilities that deal non-continuous damage, and on abilities that deal continuous damage or inflict conditions those conditions or continuous damage lasts until the end of combat or the afflicted is taken out of the fight. For abilities or attacks that deal both regular damage and continuous damage/inflict conditions pick one or the other bonus to apply to the attack.

Damage - Lesser Enemies

Once a Lesser enemy's health is reduced to 0 it is immediately removed from the battle. Lesser enemies do not make Last Chance actions unless specifically stated in some ability they may have. Lesser enemies do not bleed out or have any other special rules - once they run out of health they are assumed incapacitated, killed, destroyed, or otherwise dealt with.

NOTE: Against Lesser enemies the players do not have to take penalties or otherwise make it harder on themselves if they want to pull punches and not automatically kill their assailants. If a player so chooses, they can merely knock out or otherwise incapacitate a target if it is at all possible.

Damage - Significant Enemies

Significant enemies take damage the same as player characters, and follow the rules underlined in the "Injury" section.

Damage Types

Normal -- These are non-magical, non-chemical damage sources. These forms of damage are disruptions to a target's body using mundane force.

- Physical -- Any damage that simply attempts to cut, stab, smash, or otherwise cause physical trauma to a target through applied pressure or sharp edges. Physical damage is far and away the most common damage type to be encountered, and Armor unless otherwise specified always protects against Physical damage.
- Bleed -- Attacks that exsanguinate the target, whether through lacerating cuts, shrapnel, or even some kind of magical blood loss, are considered Bleed damage. Bleed damage is unique in the fact that without a Physical damage component (i.e. the breaking apart or cutting into of the body) it cannot happen. Because of this, Armor protects both against the Physical damage of the attack **and** the Bleed damage. If an attack that causes Bleed

damage has its Physical component entirely blocked by Armor it ceases to do Bleed damage (unless otherwise stated). **NOTE:** Continuous Bleed Damage ignores armor.

- Explosive -- Massive shock waves and concussive force is represented by Explosive damage. This is most often caused by bombs or other such devices, but some spells can cause Explosive damage as well. This damage type is usually found together with AoE abilities.

Natural -- Not quite the purview of the elemental realm, but more than simply bludgeoning or cutting.

- Acrid -- Corrosive and stinging, acrid damage is everything from caustic substances to salt water. Many type of oozes, Brinementalists, and some acid spitting monsters all deal Acrid damage with their abilities.
- Erosion -- Abrasive or otherwise entropic or grating damage meant to wear away inorganic material. Strange constructs, golems, or otherwise inorganic creatures are often vulnerable to erosion damage.
- Poison -- From neurotoxins, to various anticoagulants, or more, poison damage represents a biochemical attack. Poison damage often comes in the form of gas or venomous attacks, and is usually useless against inorganic constructs.

Elemental -- Sometimes the only way to inflict damage on the strange creatures that inhabit Mu is with more than blade or venom, but with the power of the elements themselves!

- Fire -- The most common elemental damage type, fire can be easily created by burning flammable liquids, pitches, or other materials. It is also the purview of the Embermancer as they are a ready source of fire.
- Cold -- In opposition of fire, cold attacks attempt to drain the heat and life from targets, freezing them in their tracks.
- Storm -- Whether exploiting the skies themselves, or other sources of lightning, Storm damage electrocutes and blasts apart those it strikes.

Mighty -- A damage type all its own, attacks that deal Mighty damage are rare and powerful indeed. Mighty damage ignores all forms of Armor.

AoE and Blast Damage: Abilities that are typed as AoE damage (or items that deal AoE damage) are very good at hitting large groups of enemies or still landing a lesser blow against their initial target. When AoE damage goes off, any target directly hit takes the full brunt of the attack, but if the target is missed or if there are any other targets in the affected area they take Blast damage equal to half the original damage. AoE and Blast are special damage types that are in addition to whatever

damage type their attacks normally do.

Continuous Damage: Abilities or effects that deal Continuous Damage deal their listed damage to their target at the beginning of the Resolve Continuous Effects step. At the end of the Resolve Continuous Effects step, any source of Continuous Damage will “go out” and no longer affect the target on a roll of 5+ on a single die. This number is reduced by 1 for each turn the damage has been on the target.

Multi-Type Damage: Certain abilities or items can do multi-typed damage - for example many of the Soot Slinger’s alchemical concoctions. If an ability or item deals multi-type damage it will be listed as type/type/etc, with slashes in between the different types. Multi-typed damage is assumed to affect targets as if it were the type they were most susceptible to in the case of Armor values, Banes, or other defensive stats.

Injury

In the course of adventuring it is common for said adventurers to run into monsters, bandits, traps, or other unfortunate events that will leave them with cuts, bruises, bumps, or even more serious injuries. While not in combat health totals become less useful and should be played out as story beats rather than numerical values.

The Basics -- Taking Damage

When you fail to meet or exceed an enemy’s roll or attack value, you suffer the effects of their attack. Simply put, you subtract the damage value of the enemy’s attack from your current health. Usually though, there will be more to it than that.

Armor

To avoid extensive loss of health, most adventurers are going to be wearing some kind of armor. From hardened leathers, to more complicated cuirasses or other metal pieces, most armor is meant to protect the wearing against the mundane ways one can become injured. **Standard Armor reduces all Normal typed damage at an amount equal to its value. If Armor is not listed as protecting against Natural or Elemental typed damage, its effectiveness is reduced to 1.**

Becoming “Injured”

As you take damage, it becomes harder to not succumb to the effects of the fight. **Once you are reduced to half-health (rounded down), you receive the *Special Condition: Injured*.** By itself it has no mechanical effect on your performance, but enemy abilities may have increased effectiveness when used on an Injured target. (NOTE: Enemies not tagged as “Mooks” also become

Injured and are likewise affected by abilities or environmental hazards that key off this condition.) If you are ever healed above half-health this condition automatically goes away.

Incapacitation

At some point you may suffer enough damage to reduce your Health pool to 0. This is not the end of your adventure, but you have received substantial injury that prevents you from carrying on fighting.

The first time you are reduced to 0 Health during a combat you lose the *Special Condition: Injured* and replace it with the *Special Condition: Downed*. While *Downed* you are considered **Knocked Down, cannot stand up, are reduced to 1 action per turn that cannot be an ability, and you can no longer make Free Actions. Move actions can only Reposition you, they do not count as a full move and you automatically fail any Movement Check you are asked to make. Any ally may spend 2 Actions removing the *Downed* condition from you, returning you to half Health and giving you back the *Injured* condition. If you are reduced to 0 HP a subsequent time, or receive any damage while *Downed* you may take your Last Chance action at the end of the turn and are then *Incapacitated* and cannot act for the rest of the combat. If you or an ally uses a healing item or ability on you, it returns you to the healed amount and removes the *Downed* condition.**

Massive Damage

You may come across a situation where you suffer an attack so powerful that it can take you immediately beyond *Downed* and right to your Last Chance or even immediate incapacitation! If you receive in a single attack enough damage to reduce you to -10 Health you go right to Last Chance. If the attack is strong enough to reduce you to -20 you are immediately incapacitated.

Fatigue

A character who is incapacitated during a fight is not dead. Those that Mu has taken a shining to are tougher to kill than that. However, this is not to say they are granted immortality and spring back to their feet immediately; there is some lingering injury from such a fight. **A character who was incapacitated in a fight gains the *Special Condition: Fatigued*. While a character is *Fatigued* their maximum health is reduced by an amount equal to their *Burliness*, and their maximum Pool size is reduced by 2, to a minimum of 1. Fatigue goes away only after a character has had a chance to take a Full Rest (see Rest later). A *Fatigued* character cannot receive additional layers of Fatigue and need only be reduced to -10 Health due to Massive Damage to be instantly incapacitated.**

Death(?)

In the unfortunate event that every member of the party is incapacitated, the battle is lost. However,

this need not be the end of the campaign. Those who have earned Renown (and thus the eye of Mu itself) tend to die dramatic or glorious deaths, instead of accidentally tripping over a rock and getting eaten by vermin of unusual size. Losing a battle is a set back certainly, but it is more likely that characters will be captured, kicked out, or otherwise taken somewhere else instead of gutted like fish where they lay. Using the loss of battle as a plot hook, a transition, or a story beat is far more interesting to everyone involved than simply shrugging and getting fresh character sheets.

Conditions

During the course of battle some attacks leave non-damaging but lingering debuffs or otherwise unfortunate effects. These are known as Conditions, and come in three varieties: Minor, Major, and Special.

Condition Checks -- At the end of Step 2: Resolve Continuous Effects of Phase 3, all characters afflicted by a condition make a Condition Check to attempt to shake off, snap out of, or otherwise free themselves of their conditions. Each separate condition will have a stat associated with it, and **to make a Condition check simple roll 3d6 + Applicable Stat + any Applicable Trait(s) and/or Renown, and if you equal or exceed the check number you have overcome the condition and it no longer applies.** Each condition will say what its check is to be made using. Do be warned, some conditions will give modifiers that make passing their checks more difficult.

Minor Conditions -- These are things that while they might actually be quite debilitating at the moment, pass quickly or otherwise are easy to overcome. Things such as temporary blindness induced by bright lights are quite nasty, but will pass quickly. **Minor Conditions have a Target Number of 15 to overcome, and if any remain on a character after combat is over they are removed.**

Major Conditions -- Named more for their tenacity than their effect, these conditions are difficult to shake off and can even linger after a battle. Not to say they won't be dangerous, but shaking them off is the hard part. **Major Conditions have a Target Number of 20 to overcome, and if they remain after a combat is over they become Complications instead.**

- *Complications* -- These special condition-like effects are small, lingering injuries that affect your non-combat capabilities. These should relate to the condition they came from, but can be flavored anyway you like. They are worth a -2 penalty to anything related to them, or -3 if it is very specifically in line with them. As complications are meant to represent a more drawn out injury, the adrenaline of combat will keep them at bay and they have no effect if the character once more returns to combat. Complications go away after the character has taken a Full Rest.

Special Conditions -- These are rarely generated by abilities, but certain powerful enemies or situations can leave a Special Condition on a character. Unlike their Minor and Major cousins, Special Conditions remain on the character until the requirements for removing them are met. There are no checks to be made, and they do not become complications.

Combat Conditions -- Not referenced with the condition tag, Combat Conditions are a collection of generic things that can happen while in combat that don't warrant a check to overcome. In this sense these conditions are similar to special conditions, but are much easier to overcome.

- **Knocked Down** -- Abilities that "knock down" inflict this Combat Condition, obviously knocking the target prone or otherwise onto the ground. **While a character is knocked down all enemy melee attack values or rolls are at +5 to hit them, ranged attack values or rolls are at +3 to hit them, when performing a Move action they can only move within Reach distance of their last position, and suffer -5 to all movement checks. You may spend 1 Standard Action to stand up.**
- **Rooted** -- Much like a tree, to be rooted means you have been stuck in place and cannot move from your spot. **Ranged attack values and rolls receive a +2 bonus to hit you, and you cannot take Move or Reposition actions, or use abilities that would cause either of these things. Roots will always have a duration listed with them, but certain abilities may allow characters to break free early.**

Zones and Movement

Instead of using set distances, Mu abstracts the battlefield into "zones" to make it easier to set up encounters without having to measure everything out ahead of time. When moving within and between zones there are different kinds of movement that can be done, usually related to ability usage or standard actions. **NOTE:** Because the distances are abstracted, feel free to allow a little more or less depending on circumstances.

- *Free Action* -- These represent a couple steps taken to close a gap or sidestep something. In map terms it would be moving your character a distance of about their base/pog size.
- *Move Action* -- The most common way to get around, as stated earlier a Move Action allows you to relocate yourself anywhere within your current Zone, or reach a similar spot in an adjacent zone. Traveling through two Zone borders this way invokes a Movement Check. See "Movement Checks" below for more. Moving away from an enemy you are engaged with provokes an Attack of Opportunity.
- *Reposition* -- A special form of movement, a Reposition is a dodge, juke, or sometimes even a drag or some form of forced movement, that ignores Attacks of Opportunity. A reposition

grants more movement than a Free Action, but not as much as a Move Action. In a map sense, it would be a distance of about twice their base/pog size.

- *Soaring* -- If a character is sent Soaring this is a form of forced movement where they have fully left the ground, and may not be in control of their destination. Soaring movement ignores Attacks of Opportunity, movement checks, and causes the character to become Knocked Down at the end.
- *Flying* -- Characters or monsters that fly obviously do not need to touch the ground when moving, and because of this can avoid a great deal of terrain penalties. When flying a character never has to take Movement Checks for any form of ground based difficult terrain, and is immune to any ground based ability or effect requiring them to move over them. When outdoors or in areas with very high ceilings, a character that can fly may move to the special Sky zone (see below). A character may end any movement check not in the Sky on the ground, at which point they would suffer any penalties at that place. A character who is flying that takes 10 or more damage in a single turn when not in the Sky is Knocked Down in addition to any other effects.

Special Zone: The Sky

This zone is adjacent to all other zones, but requires a Movement Check of TN 15 to enter in a single action to enter it, or 2 actions to bypass the check. Moving from the Sky to any other zone does not require a Movement Check unless special conditions apply. If a character takes 10 or more damage in a single turn while in the sky they must make a Movement Check with a TN of 5 + Total Damage Dealt or fall out of the Sky, taking 15 Physical damage that ignores non-magical armor and becoming Knocked Down. Abilities that count as Zone Debuffs cannot affect the sky or the sky's zone border.

NOTE: AoE abilities or attacks that affect entire zones do not hit everything in the sky, but instead make separate attack rolls for each target in the sky. The initial target takes full damage on hit, half damage on miss, and each other target takes half damage on hit, and no damage if missed.

Small Vs. Large Zones

As a zone does not have set dimensions, it is possible for them to be as small or as large on the map as necessary. As a baseline though, a completely open and flat area roughly 20 x 20 meters would be about about right for a single zone. However, in places like dungeons, caves, cities, or otherwise more cramped spaces a zone could be as little as a 5 x 5 meter square. This could be due to massive clutter in an area, extremely low visibility due to darkness/fog/etc, very low ceilings, or any other of a variety of things. In the instance of very small zones, it might be worth extending ranges for things like attacks or AoE radii out a zone to compensate.

Movement Checks

Whenever a character attempts to take multiple moves through zones, or runs into a zone with less than perfect terrain, they must make a movement check to see if they can make it through. Failing a movement check will instead place the character in either the middle of the difficult area, or at the border of a zone depending on what the check is made for. **Movement checks are made using 3d6 + Applicable Stat + Applicable Traits/Skills.**

- *Crossing 2 Zones* -- This check is called for when the character is attempting to move a very long (relatively) distance in a short amount of time. The base Movement Check for crossing into the third zone is TN 14. This will most often be a **Burliness** check as it will be simply seeing if your character has the physical prowess to propel themselves and all their gear the given distance. However, in the case of a more crowded or cluttered area it could be a **Skillfulness** check. **NOTE:** Feel free to make movement checks automatically succeed for some zone transitions if it would make sense, or require checks for only 1 zone change. For instance, going up a hill might require a check even if it is only one zone away, where-as going down a hill might be an auto-success (even if it means rolling down the hill along the way).
- *Difficult Terrain* -- An area of difficult terrain can be anything from a slick surface, to a bog, to something simply covered in debris and wreckage. Difficult terrain requires a movement check to proceed over (or out of) and each patch will have a different listed TN. Failure to pass a movement check through difficult terrain causes the character to stop in the middle of the patch. A character receives a +1 cumulative bonus to escape a patch of difficult terrain for each failed check.

Attacks of Opportunity

If your character, or an enemy, attempts to make a movement action away from the while you engaged in melee the opposing party gets to take an Attack of Opportunity. This is either a Basic Attack using any readied weapon in the case of a player or Significant Enemy that receives a +2 bonus to your hit roll, or a standard melee attack ability that's attack value has been raised by 2. If this attack hits, it deals +3 damage.

Weapons and Ranges

Every weapon (and ability) has a listed range on it to determine how close you have to be in order to make an attack against your target. Much like movement, these ranges are abstracted to keep combat flowing. If it seems plausible that a listed weapon would be in range, it should just be treated as such.

- *Melee* -- The shortest of ranges, this would be represented on the map as being within base/pog contact with an enemy. This also counts the two combatants as being engaged in

melee, for attacks of opportunity purposes or other modifiers. This covers all manner of medium or short melee weapons, from swords to clubs to knives to fists.

- *Reach* -- Long or large melee weapons are granted *Reach* to represent their extended length. Things such as long spears, whips, chains, or staves would be considered reach weapons. A character engaged in melee against an opponent with a *Reach* Weapon suffers an attack of opportunity if they close to melee range, but do not suffer an attack of opportunity for leaving the opponent's reach. In map terms, this is roughly out to about another base/pog size.
- *Close* -- Breath weapons, small throwing weapons, or even light firearms or other hold-out devices will usually have a range of *Close*. A ranged weapon with *Close* listed can be used in *Melee* or *Reach* range of a target at a -2 penalty to hit. In map terms this is roughly one move action's worth of distance.
- *Medium* -- Bows, crossbows, and some firearms go out to medium range. These abilities and weapons require a bit more finesse and aiming to use, and so may not be used while within *Melee* or *Reach* of another target. In map terms this is about two move actions worth of distance.
- *Far* -- Arquebus, heavy crossbows, and other like weapons have extreme reach at the cost of accuracy up close. A weapon with a range of *Far* suffers -2 to hit targets in the same Zone, cannot be used while within *Melee* or *Reach*, but can make attacks against anything within 3 zones.

NOTE: Because the zones themselves are largely abstraction, weapon ranges will not always line up with what might make sense for the area. Close range weapons are effective out to about the distance one can throw a stone, medium range weapons travel down the street, and a far ranged weapon travels down the block, or there about.

Grappling

Not all fighting is done by slapping back and forth at one another or slinging projectiles. Some people (and certain classes in particular) prefer the art of grappling to showcase their might and technical skill. It can also be very useful when engaging with humanoid opponents to quickly take the fight out of someone through pinning them or otherwise tying them up.

When attempting a basic Grapple, you make an Unarmed basic attack using your **Burliness** (so **Burliness** + 3d6 + Current Level). On a successful hit instead of dealing damage your target is now **Grappled**, and you become the **Grappler**. NOTE: A Grapple is still considered an unarmed attack, and so suffers the unarmed penalty for attacking an opponent with a weapon.

As the **Grappler**, you may then use any abilities that require a Grapple on your target, or choose to

perform one of the following basic moves as your action.

- *Pin* -- You restrict their movement, or otherwise prevent them from acting. Your target receives a negative modifier equal to your **Burliness** + Current Level to their value/roll to *Escape* or *Reverse* (see below) your **Grapple** on their next turn.
- *Throw* -- You heft and throw your opponent. They take an immediate Reposition action and are then knocked down. This breaks the **Grapple**.
- *Constrict* -- You put your opponent in a lock, choke hold, or otherwise apply leverage to them in order to inflict damage. This deals Unarmed Damage to your opponent that ignores any worn armor.
- *Slam* -- You forcefully shove your opponent into a wall, object, or just the ground. This deals 2x Unarmed Damage. If a *Slam* is performed in the air, you throw your opponent to the ground, dealing 3x Unarmed Damage on top of Fall damage if you are near enough to the ground. An aerial *Slam* too far away from the ground to cause impact becomes a *Throw*. After a Slam your target is released from the grapple.
- *Drag* -- You bring your target with you, moving them into a position better suited to performing a move or attack on. You and your **Grappled** target take a movement action (your target follows you). This counts as a Move action and can be altered by abilities or perks that alter movement actions.
- *Pound* -- You punch, kick, knee, or otherwise land blows on your target. This deals Unarmed Damage to your opponent, and gives them a cumulative -1 penalty on their next action to break the **Grapple**.

As the **Grappled**, you may attempt one of the following two actions on your turn.

- *Escape* -- You attempt to wriggle out of or otherwise break the Grapple. You roll a **Burliness** or **Skillfulness** check versus your opponent (or your opponent's Attack Value, if a lesser enemy) and on a success break the **Grapple**. When a Lesser Enemy attempts to break a Grapple, the player rolls a **Burliness** check versus your opponent's Physical Defense Value.
- *Reverse* -- You try to shift your position or momentum to become the one in charge of the **Grapple**. You make an opposed **Burliness** check versus your opponent, or a check versus their Attack Value if they are a Lesser enemy. A Lesser enemy attempting to **Reverse** a Grapple uses its Physical Defense Value.

Size Difference

Not everyone or everything on the face of Mu are the same size. Most adventurers (even the diminutive mim) are roughly the same size, and special rules outside of the normal stat distributions don't need to be in place when they square off. However, some strange creatures or even magically empowered adventurers can be much larger or smaller than average, to the point where their sheer

size becomes a factor.

To represent the variety of sizes things can come in, the following size chart is used:

- *Tiny* -- Things that are roughly the size of a rat or smaller. These creatures or objects are so small that unless you are of a similar size they are essentially harmless. Instead of the normal rules, Tiny things are instantly destroyed if hit by any attack from a creature of any size larger than them. Tiny creatures can form swarms, but then use the rules for swarm monsters and are considered to be whatever size the swarm is.
- *Small* -- These creatures or objects are things from just above Tiny to small dog or large house cat sized. Small creatures can be pests in large numbers, but even the most bookish of adventurers could defend themselves against Small creatures.
- *Medium* -- This is the size of adventurers and as such all playable species in Mu. This covers creatures all the way from child sized to nearly 8 feet tall. Any discrepancies in physical performance are covered using the standard rules for stats.
- *Large* -- Now things are starting to go beyond what even the largest of humans or scharr could reach. 9 feet tall would be on the low end, with 10 or 12 feet being more common.
- *Giant* -- Once you pass 25 feet tall, you have officially become Giant, and are probably the size of a ship at least, and are approaching castle sized at the largest.
- *Colossal* -- Creatures of this size are exceptionally rare, and always some sort of magical creation or otherworldly horror. It is not worth listing any size categories above this, as at that point you are fighting the countryside and it would make more sense breaking a creature like that up into smaller parts that fit within the rules.

Size Modifiers

When attacking, grappling, or being attacked by enemies of different sizes than you, special modifiers are taken into account to represent the sheer different bulk can make. A dragon with a Burliness of 5 is certainly stronger than a Sword Scholar with the same, but this comes down to size rather than numbers. Size grants benefits and penalties depending on how many steps removed you are, and it can also grant special abilities. The following modifiers for size exist.

- For each size larger than your opponent you are you gain:
 - +4 to all Physical damage inflicted in Melee
 - +5 to Grapple checks (or +5 to PDV to resist being grappled by players)
 - +5 to all Strength related checks
- For each size smaller than you opponent you gain:
 - +2 to Defense rolls
 - +2 to To-Hit rolls
 - -3 to all Physical damage inflicted in Melee

- If you are larger than your opponents, you gain the following special moves that can be used in place of Basic Attacks (or a basic ability if used by an enemy):
 - Sweep -- Must have melee Reach. You make an attack against all enemies in melee with you.
 - Stomp -- You and target must be on the ground. You make an attack against your target that knocks the target down, and causes them to lose their next action.
 - One Handed -- You may grapple a smaller opponent in one hand.

--Part 14: Monsters and Villains--

The denizens of Mu are as varied as the world itself, but not all of them are friendly. Sometimes bandits, wild animals, or strange creatures experimented on by crazed wizards try and take a bite out of the players. When this happens, it helps to have a big list of just what exactly is out there that has decided to step to the party.

Lesser vs. Significant

From brigands to zombies, every enemy the players run across falls into the Lesser or Significant category. Lesser enemies are the rank and file: henchmen, minions, and hangers-on. Significant enemies are more in line with the player's themselves and can even come with magical items or Renown. Significant enemies are the major villains and antagonists, or at least from a mechanics perspective, said villain's powerful retainers. A fight with a significant enemy should be a somewhat climactic fight, where both sides are pulling out all the stops on one another.

Lesser Types

Within the Lesser enemy type there exist 3 further sub-types. These are mooks, minions, and elites.

- **Mooks** are the most expendable of the expendable, being instantly taken out of combat if any attack hits them.
- **Minions** are the bog standard enemy type for most encounters and are the baseline for any Encounter points. Minions have health points, can become Injured, but are taken out of combat if their health reaches 0.
- **Elites** are stronger, beefier minions that may possess unique abilities in addition to being tougher in general. Elites despite being slightly more powerful than Minions still do not become downed and are taken out of combat when their health reaches 0.

Lesser Stats

While they share some similarities with players Lesser Enemies have a simplified stat card. They do not have pools, traits or renown, and do not make basic attacks. Lesser enemies can also have Monster Modifiers (see below).

- **Base Stats (Burliness, Skillfulness, Mentalitude)** -- Lesser enemies have all the base stats as regular characters, but unlike player characters Lesser enemies can possess a stat at 0. This can represent bestial like intelligence, incorporeal bodies, or otherwise non-humanoid traits.
- **Creature Level** -- Lesser enemies possess a level which dictates what Monster Modifiers

they can take, as well as their base stats and how many Ability Points they receive to purchase abilities.

- Physical Defense Value -- The number the players must overcome in order to land a hit with a Basic Attack or ability not tagged as Magic on the enemy. This is a derived stat.
- Magical Defense Value -- The number the players must overcome in order to land a hit with a Basic Attack or ability tagged as Magic on the enemy. This is a derived stat.
- Health -- How much damage the enemy can take before being removed from combat. This is derived as player health: $4x(\mathbf{Burliness}) + 2x(\mathbf{Mentalitude} + \mathbf{Skillfulness}) + (\text{Creature Level})$.

Lesser Abilities

All Lesser enemies use their abilities to attack during their turns. They can still perform interact actions if necessary or fitting, but will not attempt unusual unorthodox combat outside of their ability list. These abilities are all laid out as follows:

- Name -- A brief descriptive name of what the ability is.
- Type -- What kind of ability it is. Usually whether it is melee or ranged, or magical or physical.
- Effect -- What the ability does. Most often this is a damage number and type, but abilities can also cause conditions, move the user around, or in unusual circumstances summon other things or alter the battlefield in some way.

Lesser Classifications

Not all lesser enemies are from the same stock. While some might be roadside bandits, city guard, or mercenaries, there exists the possibility for wild animals as well as magically altered creatures to also exist. The classifications tell what kinds of special abilities, damage types, or Monster Modifiers they can come with.

- Humanoid -- Not just reserved for humans, this covers all the various “human” elements on Mu. Bandits, back-alley cutthroats, city guardsmen, soldiers, etc etc. Whether they come in a human, mim, scharr or coleops shape.
 - *Bonus: Weapons* -- Humanoid enemies may choose to have equipped weapons for free. Any of their damaging abilities that use weapons gain +3 damage but can be disarmed, disabling that ability until they get their weapon back.
- Fauna -- While the critters and beasts of Mu may consist of strange creatures not seen on Earth, they are still just animals. They fill ecological niches, don't have strange supernatural abilities, and make sense.
 - *Bonus: Bestial* -- A Fauna enemy gains 2 bonus stat point in **Burliness** or 1 bonus stat point **Skillfulness**. However, a Fauna enemy can never have a **Mentalitude** greater than 1.

- **Magical** -- These are some of the weird ones. Creations assembled from godly powers thousands of years ago, slowly becoming unstuck in their temporal prisons. Everything from animate loaves of bread to chimeric creatures fused with inorganic matter. Magical creatures were created, assembled by a deranged mind and thus rarely make ecological or natural sense.
 - *Bonus: Altered* -- Magical enemies have been altered in some way, and gain 1 free Monster Modifier of their appropriate level and classification.
- **Sea Monsters** -- Not hailing from Mu's oceans and seas, instead these creatures come from the Sea of Possibilities - the strange other existence that gently laps at the shores of Mu's reality. A place previously known only to wizards and gods, but as the wizardly scars are removed from Mu's surface sometimes these monsters creep in through cracks in time and space.
 - *Bonus: Impossible Anatomy* -- Sea Monsters' strange otherworldly anatomies make little sense and take less damage. Critical Hits do not work on Sea Monsters.
- **Spirit** -- Existing parallel to the Living World of Mu, is the Spirit World, and other than ghosts and the souls of the departed, live a variety of natives who can manifest themselves given proper circumstances. Spirits are neither living, dead, or undead, and range from helpful and thoughtful entities to vengeful and violent apparitions.
 - *Bonus: Out of Phase* -- Spirits even when fully manifested are still somewhat out of sync with the world of the living, and as such physical abilities have little effect on them. Spirits take half damage (before armor or mitigation) from non-Magical sources.

NOTE: Some enemies can have more than one classification, as is the case with many magically altered animals found near the tombs and laboratories of wizards. An enemy with multiple classifications can take Monster Modifiers for each of their classifications, but can only take the Bonus from one of their classifications. Sea Monsters however, cannot take multiple classifications.

Lesser Enemies and Conditions/Movement

As Lesser Enemies cannot make rolls, they follow a different set of rules for making movement checks and checking to see if conditions have expired on them. Instead of rolling versus their condition, when a condition is placed on a Lesser Enemy it will last for a number of set number of turns.

- *Conditions:* Number of Turns = (TN of the Condition) - Relevant Stat - (Creature Level) - Bonuses - 9. If this number is 0 or below, they still suffer the condition for one turn.
- *Movement checks:* Lesser Enemies will take a number of actions to cross difficult terrain equal to (TN of the terrain) - Relevant Stat - (Creature Level) - Bonuses - 8. If this number is 0 or less, they do not need to expend actions crossing the terrain.

Monster Modifiers

More than just their few abilities, some enemies can receive bonuses in the form of Monster Modifiers that can give them powers beyond what they would normally have, or alter their physical form in some way to make them more dangerous. All modifiers are listed as what kinds of classifications they can be attached to.

Vicious Strikes (All)

- Either equipped with some kind of modified weapon, hopped up on drugs, or sporting sharp and powerful claws, these monsters have dangerous melee attacks. **Any melee ability that deals physical damage by this monster deals 2 additional Bleed damage and ignores 2 Armor.**

Amorphous (Magical, Sea Monster)

- Made of some kind of magically enchanted oil, sludge, slime, or other viscous fluid, these creatures have a less than solid form. **These creatures suffer half damage from attacks that would crush, bludgeon, or otherwise use blunt force on them as well as falling damage. They gain a +6 bonus to Movement Checks to pass over Difficult Terrain that they can easily flow through. They also gain a +3 bonus to Escape grapples, or to prevent others from escaping their grapple.**

Unstable (Magical, Sea Monster, Spirit)

- There's something off about these creatures - they seem groggy and are leaking various gases or fluids. **Upon being reduced to 0 health this monster explodes, dealing 5 + (Current Level) Explosive damage to everything within Reach of it.**

Electrified (Magical, Sea Monster)

- Arcs of current play across the bodies of these creatures, leaping into the surrounding environment and their prey alike. **This monster deals (Current Level) Storm damage at the end of each turn to anyone else in melee range of them. In addition, their melee attacks deal 2 + (Current Level) additional Storm damage, and they deal 3x (Current Level) Storm damage to a character that has them grappled or has been grappled at the end of the turn.**

Unusually Tough (Fauna, Magical, Sea Monster)

- These creatures are larger, sturdier, and generally more resilient to damage than like creatures. **The health of this monster is increased by 3 + (Creature Level), and they gain (Creature Level) Bonus armor.**

Veterans (Humanoid)

- These individuals have been around the block more than a couple times, and have honed their skills to a much larger extent. **This monster has the Attack Value of one of its abilities increased by 2, and increases its PDV and MDV by 1.**

Flier (Fauna, Magical, Sea Monster, Spirit)

- Whether simply birds or other flying animals, or some kind of strange monster, these creatures can fly around using their wings or other aerial movement options. **This monster can Fly and enter the Sky special Zone.**

Nimble (All)

- These monsters possess agility in excess of what their stats might otherwise imply. They dart from cover to cover while bullets and arrows whiz by them. **This monster gains a +4 Bonus to any movement checks and has its PDV increased by 2 when targeted by Ranged attacks.**

Inorganic (Magical)

- Either some form of animate golem or statue, or otherwise creature not of flesh and blood. **This monster is Immune to Acrid, Poison, and Bleed damage but gains Bane: Erosion damage. In addition, this monster gains 2 bonus Armor.**

Immense (Magical, Sea Monster, Spirit, Fauna)

- This creature is enormous -- far and away larger than the party. **This monster has its size increased to Large. NOTE: Giant versions of regular animals are always considered Magical. This Modifier may be purchased up to three times, increasing the monster's size from Large to Giant and then Colossal.**

Making Monsters

Sometimes you need a special unique monster for an occasion, instead of a stock enemy from the monster list. To accomplish this, use the following monster assembly rules:

Step 1 -- Level

First and foremost, you should choose what the Creature Level of the monster will be. Choosing the Current Level of the party will provide your monsters with enough Monster Points to give them a fair challenge when plugged in to the Encounter Creation rules. **Mooks gain 3 + Creature Level Monster Points, Minions gain 5 + Creature Level Monster Points, and Elites gain 7 + Creature**

Level Monster Points. Elites also gain 1 free Monster Modifier, and gain +1 to Creature Level.

Step 2 -- Base Stats and Main Stat

Depending on the Creature Level, monsters will have a set number of stat points that can be distributed however you like. Note that unlike players, monsters can have stats set to 0. Like the players, monsters have a stat they use for most of their abilities. This is their Main Stat. **Monsters gain 6 + Creature Level stat points to be spent among their 3 stats. Monsters cannot have stats in excess of 4 + Creature Level, and cannot have non-Burliness stats in excess of 6. Elites gain 1 additional free stat point.**

Step 3 -- Derive Health

As stated above, monsters use the same formula to determine their health that players do. However, in addition to this normal amount of health, Monster Points can be spent to increase the hardness of your monster. **Each Monster Point spent on Health increases the monster's health by 3. You cannot spend more Monster Points on health than the monster's Creature Level.**

Step 4 -- Defenses

Lesser enemies do not make defense rolls against players, instead they have set values that are determined by their base stats. **A monster's Physical Defense Value is equal to the average of their Burliness and Skillfulness rounded up, plus their Creature Level, plus ten. Their Magical Defense Value is equal to their 2x (Mentalitude) plus Creature Level plus ten. Each Monster Point spent on either value increases it by 1, but you cannot spend more Monster Points on a single defensive value than the monster's Creature Level.**

Step 5 -- Abilities

As the only things monsters get to do to attack players are use abilities, they always have to have at least one. However, additional abilities and what those abilities do are purchased using Monster Points. All monsters have at least one ability with the following stat line.

Monster Attack

- Attack Value: **10 + Stat + Creature Level + 1 per Monster Point**
- Attack Stat: What stat the ability is defended with. Melee attacks are defended with Burliness, ranged with Skillfulness, and magical attacks with Mentalitude.
- Range: Melee, but can be upgraded with Monster Points -- Reach up to Close is 1 MP, Medium is 2 MP, Far is 3 MP). Abilities that have a range of Close or greater become Ranged Attacks. **NOTE:** If an ability has Melee or Reach as its range, its damage is calculated off of Burliness unless a monster modifier has been selected.

- Damage: **Stat + Creature Level + 1 per Monster Point.**

Any additional Abilities start with that base stat line and cost 2 Monster Points. The following list of abilities modifiers may be purchased

- Applies Minor Condition -- 1 Monster Point
- Applies Major Condition -- 2 Monster Points
- Movement ability -- 1 Monster Point per Zone covered
- Applies Continuous Damage -- 1 Monster Point. Damage equal to (Creature Level) + 1 per Monster Point.
- Applies Non-Physical Damage -- 1 Monster Point.
- AoE -- 1 Monster Point for within Melee, 2 MP for within Reach, 3 MP for within Zone
- Adds Grapple Condition -- 1 MP

Step 6 -- Monster Modifiers and Banes

Lastly, additional Monster Modifiers can be purchased if the monster is part of a classification that doesn't receive any, and creatures can be assigned Banes for a boost of last minute extra points.

Each Monster Modifier costs 1 + (Modifier Level) Monster Points. Each Bane generates 2 additional Monster Points.

Banes

Some monsters seem to be unusually resilient, have high levels of regenerative abilities, or are otherwise seemingly impossible to deal with. In these situations using that monster's Bane insures you get around its resistances to put it down quickly. A monster attacked by a weapon or ability considered its Bane suffers the following effects:

- **Additional Damage:** The attack deals +3 bonus damage.
- **Ignores Protection:** The attack ignores any form of armor or damage mitigation not offered through items or external protection.
- **Lasting Wounds:** The enemy cannot self-heal or receive any external form of healing until the end of the following turn they suffered the damage.

Significant Enemies

When things get serious, more than just minions and mooks rise to stop the party. Significant enemies are entities on equal if not slightly higher footing than the players themselves. These creatures and individuals exist just a little outside the main rules of the game (much like the players)

and each one brings a unique challenge to any combat they appear in.

Items and Basic Attacks

Significant enemies much like players will have equipment (which may just be natural weapons like claws or teeth) and items they can use to make Basic Attacks with. These Basic Attacks deal Weapon Damage and have an Attack Value of Stat + Level + 11. Significant Enemies also always get to perform 1 Basic Attack a turn as a Free Action.

Abilities

Unlike Lesser enemies that have to use abilities as basic attacks, Significant enemies get to use them to compliment their stats and basic attack the same way that players do. Unlike players, they do not ever gain passive abilities, but they are allowed a much greater range of things they can do with their abilities. Significant enemies however cannot use the same ability more than once a turn.

Recharge

Significant Enemies do not use a resource system to use their powers. Instead, each power comes with a Recharge number that indicates how many turns before they can use that ability again. Some abilities have a listed recharge time as “Once” meaning that ability can only ever be used once per combat, regardless of how many turns pass. Abilities with a Recharge time of 0 can be used every turn.

Game Changers

Each Significant Enemy comes with at least one ability that is considered a Game Changer. These are abilities meant to drastically change the fight in their favor, and do things outside the normal scope of the combat mechanics. Game Changers are also broken down into two parts: Automatic and Standard. The Automatic part of the ability cannot be stopped, and will always succeed barring the use of Deeds or Renown or other powerful mechanics that exist outside the combat rules. The Standard part of the ability functions as normal, and can be defended against with Defensive Actions or other combat mechanics.

Making Significant Enemies

When designing encounters with Significant enemies, unlike Lesser enemies these are a little faster and looser. Significant Enemies need to be much more carefully tailored to the flavor and setting of the adventure or campaign, as only show up in big, climactic battles! To this end, they’re supposed to lean a little on the “unfair” side of things, as they’re meant to push the players to their limits and make them dip into some of their more powerful abilities and moves. They do have a few rules they follow:

- They're always 1 Level ahead of the players.
- They have a total number of stats equal to the players' +2.
- Like players, Significant Enemies have a Primary stat that they use all of their abilities on.
- They have 1 Game Changer at levels 2 to 5, 2 at 6 to 9, and 3 at 10+.
- They have 3 regular abilities at levels 2 to 5, 4 from 6 to 9, and 5 at 10+.
- They can have up to 2 monster modifiers of any level from levels 2 to 5, 3 from 6 to 9, and 4 at 10+.

Basic Ability Creation

When creating abilities for Significant enemies, they use the same ruleset as with Lesser abilities, but with a couple modifications.

- Attack value = Stat + Current Level + 11.
- Damage value = Stat + Current Level + 5.
- Each Ability gets 6 free Monster Points to be spent on it.
- Abilities start with a Recharge value of 2, which can be lowered by 1 to a minimum of 0 at the cost of 2 Monster Points. Abilities can opt to set at a Recharge of "Once" for a bonus of +3 Monster Points. NOTE: Game Changer abilities always have a Recharge of "Once" but do not gain the +3 Monster Point bonus.

Other than that, they use the standard rules for ability creation as outlined under *Step 5 -- Abilities*, above.

Game Changer Creation

When making these abilities, the most important aspect of the ability is its Automatic portion. The Standard portion is designed as outlined above in Basic Ability Creation with an additional 2 free Monster Points to be spent on it, but the Automatic portion picks from one of the following setups:

- Damage Zones -- The ability deals its damage in up to half of the battlefield's accessible zones. This damage cannot be defended against by defensive actions, the zones must be vacated before the damage goes off. This ability deals its damage at the beginning of the user's following turn.
- Battlefield Alteration -- The ability drastically alters the battlefield in some way. It can rip the roofs off of buildings, generate pillars of stone, freeze huge swathes of the field, or even turn off gravity for a bit.
- All-Field Effect -- This turns the area of effect for abilities that only buff, debuff, or inflict continuous damage to a battlefield wide effect. All zones are affected by the ability.
- Berserker Mode -- This ability can only be used once the target becomes injured, but it grants 12 Monster Points to be used on the Standard part of the ability instead of the normal 6.

- Summon -- This ability summons in backup monsters instead of dealing damage or otherwise functioning as a regular ability. This summons in monsters equal to the players' level as either: 12 Mook rated monsters, 6 Minion rated monsters, or 3 Elite rated monsters. This ability summons the monsters in any Zone on the battlefield, but otherwise does not have a Standard portion.

--Part 15: Adventure Structure -- GM Help--

With the Living World, Rumors, Recent Happenings, Dungeon Accomplishments and Deeds of Renown, the players and world itself have quite a lot of input in what's going on. As the GM you have the task of assembling all these pieces together into a cohesive whole. The Adventure Structure is there to provide a framework to hang all of the previously mentioned inputs on to keep unnecessary frustration and confusion from occurring due to things being pulled in too many directions. This section is entirely for GM use, and while it's not giving away trade secrets letting the players in on it, the following structure help is meant to aid adventure design and provide an outline for GM.

NOTE: While it is implied and encouraged that the GM and players modify, ignore, or substitute any rule or system not to your style, this section in particular is designed with that in mind. It is meant more as a series of guidelines to keep the variety of narrative control devices within Mu operating in a way that prevents player confusion and GM frustration, than as an integral system. If your group has no problems with extensive back-and-forth between GM and players even during critical or climactic moments in the story feel free to skip over this section.

Overview

Similar to Gustav Freytag's dramatic structure, the Adventure Structure uses a pyramid like model of action or major plot revelations over the course of an average adventure. The basic rules outlined here assume the normal duration of an adventure will be 5 to 6 sessions. At the end, there will be some modifications for an expedited 2-3 session adventure. The single session "Exhibition" rules will be covered in their own section.

Over the course of an adventure, 4 different session types will occur: Set-Up, Rising Action, Climax, and Denouement. Each with its own bonuses, penalties, and allowances for the large variety of things that can appear.

Set-Up

Normally, the first 1-2 sessions of an adventure will be Set-Up. This is where the most usage of the player input mechanics will be, and almost none of the combat. Within these 2 sessions any Towns or Dungeons the players will go to will be filled out, along with those places' Locales and Recent Happenings. Rumors should be set up at the beginning of the first Set-Up session, allowing the players and GM to help work them into the adventure. These are the "seed sowing" sessions, and

should be more about using the brainstorming a variety of things that could happen, or potential mysteries, than busting heads or showing off.

- A Rumor Mill session is called before the first Set-Up session, granting anyone without Rumors a new one.
- Town Locales and Recent Happenings are worked out at the beginning of any Set-Up session where the players are in a town, or as the players enter a town.
- Any Deeds of Renown attempted during a Set-Up session are at +5 TN.
- Any combat encounters during Set-Up sessions have their Encounter Points pool reduced by 1 per player. Elites and Significant enemies cannot show up.
- Dungeon Accomplishments should occur at the end of the last Set-Up session if the party has a dungeon coming up.
- World Points are distributed 1 per party member to the party during Set-Up sessions.

Rising Action

An adventure should always have at least 2 Rising Action sessions to give players a chance to start interacting with all the characters, places, and plot points that were put in play during the Set-Up sessions. Recent Happenings should only occur if something huge has happened in the town - a major plot twist, sudden invasion, declaration of martial law, etc etc. The introduction of any new character or NPC at this point is a surprise to the party, leaving them little time to have heard Rumors or Recent Happenings about the character. This is also the time for the players to investigate the area and work on their own Rumors, or perform Dungeon Exploration. Combat encounters are likely as the players attempt to unravel what has started to coalesce in front of them.

- Any new updated Recent Happenings will occur at the end of the first Rising Action session, and none will occur in the second session.
- Combat encounters have a standard amount of Encounter Points, and any enemy type can show up.
- World Points are halved (rounding down) and distributed to the players during Rising Action sessions.
- Any attempted Deeds of Renown have no additional modifiers to their TN.
- No new Dungeon Accomplishments can be chosen during these sessions, unless the Dungeon is encountered during the second or later session.

Climax

This is the big dramatic finale of the adventure, and as such story alteration by players in this section is at a bare minimum, barring Deeds of Renown. This is the time for the players to overcome the obstacles and trials put before them in a heroic fashion, not create new ones or unwrite current goings-on. There is only ever one Climax session per adventure, and it should be fraught with

danger and excitement.

- Rumors do not count towards being Ignored.
- World Points **ARE NOT** generated during a Climax session..
- Any Deeds of Renown that are successfully performed refund an additional 1 RP to anyone who spent RP on the Deed.
- Combat encounters have their Encounter Points increased by 2 per player and at least 1 Significant Enemy must show up. This enemy is granted 1 additional Game Changer ability.
- Recent Happenings, new Locales, a session of the Rumor Mill, and/or Dungeon Exploration do not occur during the Climax.

Denouement

After whatever strange problem that has befallen the party is dealt with in a suitably heroic fashion, one final session rounds out the adventure to tie up loose ends, finish off Rumors and Dungeon Accomplishments, and set up for the next adventure. It is time to say farewell for now to adventure specific NPCs and gear up for your next task.

- No combat encounters occur during a Denouement session. Any physical altercation the party may get into should simply be roleplayed out, or at most some variety of skill check.
- Rumors that have more than 1 session left to complete can be forcibly completed if you are at least 1 value up or down on the track, a number of RP is spent equal to the remaining value left on the track, and the Rumor is role played out (i.e. if you are at +2 then you would need 3 RP to complete the Rumor, or 5 RP if you were at +1). You can reduce the amount of RP by 1 per party member if they help. Rumors completed this way do not grant RP, but still grant a new Renown.
- As with the Climax session, no new Recent Happenings, Locales, Rumor Mill, or Dungeon Exploration take place. However, rewards for completing Dungeon Accomplishments are given out at the end of the session. World Points are also not distributed during the Denouement session.
- At the end of the session all players Level Up.

The Expedited Adventure

To speed up a campaign, or if your group wants a quicker turnaround on plot points than the month and a half or so of the normal Adventure Structure, the Expedited Adventure completes things in only 3 sessions. As there isn't as much time to complete the more drawn out aspects of systems such as the Rumors or Dungeon accomplishments, those systems pare down to fit the speedier pace of these adventures. See "Rumors and Dungeons in Three Sessions" below. As the number of sessions in an adventure decreases, the amount of player input and Living World input decreases to avoid cluttering the remaining sessions with constant changes to the story. This means the GM will

have to up the amount of pre-planning that needs to be done for the adventure as they will have significantly less time and input to improvise with.

Expedited Set-Up

This is the only session during the Expedited Adventure that uses the player input mechanics or the Natural Living World. This is the time for everyone to put forth their own little spin on the adventure, and lets the GM custom tailor the remainder of the adventure to the group. After this session it will be up to the players to deal with whatever craziness the GM has planned, so this does ask for a bit more buy-in from the group during the first session than usual.

- A Rumor Mill session is called before the main session gets underway, granting the players each Expedited Rumors (See “Rumors and Dungeons in Three Sessions” below) that will come into play more in the following session.
- 1 World Point is given out to the players during this session.
- If there is to be a Town with any form of Locale or Recent Happenings taking place in it, the players encounter this Town from the outset. Locale Complications cannot go above 1, so try and get the group on the same page before diving into Town creation.
- Dungeons, if present, will arise at the end of the session, before the Natural Living World roll, and will most likely consume the rest of the time the party spends on the adventure. If a Dungeon is present, the Natural Living World roll cannot generate a Rumor/Reputation Event, and instead can only generate a Dungeon or Combat Event.
- No combat encounters occur during the Expedited Set-Up.

Expedited Rising Action

Here is where the GM has to do the most planning and story telling, as the players are going to be actively working towards the final goal of the adventure. No more Natural Living World rolls, no more Locale or Recent Happening generation, and by now the players should have any dungeon accomplishments squared away in their minds. This session will have a test of the group’s skills, either through a combat encounter or other challenge, and failure should be looming. Depending on the outcome of the challenge, the GM should have an outline for the direction the adventure will head in as it reaches its final session.

- At most one combat encounter will occur here. Any modifiers from Rudos or World Points function as normal (but new World Points are not distributed), but it may be in the GM’s best interest to cut the number of encounter points down to keep the adventure moving along. The big conflict isn’t just yet, so putting an extended fight in this session can break the pacing.
- This is the biggest chance the players will really get to work on their Rumors or Dungeon Accomplishments, so it is up to the GM to work plot hooks into the session that the players

can tie to their Rumors/Accomplishments. Tying multiple rumors or accomplishments together can help bring players who have been starting to drift back into the story and give them some rewards for getting into the adventure.

- The pace of this session should start out a little slow, but ramp up quickly. Don't plot just one route to the major story beats - player logic will completely crush the pace of the adventure. Reward creative thinking or just go with the flow if the players have caught on to your plans.

Expedited Climax/Outro

In the Expedited rules, the big climactic reveal and conflict is tied to the same session as the denouement. The first half of this session will be the big reveal, possibly a huge fight, and should leave little room for personal side quests, with the second half tying up the rest of player rumors and accomplishments.

- If a combat encounter occurs here it will have at least one Significant enemy, and any Living World combat events will influence this fight. The players should be pushed into attempting Deeds of Renown during this fight, and as such the Significant enemy or enemies are granted 1 additional Game Changer ability during this combat.
- During the outro half of the adventure combat encounters will not occur, and players are allowed one last chance at completing their Rumor or Accomplishment.
- Rewards are given out for successfully completing Rumors or Accomplishments at the end of the session.
- All players gain 1 Level at the end of the session.

Rumors and Dungeons in Three Sessions

Because of the decreased time allowed for players to complete their personal side quests, Rumors and Dungeon Accomplishments are also expedited during these adventures. An expedited Rumor needs only 1 session worth of time devoted to it, instead of 3 to complete it. Any Complications that arise are reduced by 1 to a minimum of 1, to keep things moving along. Combat Accomplishments can be achieved during the final combat encounter, and Information Accomplishments need only 1 Bonus roll to be succeeded, instead of 3. Showmanship Accomplishments are not changed.

--Part 16: Exhibition Mode – GM Help--

Not every group has the time to run through extended campaigns, or even short campaigns. Sometimes a group has only enough time to get together and run a short, single session. Mu has many systems that are designed to function over the course of several sessions, if not several adventures, and so it can be hard to use these quickly. Exhibition Mode removes systems designed to keep players involved over long campaigns, and changes up some of the shorter term multi-session systems to get the feel of them without having to play out several weeks of games.

Adventure Structure

As Exhibition Mode obviously does not have multiple sessions, the Adventure Structure does not play a role in pacing the variety of systems over the course of several sessions. However, that is not to say this mode lacks structure. Exhibition Adventures are split into 3 Acts, much like the Expedited Adventure is split into 3 session.

- Act 1: Introduction -- Here the players learn what the overall goal of the adventure is, who the major players are in the adventure, and get a chance to add their own little twists to the adventure. Players still give one another Rumors, but these function more as interaction hooks with NPCs than the normal Rumor system. Here it is decided whether or not the adventure will take place in a Town or a Dungeon, as the short time frame does not allow for both. Locales are still generated, but they function slightly differently from normal. Likewise, Dungeon Accomplishments are still generated if the adventure takes place in a dungeon, but they are only of the Showmanship variety and follow special rules.
- Act 2: Investigation/Exploration -- Now the players have the chance to interact with the adventure and poke and prod around to reach their goals. This Act plays out in a very straight-forward manner, letting the players pursue their own leads and talk to/interact with whomever or whatever they want.
- Act 3: Grand Finale -- Once the players have progressed far enough along to see the goal, the Grand Finale begins and they head down the path to the end of the adventure. This is the only time during the adventure any combat will take place, and it will contain at least 1 Significant Enemy and most likely a great many other enemy types as well. It does not necessarily have to contain a combat encounter, but some kind of challenging obstacle will prevent the party from successfully completing their goal.

Rumors

In this mode rumors do not function as side quests, but instead as flavorful interactions with NPCs

and story beats. These rumors should be something immediate - an old friend or rival might be in town looking for a character, or they had a bad experience last time they were on an adventure, etc. These rumors should be directly related to the characters, not to a guild they belong to, or their family or friends, but directly to them.

Campaign Trackers (Party Reputation, Living World Temperament, etc.)

Due to the short nature of Exhibition mode, these trackers that are meant to measure the party's general standing in the world are not used.

Towns

A Town that an Exhibition adventure takes place in is going to be the main focus of the adventure, to the exclusion of any other locations. To this regard, the Town will be largely assembled by the GM to provide the players with places to go and things to do. However, that doesn't completely lock the players out of creating Locales. Instead of using an Importance level however, the Town simply gains a single level 1 Locale from each player. These can be of any type they wish, but cannot be greater than level 1. In addition, each Significant Feature only generates 1 Recent Happening, regardless of how many players are there. Work out amongst the group who wants to provide Recent Happenings.

Dungeons

As with Towns, if an Exhibition Adventure features a dungeon it becomes the main focus of the adventure to the exclusion of other dungeons or towns. Each player gets to set their own Accomplishment as normal, however during Exhibition mode the only Accomplishments that can be set are Showmanship ones. In addition, no Exploration takes place during Exhibition, as there simply isn't the time.

Combat

During an Exhibition there will ever only be one combat encounter. This means that it should be the climactic battle between the party and the antagonist of the adventure. This combat therefore will always contain at least 1 Significant Enemy. Players also generate 1 additional Encounter Point per player (bringing up their points generated to 4).