

# Unlucky7: A Free Fantasy RPG

**Author: Tim Harper**

[samwise7@email.com](mailto:samwise7@email.com)

This is a Free Fantasy Role-playing Game. If you don't know what a RPG is, look it up. This is also under construction, so I will be tinkering with this every now and again.

What does a group of adventurers do when they all have come together to find the answer to this question, "How do we get rid of these 7 Unlucky Stones?" The lives of the adventurers have changed for the worse since they found these stones at the bottom of a dark pool of water. The stones appeared as whatever was most desired by the character. The next day, all that was left of their most beloved thing was 7 black stones in their pocket. And try as they might, they could not get rid of them. The stones always turned up the next day. Things started to change, and their lives took a turn for the worse. They gained flaws and found that their abilities were much more variable than they were before. Another annoying thing was that their abilities changed at random times. Basically you are playing characters that are very unlucky, hence the name of the game.

## Concepts

- \* Every session players will roll their Stats for their characters. High rolls are good. This means that the characters will have good and bad days.
- \* There are 7 Stats that represent the character. When you raise your Stats it affects everything else in the game.
- \* Stats are a number of dice instead of a static number. They are \_\_D6. With SP you can raise the number of D6's you can roll. So a Stat that is 2D6 is better than a Stat that is 1D6. But even with 2D6 it is possible to have a low roll and be worse than someone with a 1D6 Stat who rolls high. Rolling high Stats is a good thing; rolling low is a bad thing.
- \* You will need multiple D6s and D8s to play, but these will be the only dice used.
- \* There are 7 Skill Blocks, one group of skills for each Stat. One of the Skill Blocks is called the Muscle Skill Block for instance. All the skills that are affected by Muscle are in that Skill Block.
- \* To succeed at a skill you need to roll below your Stat + Skill rank on 3D8. Low rolls are good.
- \* Skill ranks are not random; they stay the same or improve when you get more SP.
- \* Attack rolls, Skill rolls, and Spell rolls are all attempted by rolling 3D8.
- \* Races affect Stats with a +X after each day's Stat roll. This in turn effects the Stat Skill Blocks. So if a race gives you +4 to one Stat, you will roll your Stat for the session and then add 4 to it.
- \* All Race Bonuses are equal to +7 in total. The maximum Race Bonus is +4 for 1 Stat.
- \* There are no Careers, Classes, or Professions.
- \* Experience for each session is in the form of SP (Stat Points). Look below for costs on raising Stats. The higher the Stat the more SP you have to spend to increase the number of D6's you roll for your Stats.
- \* There are also no levels of character advancement. After each session if a character can afford to raise his Stats he can do so. When a character raises a Stat it affects the whole character. Just a note, raising a low Stat to a higher Stat is cheaper than raising a high Stat even higher.
- \* Keep track of SP given to you. When a new player wants to join the group, they gain the same amount of SP as the highest character. The new player spends those SP to raise their Stats.
- \* The only reward in the game is SP awards every session (and gold and loot of course). Depending on how quickly you want the characters to advance, you have a choice in rewards. At the end of every session one of the players rolls a number of D6s to determine how many SP they received for playing. The number of D6s rolled is up to the Game Master. I suggest 1D6, 2D6, or 3D6. One of the players must roll the dice.
- \* The game only has Races, Stats, Skill Blocks, Skills, Spells, and 2 Mandatory Flaws.

## STATS

Stats are listed above the 7 Skill Blocks on the character sheet.

There are 7 Stats that are all rolled each game session. It happens randomly in game time, meaning that in real time you roll your Stats every time you get together to play, but in game time this could happen multiple times in a day,

or once in a month depending on how much game time is represented in a session. So in game time your character's abilities change randomly.

These are the 7 Stats and what they do:

Agility (Agility Avoidance Roll / Defense / Missile Attack)

Brains (# of Languages, # of Spells known)

Body (Body Avoidance Roll / Life Points [2 x Cost of Stat in SP] / Attractiveness)

Empathy (Feel Environment, Feelings, and Magic / Power to cast Spells / Senses / Sensitivity to the Otherworldly)

Influence (Affect others, Rebuke Evil)

Muscle (Melee Attack / Melee Damage)

Will (Will Avoidance Roll / Spell Roll to cast Spells)

All beginning players start with these Stats: 2 1D6 Stats, 4 2D6 Stats, and 1 3D6 Stat. You get to determine which Stats you want to be better at than the others and place the higher Stat there. To figure out your Stat, you roll the number of dice that is stated and add them together. The number you get is your total for that Stat for that session. You have to roll each Stat the same way.

Here is an example of how this process works. The character Murg has these Stats: Agility 2D6, Brains 1D6, Body 3D6, Empathy 1D6, Influence 2D6, Muscle 2D6, and Will 2D6. He rolls his Stats for the session and gets these totals: Agility 4, Brains 3, Body 16, Empathy 1, Influence 7, Muscle 8, and Will 5. These are his Stats for the session. The next session he has to roll his Stats over again. Rather than complaining about low Stats, try to incorporate them into the role-playing of the character. You should know that you WILL have bad Stats in this game, it is inevitable. If this will bother you, then perhaps this game isn't for you.

## IMPROVING STATS

The cost of the Stat dice is equal to the lowest possible dice roll + the highest possible dice roll. You have to pay in SP this cost to raise your Stat to the next higher Stat.

For instance to improve a Stat with 1D6 to 2D6 it costs 14 SP (Stat Points). You have to pay the cost of the Stat you will be buying with SP. To improve a 2D6 Stat to 3D6 costs 21 SP. To improve a 3D6 Stat to 4D6 costs 28 SP, and etc.

The higher the Stat, the more Skill Ranks you get to put in the Skill Block that is based on that Stat. The number of ranks you can put in the Skill Block equals that Stat's cost in SP. So if you have a higher Stat you will have more skill ranks to place in that Block's skills.

1d6 1 + 6 = 7 SP [skill ranks = 7]

2d6 2 + 12 = 14 SP [skill ranks = 14]

3d6 3 + 18 = 21 SP [skill ranks = 21]

4d6 4 + 24 = 28 SP [skill ranks = 28]

5d6 5 + 30 = 35 SP [skill ranks = 35]

6d6 6 + 36 = 42 SP [skill ranks = 42]

Stat Points (SP) are given out every session. These SPs are the only reward. By raising your Stats you improve your skills and other abilities. The GM gives out 1D6, 2D6, or 3D6 worth of SP per session, but this must be rolled by one of the players.

## RACES

All Race Bonuses are equal to +7 in total. The maximum Race Bonus is +4 for 1 Stat.

AGL = Agility, BRN = Brains, BOD = Body, EMP = Empathy, INF = Influence, MUS = Muscle, WIL = Will

Dark Dwarf

AGL +2, BOD +2, MUS +3

Fire Dwarf

BRN +2, BOD +2, EMP +1, MUS +1, WIL +1

Gray Dwarf

AGL +1, BOD +4, MUS +2

Ice Dwarf

AGL +3, BOD +4

Blood Elf

AGL +2, BRN +1, EMP +3, WIL +1

Shadow Elf

AGL +3 EMP +1 INF +2 WIL +1

Twilight Elf  
BRN +1, EMP +4, WIL +2  
North Gnome  
AGL +2, BOD +2, EMP +1, WIL +2  
South Gnome  
AGL +4, BOD +2 INF +1  
West Gnome  
BRN +3, WIL +4  
Human  
+7 Total, +3 Max per Stat, arrange as wanted.  
Wolfen  
AGL +2, BOD +2, EMP +3  
Yeti  
BOD +3, MUS +4

## 7 Skill Blocks

Agility, Brains, Body, Empathy, Influence, Muscle, and Will are the 7 Skill Blocks. They are named after the Stat they are based off of.

[This is what the Skill Blocks would look like on the character sheet. Skills use the skill's rank plus the Stat listed at the top of the block. I will not describe what each skill does in detail that is for the GM and the players to argue very loudly about during the session.]

Agility Skill Block

Agility \_\_D6, Today's Agility \_\_\_\_ Race + \_\_\_\_

\_\_\_\_Used Agility Stone

Agility Avoidance \_\_\_\_

Balance & Sneaking \_\_\_\_

Cut Purse \_\_\_\_

Defense \_\_\_\_

Doors & Traps \_\_\_\_

Jump \_\_\_\_

Missile Attack \_\_\_\_

Brains Skill Block

Brains \_\_D6 Today's Brains \_\_\_\_ Race + \_\_\_\_

\_\_\_\_Used Brains Stone

Dragon Lore \_\_\_\_

Item Lore \_\_\_\_

Magic Lore \_\_\_\_

Monster Lore \_\_\_\_

Nature Lore \_\_\_\_

Riddle Lore \_\_\_\_

Undead Lore \_\_\_\_

Body Skill Block

Body \_\_D6 Today's Body \_\_\_\_ Race + \_\_\_\_

\_\_\_\_Used Body Stone

Berserk Rage \_\_\_\_

Body Avoidance \_\_\_\_

Concentrate & Focus \_\_\_\_

Endurance \_\_\_\_

Internal Healing \_\_\_\_

Play Dead \_\_\_\_

Stabilize \_\_\_\_

Empathy Skill Block

Empathy \_\_D6 Today's Empathy \_\_\_\_ Race + \_\_\_\_

\_\_\_\_Used Empathy Stone

Feel Emotion \_\_\_\_  
 Feel Evil \_\_\_\_  
 Feel Magic \_\_\_\_  
 Hearing \_\_\_\_  
 Intuition & Foresight \_\_\_\_  
 Sight \_\_\_\_  
 Smell \_\_\_\_  
 Influence Skill Block  
 Influence \_\_\_\_ D6 Today's Influence \_\_\_\_ Race + \_\_\_\_  
 \_\_\_\_ Used Influence Stone  
 Bartering & Trading \_\_\_\_  
 Calming Voice \_\_\_\_  
 Encourage \_\_\_\_  
 Lying & Truth Sense \_\_\_\_  
 Manipulation \_\_\_\_  
 Public Speaking \_\_\_\_  
 Rebuke Evil \_\_\_\_  
 Muscle Skill Block  
 Muscle \_\_\_\_ D6 Today's Muscle \_\_\_\_ Race + \_\_\_\_  
 \_\_\_\_ Used Muscle Stone  
 Climb \_\_\_\_  
 Crushing Blow \_\_\_\_  
 Death Blow \_\_\_\_  
 Jump \_\_\_\_  
 Melee 1-Handed \_\_\_\_  
 Melee 2-Handed \_\_\_\_  
 Swim \_\_\_\_  
 Will Skill Block  
 Will \_\_\_\_ D6 Today's Will \_\_\_\_ Race + \_\_\_\_  
 \_\_\_\_ Used Will Stone  
 Spell Casting Alter & Change \_\_\_\_  
 Spell Casting Damage & Destruction \_\_\_\_  
 Spell Casting Healing & Protection \_\_\_\_  
 Spell Casting Controlling & Manipulate \_\_\_\_  
 Stay Awake \_\_\_\_  
 Stay Conscious \_\_\_\_  
 Will Avoidance \_\_\_\_  
 To avoid extra busywork, just add the rank of the Skill to the Stat at the top of the Skill Block. Since the Stats will change every session.

## Skills

There are a total of 49 Skills with 7 Skills in each Skill Block.

You have the same number of skill ranks (to place anywhere you want in that Stat's Skill Block) as the current Stat's SP cost.

So if you have a 3D6 in Muscle you would have 21 skill ranks to put in the Muscle Skill Block. You can place these ranks in any skill in that Skill Block. You cannot improve a skill beyond 12 skill ranks. The highest rank a skill can be is 12 ranks.

1d6 1 + 6 = 7 SP [skill ranks = 7]

2d6 2 + 12 = 14 SP [skill ranks = 14]

3d6 3 + 18 = 21 SP [skill ranks = 21]

4d6 4 + 24 = 28 SP [skill ranks = 28]

5d6 5 + 30 = 35 SP [skill ranks = 35]

6d6 6 + 36 = 42 SP [skill ranks = 42]

# Avoidance

Any time you need to dive out of the way you will use your Agility Avoidance. Any time you need to endure something horrible done to your body (like poison) you will use Body Avoidance. Any time something tries to make you do something against what you think is best for you, you will use your Will Avoidance. Will Avoidance is the standard Avoidance used when resisting a spell cast on you, unless it falls under the other two Avoidance Rolls. Each Avoidance is its own skill. Avoidance raises the 3D8 roll of the attacker making it harder for the spell to be successful, or the poison to hurt you, or the trap to kill you, etc.

# Resolving Actions

Resolving skills is handled in this way:

$3D8 \text{ Roll} < \text{Stat} + \text{Skill Rank}$  is a success. So when your Skill ranks and Stats are higher you are more likely to succeed.

The GM determines (IN HIS HEAD) the difficulty of the action you are trying to perform and either adds to your roll or subtracts from it. The GM picks a number in his head and adds or subtracts this number to the roll after it is accomplished. This puts some doubt in the player's thoughts, which is good. Adventurers need a little paranoia and worry to keep them alive.

**Note: positive modifiers to the dice roll make the action harder to accomplish, and negative modifiers make the action easier to accomplish. I recommend Modifiers being in the range of +10 to -10. Remember low is good for any 3D8 roll.**

# Combat

Attacking is handled in a similar fashion as resolving skills.

First Step

Melee Attacks:

$3D8 \text{ Roll} < \text{Melee Attack Skill} + \text{Muscle}$

Missile Attacks:

$3D8 \text{ Roll} < \text{Missile Attack Skill} + \text{Agility}$

IF the roll is successful, then you ADD the target's Total Defense (their Defense Skill + their Agility Stat) to the 3D8 roll and see if it is still less than their Melee Attack Skill + Muscle. If this is the case then the target was wounded.

[Luckily for the GM the NPCs running around have non-random Stats.]

Melee Combat can also be expressed this way:

IF

$3D8 + \text{Total Defense} < \text{Attack Skill} + \text{Muscle}$

THEN

The attack is a success and roll your damage dice.

When a target is wounded you roll the number and type of damage dice that is listed for the weapon you are using and add your Muscle Stat to the damage. Those that fight a lot will curse the sessions they have a low Muscle Stat... enjoy. Different weapons do different damage, but don't affect the attack. There are no "+1" weapons, but there are weapons that do more damage.

[I don't have a list of weapons yet, but I intend to have weapons that have different dice for damage, with some weapons having more dice. Magic weapons will roll more dice for damage.]

Weapons will do a range of damage on D6s and D8s. I would say the highest dice damage would be 6D6 and 6D8 for very powerful magical weapons. So to restate, weapons will do between 1D6 or 1D8 to 6D6 or 6D8.

Remember armor doesn't prevent you from being hit, but it does reduce the amount of damage you take. Armor will have a rating that is the number of damage that it absorbs from each attack. Some would call this damage reduction. Good armor has a high number rating, and shoddy armor will have a low rating. Also armor doesn't hinder the casting of magic in any way. I would say armor would block damage from 1 point all the way up to 24 points for really powerful magical armor.

[I still need to come up with a list of armor.]

So rolling low is better than rolling high. Let me repeat that, **ROLLING LOW IS BETTER THAN ROLLING HIGH.**

Defense is based on the ranks that the character has in the Defense Skill and the Agility Stat. Since your Agility Stat changes every day, this number will fluctuate.

## Life Points (LP)

Life Points represent how much damage you can take before you fall unconscious.

They are determined by 2 times the cost of your character's Body Stat in SP.

Body Stat / Full LP (Life Points) when healthy and rested

1D6 / 14 LP

2D6 / 28 LP

3D6 / 42 LP

4D6 / 56 LP

5D6 / 70 LP

6D6 / 84 LP

## 7 Unlucky Stones

Every one has 7 Unlucky Stones. No matter how many times you get rid of them, they always return to your pocket (the next session). Through experimentation you have learned that you can spread your bad luck around. As your action for that round you can drop one of your 7 Unlucky Stones on the ground (keep a record of which Unlucky Stone you dropped, because each one is tied to one of your Stats).

Each Stone is connected to one of your Stats. So you have an Agility Stone, a Brains Stone, a Body Stone, an Empathy Stone, an Influence Stone, a Muscle Stone, and a Will Stone. You have to keep track of which Stone you drop, because in addition to giving the -2 penalty to your opponent for a dice roll you also lose 1D6 points off of the Stat that the stone is connected to. It should be evident that you should use the stones of the Stats you don't use often first, and then use your better Stones that affect your better Stats as a last resort. You don't have to use the Stones, but sometimes a -2 in the right place can be the difference between life and death. This 1D6 loss in a Stat is temporary and only remains for the rest of the session. You still have the same number of dice for your Stat, it is just that whatever your total Stat for the session is will be lowered by the result of rolling a 6 sided die and subtracting it from your current total. You can't ever have a score of less than 1 for a Stat.

You have searched the world to find if anyone knew how to get rid of the stones, but so far the quest has found no answers. You have found other adventurers like you with the same problem. All the party members have these 7 Unlucky stones and wish to get rid of them. The NPCs (Non Player Characters) of the world do not have random Stats (which makes it easier on the GM).

## Two Mandatory Flaws

Every character will have 2 flaws. A list will be forthcoming. Try to incorporate these flaws into your role-playing of the character. There are no real penalties that affect the rolling of dice; rather these are general flaws that should end up in your role-playing of the character. Don't feel limited to the Flaws on the list, if the GM agrees that the Flaw you came up with is interesting enough, you can use it.

List of Flaws:

Absentminded

Alcoholic

Angry

Annoying Voice

Annoying Laugh

Arrogant / Uppity

Bad Breath

Clumsy

Cranky / Grumpy

Crude / Gross

Depressed / Sad

Dull

Easily Distracted

Glory Hound

Heavy Sleeper

Jerk

Lazy

Loud  
No Manners / Rude  
Over Eater  
Psychotic  
Scared  
Selfish  
Smelly  
Wanted Dead or Alive (counts for 2 flaws)  
etc.  
(This will probably be a long list)

## Magic

The number of spells that your character knows is equal to 4 times the number of dice you roll for your Brains Stat. So if your Brains Stat is a 3D6 then you would know 4 x 3 spells, so 12 total. You can pick any spell from the 4 Schools containing a total of 48 spells. Remember that to cast a spell it is a good thing to have a higher skill rank for that School of Magic. The higher the rank the more likely you will be able to cast the spell to completion.

Each spell has 6 versions of itself or 6 levels. So if you know the Fire Bolt spell, if you have enough Power to cast it, you can cast a level 6 version of it. The only limiting factor for casting these spells is the spell's Power cost. You only have so much Power per day. The character decides what time of day they will receive their Power. Suggested times are Sunrise, Noon, Dusk, and Midnight.

You have an amount of Power equal to your Current Empathy Stat. You spend this Power to cast spells.

To cast a spell is:

$3D8 < \text{Spell's School Skill} + \text{Will Stat}$

The GM then adds the target's Avoidance (Agility, Body, or Will) to the dice roll and if it is still less than the Spell's School Skill + Will of the caster the spell succeeds.

Level of the Spell / Cost to cast the Spell

1 / 1 Power  
2 / 2 Power  
3 / 4 Power  
4 / 7 Power  
5 / 11 Power  
6 / 16 Power

Brains Stat / Spells Known By Character [4 x # of Brains Stat Dice]

1D6 / 4  
2D6 / 8  
3D6 / 14  
4D6 / 16  
5D6 / 20  
6D6 / 24

So it costs more Power to cast a higher level version of the spell, but it does more damage, or lasts longer, or has a nastier result. Read each spell to determine what happens at a higher version of the spell. (This will take some work). Sometimes it isn't worth casting a very high level version of the spell if a lower level would do.

There are 4 Schools of Magic. There is Alter & Change, Control & Manipulate, Damage & Destruction, and Healing & Protection. You can focus on one of these schools, or multiple schools with the Spell Skill.

## Spells

For all of the spells X stands for the level of the spell cast. Each spell can be cast as a 1st, 2nd, 3rd, 4th, 5th, or 6th level spell.

### Alter & Change

-----

Alter Me - Change your appearance. Duration equals X hours.

Change You - Change someone else's appearance. Duration equals X Minutes. You have to touch the target.

Invisibility - One target is invisible. Duration equals X minutes. You have to touch the target.

Fast & Slow - Target moves twice as fast or half as slow for X minutes. You have to touch the target.

Flesh & Stone - X targets are turned to stone or X targets are turned to flesh back from stone. Targets must be within a X times 10' radius of the caster.

Here Then Not Here - One target leaves existence for X rounds and then returns. You have to touch the target.

Large & Small - One target is twice as large or half as small for X rounds. You have to touch the target.

Quick - Target gets X extra attacks for 1 round. You have to touch the target.

See Invisibility - Target can see any invisible things in a radius that depends on the level of the spell. The radius equals X times 10'. You have to touch the target.

Shadow Friend - Summon a shadow that can do manual labor such as heavy lifting, scare small children and superstitious creatures, or attack for you. It helps for X rounds and then blows away on the wind. Its Stats are all equal to XD6. It has X skill ranks in the 1-Handed Melee skill. It can only be X times 5 feet away from the caster or it fades away on the wind.

Scent & Hearing - One target gets +X to the Smell or Hearing skill for X minutes. You have to touch the target.

Voice of Storms - The spell can be cast in one of two ways. The first option is that the caster's voice is magically enhanced so that it can be heard X miles away. The second option (used instead of the first option) is that all creatures that can hear in a X times 20' radius around the caster yelling take XD6 Sonic Damage. The caster and any allies of the caster he chooses do not take this damage.

## **Control & Manipulate**

-----  
Attack Them & Defend Me - One target while in a X times 10' radius of the caster will attack anyone pointed at by the caster. If the caster is attacked the target will immediately come to the caster to attack the enemy attacking him even if this is against the caster's wishes. The spell lasts X rounds. You have to touch the target.

Control - One target is completely enthralled by the caster, and will do anything except kill itself for the caster. This spell lasts for X rounds but every round the target gets a Will Avoidance Roll. You have to touch the target.

Death For You - The target will die in 6 minus X rounds. It gets two attempts at a Body Avoidance Roll. If it fails both it dies. If it fails only once it takes XD6 divided by 2 rounded down in Life Point damage. You have to touch the target.

Dreams & Wishes - One target while sleeping has X dreams of the caster's imagination, which can appear as prophetic visions. Any thing done while the target is awake to "fulfill" these visions is rewarded by the "wished reward." This reward is illusionary, but appears real for X hours and then vanishes. You have to see the target to cast this spell.

Free Drinks & Food - You summon enough drinks and food for X targets. This spell is an instant feast, and is great for preparing for parties.

Languages - The caster can speak and write X additional languages for X rounds.

Love Me - There are two options for this spell. The first is X targets fall madly in love with the caster, and have their inhibitions thrown to the wind for X minutes. The second is that 1 target falls madly in love with the caster, and has their inhibitions thrown to the wind for X hours. Needless to say, they will be VERY UPSET with you when the duration of the spell is over. You have to touch the target to cast the spell.

Manipulate Thoughts - One target has X thoughts implanted in its brain that it thinks are its own. These thoughts must be short sentences of no more than X words. You must be able to see the target to cast this spell.

Mind Bend & Break - One target suffers a massively painful headache that does XD6 for X rounds. They get a Will Avoidance Roll every round to cancel the spell. The caster must concentrate for the duration of the spell, and must be able to see the target or the spell is broken.

Nightmare & Night Terror - One target while sleeping has X Nightmares of the caster's imagination which can appear as prophetic visions. Any thing done while the target is awake to "fulfill" these visions is rewarded by the "horrible consequence." This horrible consequence is illusionary, but appears real for X hours and then vanishes. None of the Nightmares can end in death. You have to see the target to cast this spell.

Run For Your Life - There are two options for this spell. The first option is that one target is so scared of the caster that it will run away if possible, or cower when it can't move for X rounds. You have to see the target to cast the spell. The second option is that X targets will run away from you for D2 rounds (roll a d6, even is 2 rounds, and odd is 1 round). The creatures for the second option must be within a X times 10' radius around the caster.

Suck Life & Spit Pain - One target that is X times 10' away loses XD6 Life Points divided by 2. You gain that amount of Life Points up to your maximum total.

## **Damage & Destruction**

-----  
Acid Bolt - You deal XD8 acid damage to 1 target. The target must be within X times 20' away from the caster.

Acid Ball - You deal XD6 acid damage to all those in a 20' radius centered on a point X times 10' away from the caster.

Cold Bolt - You deal XD8 cold damage to 1 target. The target must be within X times 20' away from the caster.

Cold Ball - You deal XD6 cold damage to all those in a 20' radius centered on a point X times 10' away from the caster.

Fire Bolt - You deal XD8 fire damage to 1 target. The target must be within X times 20' away from the caster.

Fire Ball - You deal XD6 fire damage to all those in a 20' radius centered on a point X times 10' away from the caster.

Force Bolt - You deal XD8 force damage to 1 target. The target must be within X times 20' away from the caster.

Force Ball - You deal XD6 force damage to all those in a 20' radius centered on a point X times 10' away from the caster.

Lightning Bolt - You deal XD8 lightning damage to 1 target. The target must be within X times 20' away from the caster.

Lightning Ball - You deal XD6 lightning damage to all those in a 20' radius centered on a point X times 10' away from the caster.

Sonic Bolt - You deal XD8 sonic damage to 1 target. The target must be within X times 20' away from the caster.

Sonic Ball - You deal XD6 sonic damage to all those in a 20' radius centered on a point X times 10' away from the caster.

### **Healing & Protection**

-----  
Animal Healing - There are two versions of this spell. The first is that one target animal is healed XD6 Life Points. You have to touch the animal to cast this spell. The second is that X animals are healed XD6 Life points divided by 2 rounded down. The animals must be in a X times 10' radius of the caster to cast the spell. Each animal gets the total of Life Points healed.

Arise and Walk - One target that has been dead for X rounds is brought back from the dead. The target raised loses 1D6 off of one Stat of their choice as a result of dying. The raised target is completely healed up to the maximum Life Points they can have. If a target has been dead for more than 6 rounds it is impossible to revive them with this spell. You have to touch the target to cast the spell.

Blessings & Curses - There are two versions of this spell. The first is that all allies within a X times 10' radius of the caster has + X to all dice rolls for X rounds. The second is that all enemies within a X times 10' radius of the caster suffers - X to all dice rolls for X rounds.

Blinding Light - All enemies in a X times 20' radius around the caster are blind for D2 rounds (roll a D6, evens is 2 rounds, odd is 1 round).

Burning Holy Light - All undead, demons, and devils in a X times 10' radius around the caster take XD8 damage.

Defense & Offense - All of the caster's allies in a X times 10' radius around the caster do an extra X times 2 damage with successful attacks. The allies in the radius also get + X times 2 added to their Total Defense.

Group Healing - All allies within a X times 10' radius around the caster are healed X times 4 Life Points.

Healing - One target is healed XD8 Life Points. You have to touch the target to cast the spell.

Martyr - All those, including the caster in a X times 5' radius around the caster take 2 times XD8 damage. No other spell can be cast on the caster to prevent this damage, or to give him extra Life Points before hand (such as Walking Through Death). This spell more often than other spells ends the caster's life, but he takes a lot of enemies with him.

Spherical Wall - A spherical wall of protective shimmering light, that has a radius of X times 5' around the caster, seals and surrounds those inside from the outside air and from enemies. Those inside the spherical wall cannot hear those on the outside, and they can't attack or cast spells on those on the outside. Those on the outside cannot attack or cast spells on those on the inside. This spell lasts for X minutes. Allies trapped on the outside of the wall cannot enter the wall either.

Walking Through Death - One target can loose an additional XD6 worth of Life Points damage before dying. Keep track of these extra Life Points. This spell lasts X times 2 rounds. When the spell's duration ends these extra Life Points are removed. If the character's Life Points are below zero they will die like normal. You have to touch the target to cast this spell.

Wall of Light - A wall that is X times 10' long and X times 10' wide is brought forth into being. If these dimensions do not "fit" the surroundings the wall displaces the matter in the way. (In a dungeon or other similar small place the wall goes into above or below levels as well). This wall is impervious, and living matter cannot travel through it. This spell lasts X rounds. The caster must be able to see the area the wall is placed in.