



## Rulebook v1.5

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Version 1.5

# Contents

Basic Rules.....	3
Rolling of the Dice!.....	3
Favoured and Hindered Dice .....	3
Improving your Character .....	4
ACTIONS DURING AN ENCOUNTER.....	5
Movement.....	5
Simple Action .....	5
Action .....	6
Full Turn Actions .....	7
Quick Action .....	8
Change your Battle Focus .....	8
Actions not on your Turn .....	8
Attributes of a Character .....	9
Basic Character information .....	9
SELF ASSESSED CHARACTER QUALITIES.....	9
CHARACTER ATTRIBUTES .....	10
Basic Attributes .....	10
Character Knowledge.....	11
Character Defences.....	12
Character Attacks.....	12
Weapons and Range: .....	13
BATTLE FOCUS.....	14
Fantasy Alive LARP Rule Conversions .....	15
CONDITIONS.....	15
SKILLS .....	15
EFFECTS.....	15
NEW EFFECTS:.....	15
Changes to Effects.....	16
SPELLS .....	24

# Basic Rules

d20 System = Most actions require a roll of a 20-sided die (d20). The roll gets added to the appropriate attribute of the character to get a final number.

Each action has a Success Number (SN). This is the number on a d20 roll plus any associated attributes must be equal or higher than in order for the action to succeed. A number lower than that fails.

For example: a character named Philip decides to see if he can hit a target by throwing a rock at it. The Success Number is 12. Philip rolls a d20 and gets an 8 which he adds to his Weapon Attack attribute which is +5. The total is 13 so he succeeds in hitting the target!

FA&D uses the metric system so each square on the board is 1 metre squared (1m<sup>2</sup>). All distances, areas of effect or other measurements will be given in metres (or kilometres or centimetres).

This game system assumes knowledge of the Fantasy Alive LARP rules.

The game uses a turn-based system in which all characters within an encounter each take a turn doing all actions they can before the next character goes. A Round is the term for the collection of all of the character's turns before a character gets to go again. Each Round acts like about 1 minute of time in the game world.

## Rolling of the Dice!

Die rolls of 20 are always success regardless of the total roll versus the SN and grant an additional bonus based on the type of roll:

**Melee Weapon Attack:** The attacker automatically succeeds on an immediate additional melee weapon roll with the same weapon. The effect is the regular damage that weapon would deal and may be negated through a defense skill.

**Ranged Weapon Attack:** The next attack against the target gains one Favourable Die due to the distraction of the unexpected attack.

**Packet Attack:** The target's next attack against the caster gains one Hindered Die due to the intimidation of the caster's spell.

Die rolls of 1 are always a miss.

## Favoured and Hindered Dice

This game uses a dice pool for Actions requiring a roll. A standard roll is a single d20 which is added to any appropriate Attributes to determine the final result. However, there are often situations in which the Action taken is easier or harder, and these are represented by Favourable or Hindered dice. When determining the dice used on a roll, Plot will assign Favoured or Hindered dice based on the situation with each Favourable and Hindered die negating each other. The maximum number of dice that can be rolled in any situation is 3, any possible additional dice are ignored.

**Favoured Roll:** Under preferable conditions such as a target being very close for a packet throw, or striking a Helpless target, players are granted additional dice to roll. The player rolls the number of dice determined by Plot and uses the highest number rolled on one die. Any bonuses associated with the roll are added to that highest roll to determine if the action is a success.

**Hindered Roll:** Under unfortunate conditions such as the character being Blind, or the target being far away for a ranged attack, players are granted additional dice to roll. These dice act like Favoured dice, but instead uses the lowest roll on a single die to determine success.

For example:

A character is attacking a target currently under a Bind effect with a weapon. This provides a Favourable Die so adds 1 die to the base 1 die roll. That makes their roll 2d20, and the character takes the higher number to calculate if the attack is successful.

That same character is now attacking a Helpless target which provides two Favourable dice. The roll for this is 3d20, and the character takes the highest number to calculate if the weapon attack is successful.

That same character is still attacking the Helpless target but an ally of the target has taken the Defend Action in an adjacent space. The Helpless effect provides two Favourable dice, but the Defend causes a Hindered die. The Hindered die cancels one of the Favourable dice so the roll is 2d20.

That character is still attacking the Helpless target, but the target has now also dropped Prone. Helpless provides 2 Favoured dice and Prone provides 1 Favoured die. The result would be 4d20, but the maximum number of dice rolled at a time is 3d20, so this attack roll is 3d20 and the highest roll is used to calculate if the attack was successful.

## Improving your Character

Characters may earn Marshal XP during games as per Plot's discretion. This XP will be based on actions taken during the game as well as Roleplay of your character, both through voice chat and through text chat.

Characters earn 1 Improvement Point for each session of FA&D they participate in. These points may be used to increase one of the character's Qualities when rolling to determine success. Each bonus costs an increasing amount for each Quality:

Quality Bonus	+1	+2	+3	+4	+5	+6	+7	+8	Additional Plus
Improvement Point Cost	1	2	3	4	5	6	7	8	(Previous amount +1)

## ACTIONS DURING AN ENCOUNTER

Characters may perform one Action, one Movement and one Simple Action per turn. There are also some special actions that take your Full Turn to complete. Once all actions are completed, the character ends their turn by selecting their Battle Focus.

Characters have a set amount of actions they can do during a turn but they can do these actions in any order and splitting up multiple parts as much as they wish. For example, a character with a movement of 5m and an attack could move 3m, attack once and then move 2m to finish their turn.

### Delay your Turn

Rather than acting as soon as you are able, sometimes characters find it best to wait before acting. This can be done to work with another character in a formation, wait for a more ideal time to move, or just to consider their options for longer. When a character chooses to delay their turn, then simply wait until the spot between two other character's turns to go. At that point the character must declare they wish to take their action and their turn will be set into that spot on the list of Reaction Times for that combat.

### Movement

A character may move up to their movement rate on their turn, unless there is an effect or other reason why they cannot. Moving through spaces occupied by friendly characters can be done freely, though no character can share a space with another other than passing through on movement. A character cannot pause in an occupied space and perform any Actions. A Character cannot move through spaces occupied by hostile targets.

### Simple Action

These actions take very little time and so are limited in their use. Some skills require a Simple Action to do and are listed as such in the Skill's description. Some general Simple Actions are listed here:

**Swapping a weapon** – A character may trade out one currently held weapon for another, or picking up a weapon or item currently in their space. Two weapons may be swapped for two others if the Character has the Ambidexterity skill.

**Giving an item to another** – A character may give another player an item if they adjacent to each other. If the characters are 5m or less apart, they may do so if the giving player succeeds on a Ranged Weapon Attack roll with a SN 8 and the receiver succeeds on a Reaction Time check of SN 8. Giving an item beyond 5m is not possible, though the player may toss the item onto the ground 5m closer to the receiving character.

#### **Special Simple Action: Coup-de-gras**

Beginning a Coup-de-gras requires a Simple Action, but is completed at the beginning of your next turn and may only be started at the end of your current turn.

## Advanced Simple Actions

Upon reaching certain milestones with their characters, new choices for Simple Actions are made available for your character.

*Purchased any 1 of these skills: Slay, Shatter, Staggering Blow, Sever* – 1 additional attack with a single ready weapon with 1 Hindered Die.

*20+ Total ME or SE* – 1 additional Packet Use with 1 Hindered Die.

*Purchased any 1 of these skills: Assassinate, Waylay, Stunning Blow, Muting Blow* – Move up to half Movement (rounded down). This movement ignores all chances for free attacks caused by moving through spaces within another creature's reach.

*Level 10 in any Trade Skill* – Perform 2 Simple Actions per turn.

## Action

**Attack with a Weapon** - To attack with a weapon, you must be within range of your target. Declare your attack, damage and any skill modifiers, then roll a d20 and add your appropriate Weapon Attack attribute to see if you meet or exceed the SN. The SN of the attack is based on the appropriate target's Defence. If you succeed, then you deal your weapon damage or declared effect to the target. The defender has an opportunity to use a Skill to defend against the damage should they have one available and choose to use it.

If using your Off-hand for a weapon attack, then you may repeat this process for that weapon as well. Characters may never have more than one attack with an Off-hand weapon per Round.

**Cast a Spell** - There are two methods of casting a spell. Touch and Packet. Touch casting may only be done on a Willing target otherwise a Packet cast must be used. To Touch cast a spell, you must either be your own target for the spell or be in a space adjacent to your target. A Touch cast spell automatically succeeds and the spell effect is taken by the target. A Packet spell must succeed on a d20 plus your Packet Throw attribute in order to take effect. If it misses, the spell energy is lost and the spell has no effect. If it succeeds, the target takes the effect. Like a Weapon Attack, the defender may use a Skill to defend against the effect if they have one available and choose to use it.

**Run** – This action allows the character to move up to their Movement on top of their normal Movement distance.

**Use an activate magic item/Read a Scroll** - This action acts exactly like Casting a spell except that the magic comes from the item.

**Use a mixture/potion** - This action includes drawing the potion and drinking or applying it all in one action. A character may use the mixture/potion on anything or anyone in their own space or in an adjacent space.

**Defend** - The character uses their action to watch out, dodge and block any attacks coming their direction. This action grants 1 Hindered Die to all attacks on the character using the action and all allied within reach of their ready melee weapon.

**Perform an Additional Simple Action** – A character may choose to use their Action in order to perform one additional Simple Action. The action may be limited by Plot at their discretion.

**Ready an Action** - This action allows the character to perform one action based on a specific situation described by the character. This action can be anything that can be performed as an Action with these additional stipulations:

- An attack action can only include one strike.
- Casting a spell can only be with one packet.

**Search a body or a location** - This constitutes a 1-minute search for the concept of what you find, but is completed at the beginning of your next turn and may only be started at the end of your current turn.

**Perform a Role-Play action** - This is the catch-all for interesting things that players decide their characters can do. These actions can be such things as attempting to distract a foe, feint an attack to give another character an opening to strike or interact with the items around the environment like move a table. Characters must declare what their action is to Plot and may require some role-play to complete. Plot will decide or request a roll to determine if the action is a success as well as determine how long the action will take (1 action, part of a movement, 1 Simple action, etc.) A successful Role-Play action may grant Favoured or Hindered dice or some other result based on the action and Plot discretion.

## Full Turn Actions

These actions require your entire turn to complete, taking up both of your Actions for that round.

**Continue a Full Search** - To complete a full 5-minute search you must spend 5 consecutive rounds using all of your turn to search. This action is a continuation of the Search Action and begins after completing the first round Search Action (and receiving any things found from that).

**Pick a Lock or attempt to disarm a trap** - Make one attempt. In order to pick a lock you must have the appropriate level of Mechanic for the lock level and succeed on a roll. The Locks and Triggers and their SN are in the chart. Failure of the roll by more than 5 (or a natural roll of 1) results in the trap being triggered or no further attempts at picking the lock possible by that character.

<u>Level</u>	<u>Lock or Trigger</u>	<u>Base SN to pick, set or disarm</u>
1	Level 1 Lock, Trip Line Trigger, Pit Cover Trigger	10
2	Hinge Trigger	11
3	Reverse Trip Line Trigger	12
4	Level 2 Lock, Pressure Trigger	13
5	Reverse Pressure Trigger	14
7	Timed Trigger	16
8	Level 3 Lock	17
9	Tripped Timer Trigger	18

### Quick Action

These actions take basically no time at all. This includes some quick talking to other players, delivering orders to others, or any other small action that takes very little time or effort. Plot will determine if something fits into this category and may limit the amount of Quick Actions you take in a turn. Some of these actions can occur while not on your turn, such as quick words with another character.

### Change your Battle Focus

As the final part of their turn, a character chooses their Battle Focus.

### Actions not on your Turn

Once per round, a character may make a free attack with a melee weapon they are currently holding. This attack only occurs if the target uses their movement to pass between two spaces the character can reach with their melee weapon.

# Attributes of a Character

## Basic Character information

**Player Name:** Name of the person making the character and playing the game!

**Character Name:** Name of the character the person has created to play in the Fantasy Alive world

**Race:** The species of the character picked from the races available in the Fantasy Alive Rulebook

**Social Class:** The current social class of the character. Generally this will be either Yeoman or Beast.

**Age:** Current age of the character. Starting ages and age categories can be found in the Fantasy Alive Rulebook.

**Copper:** The amount of money the character currently has on them. Money is counted in copper.

## SELF ASSESSED CHARACTER QUALITIES

To help bring in an aspect of the true LARP experience, FA&D uses a Self-Assessed system. This allows players to rate their ability in key aspects of LARP based on their real-life ability and how they role-play their character. This grants their character those aspects in the table-top version as well.

Each quality below is rated on a scale listed in the description. **A recommended total bonus of 10** be aimed for in the self-assessment for each character to allow for aspects the character excels in and abilities they lack, but it is entirely up to the player what bonus or negative they give themselves in each category.

**Melee Weapon Fighting – (Scale of -2 to +5)** - This is the skill of the player in using the weapons their character regularly wields to land strikes on your opponents to blocking enemy swings. Any melee weapon (including hand-to-hand) is included in this Quality.

**Ranged Weapon Accuracy – (Scale of -2 to +5)** - Ability to hit your target with your ranged weapon (bow, throwing knife, or whatever your character uses.)

**Packet Accuracy – (Scale of -2 to +5)** - Ability to hit your target with packets.

**Attack Evasion - (Scale of -2 to +5)** – How adept you are at moving your body away from attacks.

**Awareness - (Scale of -2 to +5)** – Ability to notice things in your environment. Such as spot things far way, notice specific details of an item, see a trip-line on the path, or hear distant combat.

**Mechanical Aptitude - (Scale of -2 to +5)** – Ability to set and disarm traps or pick locks as well as experience with building your own triggers.

**Sneakiness - (Scale of -2 to +5)** - This is the player's ability to be stealthy and sneak up on people. Or the ability to palm a gem so no one sees you. Or to misdirect an enemy into distraction.

**Mobility – (Scale of -1 to +2)** - How easily and quickly you move. This takes into account how fast you react to surprises, your ability to cover ground quickly and how long you can run before you tire.

## CHARACTER ATTRIBUTES

Attributes for characters are calculated based on the skills the character has purchased in the official Fantasy Alive LARP. All skills have been assigned a Category for FA&D and combine to grant bonuses to the character Attributes.

### Basic Attributes

**Movement:** This is the amount of distance a character can move on their turn.

Modifier granted by:

- Self-Assessment: Mobility (-1 = 4m of Movement, 0 = 5m, 1 = 6m, 2 = 7m)

**Awareness:** The ability to notice your surroundings. Used for detecting someone sneaking around, or to see into a dark cave, or to feel a tremor in the ground as something burrows underneath you.

Modifier granted by:

- Self-Assessment: Awareness

**Reaction Time:** This is the speed at which a character can react to an encounter. This is used to determine the turn order in a combat situation as well as for actions that require dangerous movement such as attempting to jump over a web spell.

Modifier granted by:

- Self-Assessment: Awareness and Mobility.

**Stealth:** This is the attribute you roll to sneak by someone unnoticed, pick someone's pocket or palm an extra card while gambling.

Modifier granted by:

- Self-Assessment: Sneakiness.
- +1 for the 1<sup>st</sup> Purchase of each of these skills: Escape, Backstab, Garotte

## Character Knowledge

Fantasy Alive and Dice relies on the same requirement of memory and experience as the LARP version. Meaning that if you do know the lore or how the magic works, or other world information, then you know it in this game as well. But occasionally there will be situations where Plot will decide to test a character's knowledge. These are accomplished through these Attributes, with the SN of the test at Plot's discretion.

**Arcane Knowledge:** This is rolled when a character is studying an Arcane item, trying to recall some Arcane lore or otherwise delving into the roots of magic.

Modifier granted by:

- Self-Assessment: None.
- +1 for the 1st Purchase of each of these skills: Magery and Read Magic
- +1 for every 2 levels of Arcane Research.

**Clerical Knowledge:** This is rolled when a character is studying a Divine item, trying to recall some Clerical lore or otherwise delving into the roots of magic.

Modifier granted by:

- Self-Assessment: None.
- +1 for the 1st Purchase of each of these skills: Theology and Expanded Domain
- +1 for every 2 levels of Clerical Investment

**Divination Knowledge:** This is rolled when a character is casting a Divination spell to see what information they can learn, or when studying a magical item, trying to recall some piece of lore or otherwise delving into the roots of magic.

Modifier granted by:

- Self-Assessment: None.
- +1 for the 1st Purchase of each of these skills: Astrology and Master of Divination <All>
- +1 for every 2 levels of Divination

**Mechanic Knowledge:** The character's ability with traps. This is rolled to disarm a trap, set a trap or otherwise know or interact with any Mechanic creation.

Modifier granted by:

- Self-Assessment: Mechanical Aptitude
- +1 for the 1st Purchase of each of these skills: Trade Adept (Mechanic) and Trade Master (Mechanic)

**Utility:** The attribute for the character's ability to perform miscellaneous actions. Rolled for random actions at Plot's discretion.

Modifier granted by:

- Self-Assessment: None.
- +1 for the 1st Purchase of each of these skills: Any Trade Skill 1, Any Trade Skill 5, Any Trade Skill 10.

### Character Defences

There are 2 types of Defence in FA&D, one for weapon attacks and one for packet attacks.

**Weapon Defence (WD):** This is the defence used for a character who is fully facing and ready for combat when they are defending against a Weapon Attack.

Modifier granted by:

- Base Value of 8.
- Self-Assessment: Melee Weapon Fighting.
- +1 for the 1st Purchase of each of these skills: Wear Light Armour, Wear Heavy Armour.
- Off-Hand Use: Any weapon: +1, Shields: +2 if wielding a Buckler, +3 if wielding a Shield

**Packet Defence (PD):** This is the Defence used for a character who is fully facing and ready for combat when they are defending against a Packet Attack.

Modifier granted by:

- Base Value of 8.
- Self-Assessment: Attack Evasion
- +1 for the 1st Purchase of each of these skills: Dodge, Master Dodge.

### Character Attacks

**Weapon Attack:** The attribute for the character's attack with a weapon. This includes the damage, range and any other pertinent information. Any skills or modifiers to a Weapon Attack must be declared before rolling for success.

Modifier granted by:

- Self-Assessment: Weapon Fighting
- +1 for the 1st Purchase of each of these skills: Any Weapon Skill, Exceptional Strength (Melee), Aim (Ranged), Weapon Mastery
- Additional bonus: +1 for using a Master Crafted Weapon.
- Additional bonus: +1 for using a weapon Permanently enchanted with Fire Weapon, Frost Weapon, Enchant Weapon, Holy Weapon or Unholy Weapon.

**Packet Attack:** The attribute for the character's attack with a packet. The effect of the packet is determined by the spell or mixture used but must be declared before rolling for the attack.

Modifier granted by:

- Self-Assessment: Packet Accuracy.
- +1 for the 1st Purchase of each of these skills: Read Magic, Theology, Clerical Investment 1, Magery, Trade Master (Alchemy), Trade Master (Herbalist), Herbalism 5, Alchemy 5 and Astrology, Divination 1

## Weapons and Range:

- 1h Melee weapons have a range of 1m (must be in adjacent square)
- 2h Melee weapons have a range of 2m.
- Packet attacks and thrown weapons have three range increments: 1-3m, 4-8m, 9-15m. Packets thrown between 1-3m gain one additional Favoured Dice. Packets thrown between 4-8m have no change to the dice. Packets thrown from 9-15m suffer 1 Hindered dice to their roll. Attacks automatically fail if attempted at a range greater than 15m.
- 1h Crossbows have a range of 2-10m (may not be used against adjacent characters). Attacks made from 11m to 20m suffer 1 Hindered dice to their roll. Attacks automatically fail if attempted at a range greater than 20m.
- Bows and 2h crossbows have a range of 2-15m (may not be used against adjacent characters). Attacks made from 16m to 30m suffer 1 Hindered die to their roll. Attacks automatically fail if attempted at a range greater than 30m.

Attacking or casting spells through occupied spaces:

- Characters with a weapon range greater than 1m or using a Packet Attack may attack through spaces occupied by other characters but do so with difficulty and have a chance of hitting the characters in the way or their attack.
- If there is only one character between the attacker and the target, the Weapon Attack or Packet Attack roll is calculated with 1 Hindered die modifier to determine if it succeeds. If there is more than one character in spaces between the attacker and the target, 1 additional Hindered die is added for each character (to a maximum of 3 dice).
- If the attack succeeds, the damage/effects are worked out normally.
- If the attack misses, then the attack has a chance of striking any of the characters along the path to the target. Using the same Weapon Attack or Packet Attack roll and bonus of the character, start at the closest character to the attacker, use this result to see if the attack succeeds against the appropriate Defence of that character. If it does succeed, that character is struck by the attack. If it misses, then repeat checking the result against each character in the path of the attack, stopping when one of the characters is struck or no more characters are in the path.

## BATTLE FOCUS

In a fight, you can only watch so many ways at once and getting attacked from a direction you're not watching is always hard to defend against. This is represented in FA&D by Battle Focus.

As a final action on their turn, a character must choose one target for their Battle Focus or choose a direction to face.

If choosing a specific target for Battle Focus, that target will remain directly in front of the character regardless of where it moves on the battlefield. But other characters not Focused on could flank or otherwise breach the character's defences.

Choosing a direction to face means that you will not change that direction during the rest of the round. It is useful for putting your back to a wall.

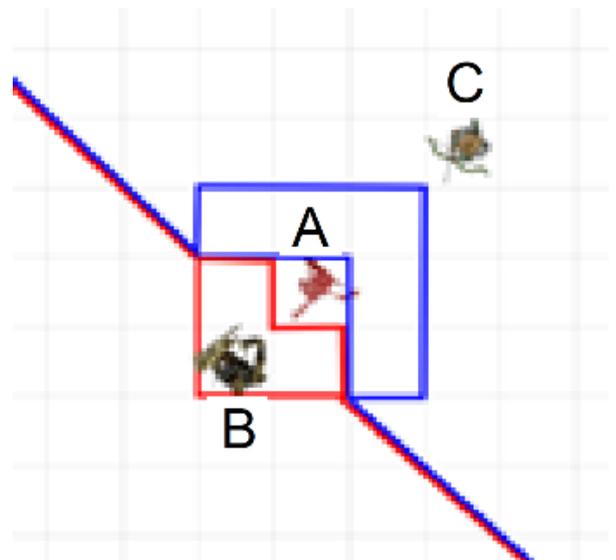
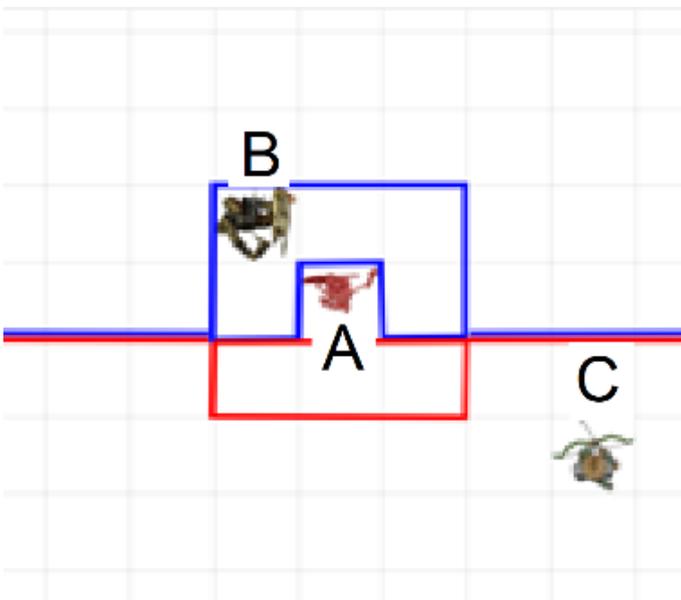
Which direction in combat you face makes a difference for your Defence. When a character is being attacked from behind (the Red area in the diagrams) they are considered Flanked and their skills do not aid their defence. From the front (the Blue area), then the character's regular Defence is used.

A character has sight on the spaces as shown in the diagrams below.

LEFT: The sword and shield orc (B) is in front of the red skeleton (A) (Uses Active Defence) and the archer (C) is behind (Uses Passive Defence).

RIGHT: The Archer is in front of the red skeleton (Active Defence) and the Sword/Shield Orc is behind (Passive Defence).

Tokens used in FA&D should have which direction they are facing clearly marked in order to determine the proper Defence to use.



## Fantasy Alive LARP Rule Conversions

In this section, all the changes to the Fantasy Alive LARP rules are included along with the changes to each necessary to convert it to this table-top game style.

### CONDITIONS

<i>Condition</i>	<i>LP</i>	<i>Count</i>	<i>Effect</i>
<i>Well</i>	3+	NA	Functioning normally
<i>Wounded</i>	2	NA	RP in pain
<i>Semi-Conscious</i>	1	NA	Half movement (rounded down), cannot cast spells, attack or other strenuous actions. Helpless.
<i>Unconscious</i>	0	5 rounds	Prone, Helpless and cannot take any actions.
<i>Dying</i>	-1 to -5	# rounds = Max LP (Min 2, max 10)	Prone, Helpless and cannot take any actions.
<i>Critical</i>	Less than -5	1 round.	Prone, Helpless and cannot take any actions.
<i>Dead</i>	NA	5 rounds.	Prone, Helpless and cannot take any actions. Requires Life effect.
<i>Spirit</i>	NA	NA	Must be resurrected.

### EFFECTS

The Other Effects section of the Fantasy Alive Rulebook has been added here with some changes to the effects to make them work in a d20 system.

#### General rules on Effects

- Effects which last 5 minutes now last 5 Rounds, finishing at the end of the Character's 5<sup>th</sup> turn.
- Effects that last 1 encounter will last based on Plot discretion.

#### NEW EFFECTS:

**Prone** – While Prone a character's movement is a crawl at half their movement (rounded down) per turn. All attacks within 2m of a prone target gain 1 Favourable die their Attack roll. All attacks made further than 2m away suffer 1 Hindered die on a prone target. While Prone, a character gains 1 Favoured die for Stealth rolls. Standing up from Prone takes up 2m of a Movement.

**Flanked** – A character who cannot see an attacker is Flanked. The sight of a character is determined by which direction they are facing as shown in the Battle Focus section. A Flanked character uses only the base 8 as their Defence against attacks.

**Helpless** – A character is Helpless when they are unable to take any actions due to an Effect or Condition. In this condition, all attacks against the character gain 2 Favourable dice and some actions automatically succeed based on Plot discretion, such as Touch Casting. Characters attacking a Helpless Target from 2m are always considered Flanking regardless of the affected character's Battle Focus.

**Willing** – When a character agrees to have an effect used upon them, then that character is considered Willing. A character must state that they are Willing (or not trying to avoid) an Action from another character before any rolls are made. If the Action is a touch-cast or other easily completed Action, Plot may allow an automatic success. If the Action normally requires a roll, such

as a Packet or Weapon attack, then a Willing character uses their base Defence SN of 8 for the stated roll only.

**Formation Effects** – These effects only take place when two or more Characters are in the formation described. While in this formation, all Characters gain the benefits of the Formation Effect. Formation effects must be declared and agreed to by all participating characters to take effect. When the specifics of the formation setup are broken or a player declares they are no longer part of it, then the formation bonus ends.

*Shield Wall* – Causes 1 Unfavourable die to all attacks against the members of the shield wall, once per round the shield bearer may choose to block attacks targeting Characters behind them (attack instead targets the blocking Character): Occurs when two or more Characters with shields or bucklers readied stand in adjacent squares focusing in the same direction.

*Back-to-Back* – Character facing away from ally cannot be Flanked: One character standing directly behind another (with both characters not Prone, Helpless or otherwise unable to act) grants the other player immunity to the Flanked effect.

*Back-Packing* – Character(s) in front do not count as being in the way for attacks from character behind: Up to three characters in spaces immediately adjacent (in front of) another character with ranged abilities.

*Surrounded* – All surrounding characters gain 2 additional Favourable Die if three or more characters are within melee weapon range of a target: The Surrounding characters must be spaced in at least a half-circle formation around the target.

### Changes to Effects

<i>Effect</i>	<i>Changes for FA&amp;D</i>
Anti-Magic	None.
Banishment	None.
Berserk	Target must use as much of their full movement as possible to move toward and attack the nearest character who is not Prone, Paralyzed, Confined or Helpless. If two characters are equal distance away, the target picks the one to attack.
Bind	Unable to use Actions involving arms. All Weapon Attacks against this target gain a Favourable die. Cutting free requires an Action from another character and target is freed at the start of the cutting character's next turn. A character can be interrupted while cutting free

<i>Effect</i>	<i>Changes for FA&amp;D</i>
	by another character using a Simple Action within their melee weapon range. If interrupted, the cutting is unsuccessful and may be attempted again. Breaking free with Exceptional Strength requires an Action.
Blindness	Target can see only the spaces immediately adjacent to them and is considered Flanked from any attacks out of their sight. Attacks against the target gain one Favourable Die. All attacks from the target have 1 Hindered Die. Target cannot pick a target for Battle Focus.
Body	None.
Charm	None.
Command	None.

<i>Effect</i>	<i>Changes for FA&amp;D</i>
	Unable to use Actions involving arms or legs or the Movement Action. Considered Helpless. Cutting free requires an Action from another character and the target is freed at the start of the cutting character's next turn. A character can be interrupted while cutting free by another character using a Simple Action within their melee weapon range. If interrupted, the cutting is unsuccessful and may be attempted again. Breaking free with Exceptional Strength requires an Action.
Confine	
Corrode	None.
Curse	None.
Decapitate	None.
Destroy [Item]	None.
Detect [Type]	Detection radius from caster of 10m.
Disarm	A disarmed item drops in a space adjacent to the target. Roll a d20: 1-10 = Left of the target, 11-20 = Right of the target. The item may be picked up only by a character who occupies the same space as the item with a Simple Action.
Disease	Target cannot use an Action to Attack, Casts a Spell, Defend or anything similar. Attacks against the target gain 1 Favourable die.
Double	None.
Extinguish	None.
Fear	None.
Feeble Mind	None.
Half	None.
Mind Effect	None.
Minimize	None.
Mute	None.
Padded	None.

<i>Effect</i>	<i>Changes for FA&amp;D</i>
Paralyze	Unable to use any Actions. Considered Helpless.
Pin	Unable to use Actions with the pinned leg or the Movement Action. Cutting free requires an Action and the target is freed at the start of the cutting character's next turn. A character can be interrupted while cutting free by another character using a Simple Action within their melee weapon range. If interrupted, the cutting is unsuccessful and may be attempted again. Breaking free with Exceptional Strength requires an Action.
Toxin	None.
Reflect	None.
Repulse	3m of movement and Characters may not take additional attacks because of this movement.
Sever	Unable to use Actions requiring the limb targeted. Attacks against the target gain 1 Favourable die per limb missing. If one leg is affected, target's movement is halved (rounded down). If both legs are affected, the target falls to the ground Prone and their Movement speed drops to 1m.
Shatter	The item to be shattered must be named before rolling the attack. Picking up a shattered item requires an Action and no item can be repaired until the pieces are gathered.
Sleep	Shaking a target awake requires an Action. Unable to use any Actions or any movement. The target falls Prone and is considered Helpless. All hand-held items drop into the target's space and require a Simple Action to

<i>Effect</i>	<i>Changes for FA&amp;D</i>
	pick up each hand-held object dropped.
Stun	Target is unable to take any Actions or Movement on their next turn. Until the end of that time, the target is considered Helpless. All hand-held items drop into the target's space and require a Simple Action to pick up each hand-held object dropped.
Surprise	All Surprise attacks roll against Base Defence of SN 8.
Weakness	None.
Wound	1 LP damage per round for 5 rounds.

SKILLS

All skills from the Fantasy Alive Rulebook are available for use in FA&D. Some have been altered to fit into the d20 system.

A couple general rules on Skills:

- A Skill which must be used with a Weapon Attack must be called to be used before making the d20 roll. Whether the attack succeeds or not, the Skill is used.
- Spells or mixtures used in Packet Attacks must be declared before making the d20 roll.
- Skills used outside of combat have Plot discretion on how they work.

Skill	Changes for FA&D
<b>Combat Skill</b>	
<i>Aim</i>	Must either: Delay your turn until after the following character's turn to gain +1 damage on your attack. Turn order is changed permanently each time skill is used. OR: Sacrifice all movement for that turn.
<i>Ambidexterity</i>	Allows the use of skills with attacks with Off-hand.
<i>Assassinate</i>	May only be used if Flanking an opponent.
<i>Backstab</i>	May only be used if Flanking an opponent.
<i>Blinding Blow</i>	Character must spend an Action to clear eyesight. Vision is returned at the start of the character's next turn.
<i>Channel Spell</i>	Attacker rolls their Weapon Attack against the target's Packet Defence.
<i>Counter Attack</i>	Gain +1 damage on next attack swing after an attack against the character misses.
<i>Critical Attack</i>	None.
<i>Decapitate</i>	None.
<i>Disable Limb</i>	Character must spend an Action and all Movement to massage the affected limb. Use of the limb is returned at the start of the character's next turn. A Disabled limb acts like it has the Sever effect save for the method of curing it.
<i>Disarm</i>	Must declare weapon to effect before rolling.

Skill	Changes for FA&D
<i>Dodge</i>	This defence may be used for any non-surprise attack to negate any effect after the Attack is considered a Success.
<i>Florentine</i>	When dual-wielding, the Off-Hand weapon may be used to get 1 Attack with a second 1h weapon per Attack Action and +1 Weapon Defence.
<i>Fury</i>	None.
<i>Garrotte</i>	Garrotte is an Attack Action and can only be attempted once per turn while the target is Flanked. If the Attack is successful then the target cannot take any actions on their turn and the attacker must not move or attempt any other actions on their next turn or the garrotte is released. If at the end of the attacker's second turn the garrotte is successful, the target drops to 0 LP.
<i>Knockback</i>	Pushed 3m away and does not cause free acts from the movement.
<i>Knockout</i>	May only be used if Flanking an opponent and the Attack Action for this causes 1 Hindered die due to the accuracy required to land.
<i>Lethal Hands</i>	None.
<i>Master Dodge</i>	This defence may be used to negate any damage or effect after the Attack is considered a Success.
<i>Muting Blow</i>	Causes Mute Effect. A Character can end effect by spending one Action massaging their throat, removing the effect at the start of the Character's next turn.
<i>Parry</i>	This defence may be used for any non-surprise weapon attack to negate any effect after the Attack is considered a Success.
<i>Power Attack</i>	None.
<i>Rage</i>	None.
<i>Ranged Pin</i>	None.
<i>Resist Movement</i>	None.
<i>Return Blow</i>	None.
<i>Ringing Blow</i>	None.
<i>Sever</i>	None.

Skill	Changes for FA&D
<i>Shatter</i>	None.
<i>Shield</i>	None.
<i>Slay</i>	None.
<i>Staggering Blow</i>	None.
<i>Stunning Blow</i>	None.
<i>Subdue</i>	None.
<i>Sustaining Fury</i>	None.
<i>Two Weapons</i>	None.
<i>Vital Blow</i>	None.
<i>Waylay</i>	May only be used if Flanking an opponent and the Attack Action for this causes 1 Hindered die due to the accuracy required to land.
<i>Weapon Mastery</i>	None.
<i>Wear Heavy Armour</i>	None.
<i>Wear Light Armour</i>	None.
<i>Wound</i>	None.
<b>Weapon Skill</b>	
<i>1-Handed Blunt †</i>	None.
<i>1-Handed Sword</i>	Using this weapon type without the skill causes 1 Hindered die to all attacks.
<i>2-Handed Blunt</i>	Using this weapon type without the skill causes 1 Hindered die to all attacks.
<i>2-Handed Sword</i>	Using this weapon type without the skill causes 1 Hindered die to all attacks.
<i>Axe</i>	Using this weapon type without the skill causes 1 Hindered die to all attacks.
<i>Bow</i>	Using this weapon type without the skill causes 1 Hindered die to all attacks.
<i>Crossbow</i>	Using this weapon type without the skill causes 1 Hindered die to all attacks.
<i>Exotic (type)</i>	Using this weapon type without the skill causes 1 Hindered die to all attacks.
<i>Hand to Hand †</i>	None.
<i>Improvised</i>	Using this weapon type without the skill causes 1 Hindered die to all attacks.
<i>Weapons †</i>	None.
<i>Knife †</i>	None.
<i>Pole Arm</i>	Using this weapon type without the skill causes 1 Hindered die to all attacks.
<i>Sling †</i>	None.

Skill	Changes for FA&D
<i>Spear</i>	Using this weapon type without the skill causes 1 Hindered die to all attacks.
<i>Staff †</i>	None.
<i>Thrown Weapon</i>	Using this weapon type without the skill causes 1 Hindered die to all attacks.
<b>Ability</b>	
<i>Escape</i>	Using Escape is an Action.
<i>Exceptional Strength</i>	None.
<i>Iron Will</i>	None.
<i>Natural Threshold</i>	None.
<i>Physical Endurance</i>	None.
<i>Physical Prowess</i>	None.
<i>Rapid Healing</i>	None.
<i>Resist Poison</i>	None.
<i>Spirit Sense</i>	None.
<i>Spiritual Endurance</i>	None.
<i>Toughness</i>	None.
<b>Academic Skill</b>	
<i>Appraising</i>	None.
<i>Arcane Research</i>	Can be used to examine magical items, scripts or auras based on Plot discretion via the Arcane Knowledge attribute. If the magic of the examination matches your chosen focus your roll 1 Favourable die, if the opposed school of magic, you roll with a Hindered die.
<i>Astrology</i>	None.
<i>Catalyst</i>	Regaining energy requires 5 rounds if in combat.
<i>Clerical Investment</i>	Can be used to examine magical items, scripts or auras based on Plot discretion via the Clerical Knowledge attribute. If the magic of the examination is related to you deity your roll gains 2 Favourable die, if the deity involved is Shared you gain 1 Favourable die, if Opposed deity, you roll with 1 Hindered die.
<i>Concentration</i>	Regaining energy requires 10 rounds if in combat and requires your Action each round and no offensive actions can be taken.

Skill	Changes for FA&D
<i>Devotion</i>	Regaining energy requires 10 rounds if in combat and requires your Action each round and no offensive actions can be taken.
<i>Divination</i>	Can be used to examine magical items, scripts or auras based on Plot discretion via the Divination Knowledge attribute. Divination spells require 3 rounds to cast per level of the spell and require all all Actions during the ritual to cast with the effect of the spell occurring at the beginning of the character's next turn following the full casting time. While casting Divination spells the character may only use half of their movement (rounded down).
<i>Draw Essence</i>	None.
<i>Expanded Domain</i>	None.
<i>Magery</i>	None.
<i>Master of Divination</i>	For each level of this skill, Divination spells take 1 round less to cast to a minimum of 1 Full Turn Action, with the effect occurring on the character's next turn.
<i>Magical Energy</i>	None.
<i>Prayer</i>	Regaining energy requires 10 rounds (5 rounds with shrine) if in combat and requires your Action each round and no offensive actions can be taken.
<i>Read &amp; Write</i>	None.
<i>Read Magic</i>	None.
<i>Spell Specialization</i>	None.
<i>Spiritual Energy</i>	None.
<i>Syphon</i>	Syphon requires an Action and the character must remain adjacent to the target from the time the action begins to the start of their next turn in order for the skill to be successful.
<i>Teaching</i>	None.
<i>Theology</i>	None.
<i>Trade Adept (Alchemist)</i>	Applying a Mixture or Oil only requires a Simple Action.

Skill	Changes for FA&D
<i>Trade Adept (Armour Smith)</i>	Repairs 5 Locations of armour using 1 Action. Armour is repaired at the start of the character's next turn.
<i>Trade Adept (Bowyer/Fletcher)</i>	None.
<i>Trade Adept (Craftsman)</i>	None.
<i>Trade Adept (Herbalist)</i>	Applying a Mixture or Oil only requires a Simple Action.
<i>Trade Adept (Labourer)</i>	None.
<i>Trade Adept (Mechanic)</i>	None.
<i>Trade Adept (Merchant)</i>	None.
<i>Trade Adept (Physician)</i>	Requires a Simple Action.
<i>Trade Adept (Weapon Smith)</i>	None.
<i>Trade Master (Alchemist)</i>	Requires 1 Full Round Action per brew level to create. Mixtures made expire at the end of the session or before at Plot discretion.
<i>Trade Master (Armour Smith)</i>	Requires 1 Action.
<i>Trade Master (Bowyer/Fletcher)</i>	Simple Action to change type.
<i>Trade Master (Craftsman)</i>	Simple Action to repair, still requires an Action to pick up the pieces.
<i>Trade Master (Herbalist)</i>	Requires 1 Full Round Action per brew level to create. Mixtures made expire at the end of the session or before at Plot discretion.
<i>Trade Master (Labourer)</i>	Requires a Simple Action.
<i>Trade Master (Mechanic)</i>	Requires an Action to set and a Simple Action to remove as a Mechanic. Exceptional Strength 2 and a Full Round Action will open the door at the start of the character's next turn.
<i>Trade Master (Merchant)</i>	None.
<i>Trade Master (Physician)</i>	Feed or drink a mixture or potion as a Simple Action.
<i>Trade Master (Weapon Smith)</i>	Requires an Action to change the damage type.

Skill	Changes for FA&D
<i>Trade Skill</i>	
<b>Alchemist</b>	
<i>Identify Ingredients</i>	None.
<i>Understand Formulae</i>	None.
<i>Perform Formulae</i>	None.
<i>Identify Mixture</i>	Identifying takes an Action.
<i>Create Ingredients</i>	None.
<i>Material Extraction</i>	Material Extraction takes a minimum of an Action, more at Plot discretion.
<i>Basic Research</i>	None.
<i>Identify Potion</i>	Identifying takes an Action.
<i>Brew Potion</i>	None.
<i>Advanced Research</i>	None.
<b>Armour Smith</b>	
<i>Repair Leather Armour</i>	Requires 6 rounds to fix each location.
<i>Pad Cloth</i>	None.
<i>Form Leather 1</i>	None.
<i>Repair Shield</i>	6 rounds to repair.
<i>Form Leather 2</i>	None.
<i>Create Shield</i>	None.
<i>Repair Chain Armour</i>	Requires 6 rounds to fix each location.
<i>Create Chain Armour</i>	None.
<i>Repair Metal Armour</i>	Requires 6 rounds to fix each location.
<i>Form Metal 1</i>	None.
<i>Form Metal 2</i>	None.
<i>Expertise</i>	Lowers all fixing and repairing times to 3 rounds.
<i>Master-Craft Armour</i>	None.
<b>Bower/Fletcher</b>	
<i>Make Arrows</i>	Requires 6 rounds to create 10.
<i>Make Bolts</i>	Requires 6 rounds to create 10.
<i>Fast Production 1</i>	Lowers to 3 rounds to create 10.
<i>Create Bow 1</i>	None.
<i>Create Bow 2</i>	None.
<i>Create Crossbow</i>	None.
<i>Fast Production 2</i>	None.
<i>Advanced Arrows</i>	Requires 6 rounds to create 10.

Skill	Changes for FA&D
<i>Fast Production 3</i>	None.
<i>Master-Craft Bow</i>	None.
<b>Herbalist</b>	
<i>Identify Herbs</i>	None.
<i>Understand Recipes</i>	None.
<i>Preserve Herbs</i>	Requires an Action for each herb.
<i>Brew Level</i>	None.
<i>Identify Mixture</i>	Identifying takes an Action.
<i>Gland Extraction</i>	Gland Extraction takes a minimum of an Action, more at Plot discretion.
<i>Herb Garden</i>	None.
<i>Mask Poison</i>	Requires a Simple Action and a Stealth roll opposed to an observer's Awareness.
<i>Basic Research</i>	None.
<i>Identify Potion</i>	Identifying takes an Action.
<i>Brew Potion</i>	None.
<i>Advanced Research</i>	None.
<b>Mechanic</b>	
<i>Pick Lock</i>	Details on this are found in the Full-round Action description.
<i>Make Picks</i>	None.
<i>Build Lock</i>	None.
<i>Deadfall</i>	Single target.
<i>Trip Line</i>	Details on this are found in the Full-round Action description.
<i>Pit Cover</i>	Details on this are found in the Full-round Action description.
<i>Pendulum</i>	Single target.
<i>Foot</i>	Single target.
<i>Hinge</i>	Details on this are found in the Full-round Action description.
<i>Weapon</i>	Single target.
<i>Reverse Trip Line</i>	Details on this are found in the Full-round Action description.
<i>Snare</i>	Target can cut free with an Action and a sharp weapon. Single Target.
<i>Pressure</i>	Details on this are found in the Full-round Action description.
<i>Tangle</i>	All targets within 2m radius. Requires 5 Full Round Actions of struggling to remove or two Actions to cut free with a sharp weapon, removing the net at the end of the target's next turn.

Skill	Changes for FA&D
<i>Reverse Pressure</i>	Details on this are found in the Full-round Action description.
<i>Spring Snare</i>	Target can cut free with an Action and a sharp weapon taking 2 Wood Body damage from the fall. Single Target.
<i>Dangle</i>	All targets within 2m radius. Requires 5 Full Round Actions of struggling to remove or two Actions to cut free with a sharp weapon, removing the net at the end of the target's next turn.
	None.
<i>Timed</i>	Details on this are found in the Full-round Action description.
<i>Spray</i>	All targets within 2m radius.
<i>Fire</i>	All targets within 2m radius.
<i>Triggered Timer</i>	Details on this are found in the Full-round Action description.
<i>Siege Engine</i>	Used at Plot discretion.
<i>Deathtrap</i>	Used at Plot discretion.
<b>Physician</b>	
<i>First Aid</i>	Requires an Action.
<i>Diagnose</i>	Requires a Simple Action
<i>Make Bandages</i>	Requires materials and 1 Full-Round Action. Makes 4 bandages useful at the start of the character's next turn.
<i>Revive</i>	Requires a Simple Action
<i>Patient Care</i>	Must be within 5m of up to 4 targets for 5 rounds. May only use Movement each round as Actions are used to tend or heal each target. At end of 5

Skill	Changes for FA&D
	rounds, each target heals 2 LP (modified by Rapid Healing and Healing Balm as applicable) and any other healing done during the 5 rounds is doubled.
<i>Gland Extraction</i>	Gland Extraction takes a minimum of an Action, more at Plot discretion.
<i>Prolong</i>	Requires a Simple Action
<i>Field Medicine</i>	Changes First Aid to a Simple Action. May use additional Actions to perform additional First Aid treatments.
<i>Autopsy</i>	Requires an Action.
<i>Heal</i>	Raises the healing granted at the end of 5 rounds from Patient Care to 4 LP and 3x the healing done during the time.
<i>Restore</i>	Requires 5 rounds of Full Round Actions from the character and the target.
<b>Weapon Smith</b>	
<i>Recover</i>	None.
<i>Hafts and Heads</i>	None.
<i>Wide Blades</i>	None.
<i>Repair</i>	Requires 6 rounds to repair.
<i>Swords</i>	None.
<i>Silver Blades</i>	None.
<i>Expertise</i>	Lowers repair time to 3 rounds.
<i>Master-Craft</i>	None.

## SPELLS

The spells section of the Fantasy Alive Rulebook has been added here with some changes to the effects to make them work in a d20 system.

### General rules on Effects

- Effects which last 5 minutes now last 5 Rounds.
- Effects that last 1 encounter will last based on Plot discretion.

Lvl	Name	Changes for FA&D
1	Aid	None
1	Air Shield	None
1	Arcane Dart	None
1	Bless	None
1	Bravery	None
1	Detect Curse	Detection radius from caster of 10m.
1	Detect Magic	Detection radius from caster of 10m.
1	Detect Poison	Detection radius from caster of 10m.
1	Disarm	None
1	Extinguish	None
1	Fire Dart	None
1	Flame Blade	None
1	Frost Dart	None
1	Holy Dart	None
1	Lend Health	None
1	Light	Light is cast in an area 6m in radius. May be carried taking up no hands. May be tossed by a creature up to 5m with no roll required. The light can do nothing but shed enough light to see by.
1	Magic Script	None
1	Magic Stone	None
1	Mystic Robes	None
1	Pin	None
1	Repair	A character must take an Action to gather the all the pieces of a broken item before this spell can take effect.
1	Repulse	Move 3m away and does not cause free acts from the movement.
1	Spark	None
1	Thorn Staff	None
1	Unholy Dart	None
2	Arcane Bolt	None

Lvl	Name	Changes for FA&D
2	Arcane Lore	None
2	Aura of Protection	None
2	Barrier Pit	A 3m x 3m x 3m pit. Climbing in or jumping down requires 4m of Movement. Climbing out requires a Full Round Action. Climbing out with help takes 4m of Movement.
2	Bind	None
2	Bladeturn	None
2	Bolt of Frost	None
2	Death's Delving	None
2	Detect Celestial	Detection radius from caster of 10m.
2	Detect Infernal	Detection radius from caster of 10m.
2	Detect Undead	Detection radius from caster of 10m.
2	Empower	None
2	Fear	None
2	Fire Bolt	None
2	Frost Blade	None
2	Grant Health	None
2	Holy Bolt	None
2	Lesser Mage Lock	None
2	Mystic Hide	None
2	Open Lesser Lock	None
2	Pull	3m movement toward caster.
2	Purify	None
2	Rebuke Undead	None
2	Remove Charm	None
2	Resist Fire	Damage is rounded up.
2	Resist Frost	Damage is rounded up.
2	Translate	None
2	Unbind	None
2	Unholy Bolt	None

Lvl	Name	Changes for FA&D
2	Web	3m x 3m area. Anyone in the area or moves into a space covered by the web gets stuck there. ES1 and an Action can rip free. A sharp object can cut free using an Action.
2	Wind Message	None
3	Arcane Strike	None
3	Aura of Resistance	None
3	Ball of Frost	None
3	Barrier	3m push and target may not move closer to the caster than 3m.
3	Berserk	None
3	Bramble Wall	3m height, 6m length. Climb over with a Full Round Action. Cut through by dealing 50 LP damage with a slashing weapon. Attacks against the wall automatically hit.
3	Charm	None
3	Confine	None
3	Cure Blindness	None
3	Detect Enemies	Detection radius from caster of 10m.
3	Disease	None
3	Enfeeble	None
3	Fire Ball	None
3	Heal	None
3	Holy Smite	None
3	Mage Lock	None.
3	Magic Vestment	None
3	Mystic Leather	None
3	Open Lock	None
3	Open Portal	Action to cast the spell also grants 1m of movement to reach the other side of the portal.
3	Poison Strike	None
3	Protection From Fire	Damage is rounded up.
3	Protection From Frost	Damage is rounded up.
3	Question	Truthfulness is determined by the Plot Member, and may require a short private conversation with the target.
3	Remove Disease	None
3	Remove Paralysis	None
3	Remove Poison	None
3	Restore Strength	None
3	Resurrect	None
3	Shatter	Broken item pieces will drop in the target's space. A character must use an Action to gather all of the pieces.
3	Speak to Dead	None
3	Spell Shield	None
3	Strength	None
3	Stun	None
3	Unholy Smite	None
4	Arcane Barrage	Caster must roll Packet Attack for each damage. May choose to strike one or more targets. Only takes up one Cast a Spell Action
4	Battle Rage	None
4	Blindness	None
4	Blink	5m distance.
4	Champion	None
4	Command	None
4	Command Lesser Undead	Once controlled, the caster may issue a new command once per turn as a Simple Action.
4	Corrode	None
4	Dispel	None
4	False Eye	None
4	Feeble Mind	None
4	Find Things	Detection radius from caster of 10m.
4	Fire Storm	Caster must roll Packet Attack for each damage. May choose to strike one or more targets. Only takes up one Cast a Spell Action.
4	Flame Script	None
4	Forbiddance	None
4	Fortify	6m x 6m space.
4	Fortunes of War	Detection radius from caster of 10m.
4	Greater Mage Lock	None
4	Hail Storm	Caster must roll Packet Attack for each damage. May choose to strike one or more targets. Only takes up one Cast a Spell Action
4	Harm Undead	None
4	Lightning Bolt	None

Lvl	Name	Changes for FA&D
4	Mend body	None
4	Mystic Chain	None
4	Ogre Strength	None
4	Open Greater Lock	None
4	Paralyze	None
4	Reflect	None
4	Restore Limb	None
4	Scribe	None
4	Sleep	None
4	Truth	Truthfulness is determined by the Plot Member, and may require a short private conversation with the target.
4	Venom Script	None
5	Animate Dead	The caster may issue a new command once per turn as a Simple Action.
5	Bone Warrior	The caster may issue a new command once per turn as a Simple Action.
5	Brittle Walls	2m x 2m hole. Less than 5cm thick.
5	Chain Lightning	Caster must roll Packet Attack for each damage. May choose to strike one or more targets. Only takes up one Cast a Spell Action.
5	Erase	None
5	Explosive Runes	Affects all within 2m of reader.
5	Fool's Adamant	None
5	Giant Strength	None
5	Identify	None
5	Life	None
5	Mass Fear	Caster must roll Packet Attack for each damage. May choose to strike one or more targets. Only takes up one Cast a Spell Action.
5	Mystic Plate	None
5	Passwall	5cm thick and grants 1m of movement as part of spell.
5	Protection from Magic	Damage is rounded up.
5	Summon Hellspawn	The caster may issue a new command once per turn as a Simple Action.
5	Wither Limb	None
6	Age	None
6	Blink Walk	Within 30m.

Lvl	Name	Changes for FA&D
6	Command Undead	Once controlled, the caster may issue a new command once per turn as a Simple Action.
6	Contingency	None
6	Curse	None
6	Detect Presence	None
6	Enchant Armour	None
6	Enchant Weapon	None
6	Fire Weapon	None
6	Floor of Binding	3m x 3m area. Anyone in the area or moves into a space covered by the spell gets stuck there. ES3 and an Action can rip free.
6	Free Action	None
6	Frost Weapon	None
6	Greater Charm	None
6	Heroes Feast	None
6	Holy Weapon	None
6	Interrogation	Truthfulness is determined by the Plot Member, and may require a short private conversation with the target.
6	Legend	None
6	Magic Mouth	None
6	Mystic Armor	None
6	Restore Body	None
6	Summon Imp	The caster may issue a new command once per turn as a Simple Action.
6	Unholy Weapon	None
6	Zone of Silence	3m x 3m.
7	Acid Ward	List of characters able to pass through freely must be provided to Plot.
7	Affliction	None
7	Anti-Magic Shell	None
7	Banishment	None
7	Conjure Elemental	The caster may issue a new command once per turn as a Simple Action.
7	Death Curse	None
7	Destroy Undead	None

Lvl	Name	Changes for FA&D
7	Fire Ward	List of characters able to pass through freely must be provided to Plot.
7	Frost Ward	List of characters able to pass through freely must be provided to Plot.
7	Greater Cure	None
7	Remove Curse	None
7	Regression	None
7	Sacrifice	None
7	Stone Skin	None
7	Summon Manes	The caster may issue a new command once per turn as a Simple Action.
7	Torment Soul	The caster may issue a new command once per turn as a Simple Action.
7	Youth	None
7	Zone of Truth	Truthfulness is determined by the Plot Member, and may require a short private conversation with the target. 3m x 3m.
8	Black Wind	Two packets per Action may be thrown by the caster of the spell until it ends. Each packet requires its own attack roll.
8	Drain Life	None
8	Enchant Item	None
8	Holy Aura	3m radius
8	Item	Remove
8	Mind Wipe	This spell requires Plot approval for use.
8	Rotting Flesh	Take 1 Magic Body per turn.
8	Spirit Curse	The caster may issue a new command once per turn as a Simple Action.
8	Summon Devil	The caster may issue a new command once per turn as a Simple Action.
8	Teleport	None

Lvl	Name	Changes for FA&D
8	Trap Spirit	None
8	True Charm	None
9	Anchor Infernal	None
9	Animate Statue	The caster may issue a new command once per turn as a Simple Action.
9	Anti-Magic Zone	3m x 3m
9	Cleanse	None
9	Destroy	None
9	Divine Blessing	None
9	Eternities Ritual	None
9	Fate	This spell requires Plot approval for use.
9	Flesh to Stone	None
9	Maelstrom	Two packets per Action may be thrown by the caster of the spell until it ends. Each packet requires its own attack roll.
9	Mass Teleport	None
9	Memory Alteration	This spell requires Plot approval for use.
9	Permanency	None
9	Plague	None
9	Quest	None
9	Soldiers Blessing	None
9	Steal Life	None
9	Summons	None
9	Undying	None
9	Vessel	None.