

Aviok Shift RPG

Role-playing in a world of Avian and cunning Shapeshifters

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Preface

This is my Game Fu 6 entry called Aviok Shift. It is a game where you play humanoid Avian characters whose society is surviving the result of a shift in the world dynamics whereby the land based race known as the Humiok have been transformed into cunning and aggressive Shapeshifters. The Aviok fight a constant battle for resources now that the land has become so dangerous, where the most peaceful of creatures could in reality be a Shapeshifter waiting to pounce. The Aviok society very steeped in their social rules known as the Game look towards the return of their heroes from the past to turn back the Shapeshifter menace and bring prosperity again to their society.

The game uses the following ingredients:-

- There is a goal based system that gives experience for character improvement
- Characters' skills are generated / recorded using a mind map with their placement affecting their value
- A world filled with Shapeshifters
- Mercantilism, Political intrigue, and War are bound within the rules of "the Game"
- The renewal of the world will only happen when the Legends return

Chapter 1 Setting

The Origin of the World

In the beginning the great eggs came into being that hatched from it the three Great Spirits. One egg however refused to hatch and the great spirits became concerned that it the spirit inside it was too weak to emerge. So the Great Spirits decided that the egg needed warmth to give it the strength in being able to emerge. They brought forth a scintillating ball of light and placed it nearby to the egg to help the Spirit hatch. The Great Spirits waited and eventually the shell began to crack. However beneath the shell was not another Great Spirit but instead another ball like object. At first the Great Spirits thought that it was another egg within an egg, but soon they realised that it was instead something new.

Now that it had hatched the Great Spirits decided that it no longer needed the warming ball of light and moved it elsewhere. As soon as the Great Spirits removed the warming ball the shell began to form once again on the top of the rocky world. As a result the Great Spirits quickly brought the warming ball back.

Great Spirit Mother Nalayan decided that she needed Guardians to protect the rocky world should the light ever fail so she created the winged Aviok so that they could fly up to the shell if it started to form and beaks so that they could peck at the shell and break it up. Thus the Men of the Sky were created to protect the world from egg-closure. Seeing that Nalayan had created something for the world the other Great Spirits Hemandor and Merkasias also decided that they would bring forth creatures. Hemandor brought forth creatures that walked upon the land and that had fingers to create tools and guard the land from danger. Thus were created the Humiok (or men of the land). Merkasias saw that there was water on the world that had no protectors and created creatures with gills and a tailfin that could swim the depths of the ocean. Thus were created the Merviok (or men of the sea).

The First Aviaries

The Aviok spread their wings throughout the world and a number of settlements grew up either in high mountainous locations or created in tree cities in the forests. The greatest of these settlements grew into the Feronda Aviary, though the Roshald Aviary, the Vershaft Aviary and the Lerklein Avairy would dispute this. All the Avairies hold slightly different Aviok in markings, though there are a few mixed breed Aviok in existence.

The Legends

The early days saw the Aviok fight the Humiok for possession of the land to build their settlements. In those days there were many Aviok heroes who fought and made crucial discoveries that have aided the Aviok over time. Some heroes are known by all Aviok and some only by the local community. The discover of Magic for instance Judalah is a hero who whose exploits are widely known by all Avairies, whereas Fercul the Wild is only revered by the Feronda Aviary as he was the founder of the settlement.

Many of these Legends are revered in tales told down the generations by the Keepers of the Legends who memorise the tales. The Keepers are revered for their skill in memorising and recounting the tales of the past and are often vital in being able to identify the items that belonged to the Legends of the past.

The Shift

Over a hundred years ago the Humiok began to change. Initially it was only a few of the Humiok who seemed to be able to change their form and take the Aviok by surprise, however over time their numbers grew. It also seemed to the Aviok that the Humiok had began to fight more amongst themselves and the Aviok were unsure exactly why this was.

The Great Sages council determined that they must find the source of this change so that they could determine what they could do about it. So they tasked all Aviok with finding the cause of this change and reporting it back to the council.

It was a young Aviok called Emeria who discovered the truth whilst out hunting for new gems. She discovered a glowing pool whilst flying and spotted hundreds of Humiok who were shifting and changing forcing normal Humiok into the pool where they were immersed completely in the water. Some of the Humiok went willingly, but many did not and were forced at the point of a sword. Those that came out began twisting and thrashing their forms too. It was apparent that whatever was in that pool was forcing a change in the Humiok.

The Great Sage council received this information and deliberated on the matter. Whilst some felt that it was an internal matter for the Humiok, many others determined that there would eventually be a threat to them. The majority took this view and decided to try and set off an rockslide from the nearby mountain to the pool to block it off and stop the Great Shift.

The plan was executed and the pool was mostly buried, but much of the pool was still accessible. After the rockslide the transformed Humiok began to get more sneaky and aggressive with the Aviok and many were killed in this initial act of retribution. The Shifters would shift into the form of Aviok to lure them into meetings and then kill them.

The Aviaries heightened their defences and instituted a new rule that all Aviok entering an Aviary would have to do so by flying. The Shifters could generate fake wings but could not use them to actually fly. The sense of heightened paranoia still exists today in the Aviaries.

The Humiok gradually were worn down by the sneaky shifters and few if any true Humiok exist on the ground today. The ground is now a frighteningly dangerous place to go, but it holds the resources that the Aviok need to survive.

The Structure of an Aviary

An Aviary has a number of open topped buildings that form the family units of the Aviok. These are usually round with a thatch roof around the outside but an open middle so that the Aviok can fly out.

At the centre of the Aviary is usually the three most important buildings – The Ersenweld (Hall of Memories), the Game Sages thatch and the temple to Nalayan. These are communal areas that any Aviok can go into and meet and socialise.

The Aviary is usually built either high on mountainsides or on platforms high in the treetops. Defences against attack are built to prevent the shifters from either climbing the trees or accessing the Aviary up the mountainside.

Aviok Society

Aviok society is made up of Aviaries (of which there are 15 main Aviaries), family units and then individual aviaries. An Aviok holds loyalty to the Aviok, their Aviary, their family and themselves in that order. Actions and challenges that are made are done so at the behest of those deeply ingrained loyalties.

Aviok younglings are tutored by their wider family in their thatch until they are old enough to have a named role. The Aviok chooses their role (often with parental guidance) and begins to learn an apprenticeship usually from a family member. The apprenticeship usually starts around the age of 10 and lasts 5 years. Typical roles in Aviok society are Sage, Hunter, Scout, Priest, Warrior, Keeper of the Legend, Trader, Scavenger and Homesteader. The Homesteader role can include many crafts including woodworking, metalworking and cooking.

Decisions in a family unit are taken by the family elders at an enclave. The oldest Aviok in a family is often given the title family elder and is permitted to speak for the family during

discussion in the Aviary. Discussions of Aviary business is conducted in the open with the Game Sage moderating the discussion and mainly requesting family elders to speak, although occasionally others are invited to give particular evidence. Decisions are made by the opposing proponents standing at opposite ends of the Aviary once all discussion has finished. All Aviok who have passed apprenticeship will go and stand by one of the proponents and the largest group will win the day.

The loss of the use of the wings of an Aviok is a terrible blow to an Aviok and many kill themselves when this occurs. Aviok who continue in the group after this are considered second class Aviok and are not permitted to vote in Aviary decisions.

When an Aviok dies their bodies are thrown from a height with a dedication to Nalayan to cherish the protection to the skies that the Aviok in question had brought and to receive the spirit into the sky just as the useless husk will fall to earth.

The Game

Aviok society does not have laws and courts like many other societies. Over time the Aviok society has developed rules of conduct that are known collectively as the "Game". Members of society are expected to adhere to the rules of the Game and are punished if they are deemed to have broken the rules. The rules of the game only apply within Aviok society and do not apply when dealing with Shifters.

The Rules of the Game

The rules of the Game apply to any challenge (whether it is in War, Ritual Combat, Trade or Politics) must follow the procedure below. Citizens are allowed to be involved in only 3 conflicts at any one time (whether it is as declarer, ally or defendant, so it is often important to resolve some of these conflicts quickly. A defendant may end up settling another minor

conflict within a day so as to allow them to initiate a new conflict to get under the three conflict restriction.

1. Declaration

A declaration of a conflict is made via a Game Sage. The initiator of the conflict must state their claim, who they are claiming against, who else will be involved in enforcing the claim, and their intended action if that claim is not met. They must also state a timescale (which must be no greater than a year) by which the claim will elapse. Claims that have elapsed without successful resolution are subject to compensation.

2. Counter Declaration

The named party or parties in the declaration must either accede to the claim or state a counter declaration. This decision must be made within one day of receipt of the declaration. The counter declaration is made via the same Game Sage and can include:-

- a stated counter declaration and intent if their claim if the counter declaration is not met
- a defence against the intended action by the initiator
- a detail of all other parties who will be involved in the defence
- a demand for compensation if the claim elapses without resolution or the intended action being completed

3. Initiate Action and Counteraction

If the claim defendant has not acceded to the claim then the declarer and their allies may take ONLY the stated action(s) that they declared if the claim was not met. If they take any other action outside the stated action then they are subject to punishment. Similarly the defendant and their allies may only take the action specified in their counter declaration.

4. Will of the Sage

Once the actions and the counteractions have occurred and no more are possible then either the claim will be allowed to elapse or the two parties will agree to engage the Game Sage to resolve the dispute. The Game Sage will allow each side to present their case in no more than 5 minutes and

then the Game Sage will confer judgement. Both sides must adhere to the judgement given by the Game Sage..

5. Elopse

If a claim goes to term without resolution then the claim will be deemed to have elapsed. The compensation demanded by the defendant MUST be given over to the declarer.

Enforcement of the Rules

The rules of the Game are documented and reviewed by the Game Sages. The Game Sages have authority within their own Aviary to apply the rules of the Game in all situations. There is one Head Game Sage for each Aviary and together these head Game Sages form the Council of the Game that judge breaches of the Game that occur between Aviaries. The Council has 15 members representing the fifteen major Aviaries left on the world. A simple majority of those Sages is required to form a binding judgment. Where the conflict is between rival Aviaries (such as a War) then a Great Sage from a neutral Aviary will be engaged. In the instance of a War then if it goes to the Will of the Sage phase then the entire council will be involved in the judgement.

If any of the participants in a conflict are found to have broken the rules of the Game then there are only three potential outcomes.

a) Wilful Rule Breaking

If the participant is deemed to have wilfully broken the rules in an attempt to gain advantage or if they have not followed the rules, then the only possible course of action is a public execution. Any attempt to bribe a Game Sage will be viewed as this type of infraction.

b) Minor Infraction

If the Game rules have been bent rather than broken or that a more procedural infraction has occurred then the penalty assigned by the Game Sages is the claim in full (if the defendant is the person infracting) or the compensation in full (if the declarer is at fault).

c) Accidental Rule Breaking

If a participant has been deemed to have broken a rule by their actions, but the intent of their action was not to make gain or the rule was broken accidentally then the Council may rule that

Compensation

There are rules for the setting of compensation that must be adhered to such that compensation claims are appropriate to the scale of the conflict. These depend on the level that is at stake according to the following formulas.

Conflict	Max Compensation
Trade dispute	Maximum of the amount in dispute
Personal Vendetta	Up to 20 Fronds
Political Dispute	Up to 50 Fronds
War	Up to a quarter the Aviary's annual income

Agreements

All formal agreements (such as trade or political deals) are made using Memory Crystals. The details of the verbal agreement made are recorded on the memory crystal and they are stored at the Ersenweld (Hall of Memories) at the centre of an Aviary. Crystals are very expensive and so all agreements made have an expiry attached to them so that the crystal can be wiped and re-used. Those that have no Memory Crystal of their own rent space on a crystal for their agreement on a monthly basis. Once a memory crystal is wiped of the agreement due to expiry of the rental then it no longer applies.

Shapeshifters

The Shifters have been taking over Humiok society now for the past 100 years and are now entrenched in the old Human settlements. The behaviour of the new Shifting Humiok has changed also and the cities and towns of the Humiok are now much more untidy and chaotic than they were previously. From the little

intelligence that the Aviok have gathered, the Shifter society is now led by Priests of a new cult called the Unending Change. They despise all intelligent beings that cannot change their forms and seek to eliminate them from the world. Although they can shift their form the Aviok have observed that the Shifters must

- Maintain their mass in what they shift into
- Cannot make themselves do things they couldn't normally do – i.e. Fly.
- Cannot change the hardness of their skin or body.

Also they have observed that Shifters do not like taking one form for too long as their patience often runs out. They can do it, though an NPC trying this may need to make a will check each hour against a TN of 4 to stay in a form.

Chapter 2 Character Generation

Players generate Aviok characters in this game who are seeking to improve the world for themselves, their family and their Aviary.

Statistics

The Game has six core statistics that defines the base abilities of characters and these have ranges of between 1 and 8. The descriptions of the core statistics are given below:-

Body [BOD]

This reflects the characters overall strength and constitution. It is used in determining damage bonuses, resistance to poisons and diseases, and the ability to take damage.

Agility [AGI]

This reflects the characters ability to move quickly and to quickly manipulate objects.

Wits [WIT]

This is the mental agility of the character to think quickly and to remember facts that have been told to them in the past.

Perception [PER]

This is the capability of the character to use their five senses to see, hear, taste, smell or touch something.

Social [SOC]

This is the ability of the character to react appropriately in social situations and also covers matters of etiquette and matters of entertainment such as dancing.

Spirit [SPI]

This is the soul of the Aviok and their ability to use, resist and cast battle magics.

When generating a character all the base statistics begin a level 1. A player then has 20 development points to spend on increasing the level of their base stats. All increases to level 2 to 4 cost 1 development point. To increase an ability to level 5 to level 7 costs 3 development points and an increase to level 8 costs 5 development points. When generating a character the statistic

will form the number of dice that are rolled for a given ability.

Example

Lisa wants to create a new character who she decides will be a Hunter and has decided to call her Alliana. She allocates her points as follows:

Statistic	Dev Points	Value
Body	3	4
Agility	6	5
Wits	2	3
Perception	6	5
Social	2	3
Spirit	1	2
TOTAL	20	n/a

Ability Mind Map

The abilities of a character all stem from one central core idea for the character that forms the centre of the ability mind map. This central concept is free and is used as the centre of the mind map. The core concept must be one thing such as Trader Prince, Hunter, Scout, Aviary Defender, Battle Mage or Politician. All the abilities on the mind map should then extend from that core concept and should in fact be sub abilities of that core concept. The core concept will always have a target value of 3.

Players then have 25 development points to spend in creating specialities within the core concept. All Aviok have a free Flying ability at a target value of 4 on top of their development points.

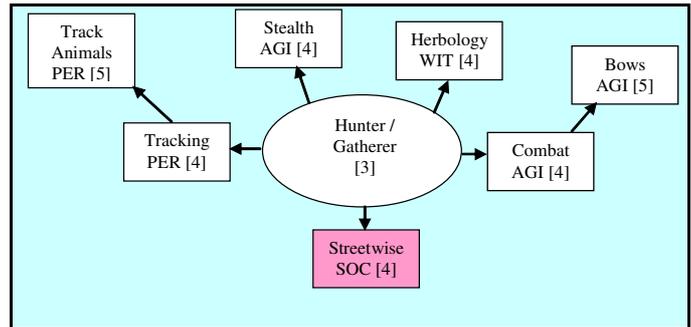
To create a sub ability of the core concept draw a line from the central box and then draw a new box with the sub ability written within it. This is a level 2 ability and has a target value of 4. Creating a valid sub ability at level 2 (that is drawn from the core concept) will cost 2 development points.

The sub abilities can be further divided down into 2 more levels. Each sub level must have a

valid series of options that it can be divided into from the previous level. Level 3 abilities have a target value of 5 and cost 5 development points. Level 4 abilities have a target value of 6 and cost 10 development points.

Where you know what statistic will normally be associated with an ability roll it is useful to add this into the box to make it easy to work out how many dice to roll for an ability check.

Should a player want their character to have a sub ability that is not part of the core concept of the character then they can have the ability come in off the core concept at three times the development points cost. Any level 2 ability that is not part of the core concept should be shaded to reflect this, and any subsequent level 3 and 4 abilities taken from that will also cost triple development points.



Goals

There is not a normal experience system as per many role-playing games, but instead there is a system which relies on goals and their completion by the character. Players design a number of goals (2-4) for their character to achieve during the course of game-play. These goals can be either group goals (for all the players) or individual goals for the character. Each goal will have a number of development points that the GM will assign to them at game start.

Once the goal is achieved the player will be given the development points to be able to spend on improving their character. They may also save these development points up for later use. Development points are spent in the same way that they are spent when generating the character at the start of the game.

The total points assigned to the characters goals should come to no more than 12 development points at game start (though they can come to less). Once a goal is completed the player should agree a new goal or goal with the referee who will assign them points.

Example

Lisa has decided that Alliana will be a Hunter Gatherer so she uses this as her core concept. She decides that she needs level 2 abilities in Combat, Tracking, Herbology and Stealth as these are all part of her core Hunter / Gatherer concept. These cost her 8 development points in total.

She also decides that Alliana will be good at picking up information in the taverns and on the streets and so she gives Alliana the Streetwise level 2 ability. This is not part of the core concept so it costs her 6 development points (2 dev points x 3).

Then she decides that she wants Alliana to specialise in Bows and takes this as a level 3 ability under combat (which costs her 5 development points).

Finally she decides that in hunting she needs to track animals (rather than Shifters) so takes this as a level 3 ability for 5 development points. This means she has used 24 out of her 25 development points. The remaining point is not wasted though and can be used when she achieves one of her goals (see section below). The mind map is given in the diagram below.

Example

Lisa decides that a certain politician named Asriol in the Furstfeather Aviary has in the past caused the death of Alliana's brother Mercasus. He is a powerful man and currently she does not believe that a challenge against him will work, but she vows that in the future to bring about his downfall. The GM assigns 5 development points to this.

Lisa also decides that Alliana is curious about the MervioKs and she wants to meet and talk with one of this mysterious and seldom seen race. The GM assigns 2 development points to this goal.

Finally the GM gives all the characters in the game a joint goal to solve the mystery of why the Shifters are building a monolith at the centre of the forest of Jenaro. The GM assigns 5 development points to this goal.

Health and Blood

A characters health is recorded on a mind map similar to their abilities. When the character is unwounded then the mind map will only have the central circle of the mind map in it with the attribute Health and a base target value, with the lower the value the better. This is because when rolling on Health a "success" indicates that there is an issue with the characters health and they may lose blood. The health mind map can record wounds in different locations as well as diseases and poisons.

The starting value in the central Health circle is determined by the body statistic of the character as given in the table below.

Body	Starting Score
1	4
2-3	3
4-5	2
6-7	1
8	0

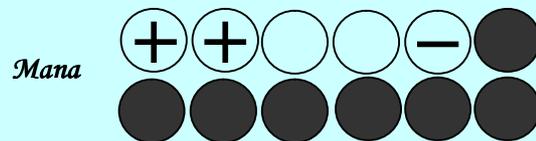
All characters have a blood value that starts at 12 and equates to the characters relative well being. As the character loses blood then they are progressively getting towards death. If a character loses all their blood points then they are unconscious. If they are not attended to within 5 turns or if their blood score goes to -3 then they are dead.

Mana

All characters have a mana track that is used to power spells and defend against opponents offensive spells cast against them. Their total mana value is equal to 3 plus their spirit statistic. The current value of the characters mana is always used to defend against opponents spells. There are three different types of mana energy that a character can use. These are positive, negative and neutral energy. A player must decide how much of each type of energy the character has to power their spells and the record it on their mana boxes as in the example below. Different spells may have particular mana requirements and if the character loses mana they choose which type they wish to lose.

Example

Lisa's character Alliana has a spirit value of 2 which gives her a mana of 5. She marks off all the other boxes except the last 5 on her mana track. She decides to have 2 positive, 2 neutral and 1 negative mana. She records it on her track thus.



Mana is regained at a rate of one point of each type of energy every 4 hours of rest.

Spells

Each character has their own personal battle magic that they can cast using their mana and these are recorded on their Battle Magic mind map. The target number in the centre for Battle Magic begins at 3 for everyone. They can have up to twelve development points of spells, though they may never hold more than their Wits score in actual number of spells learned.

Spells are recorded on the mind map in a similar way to the ability mind map and cost 3 development points for the first level, 6

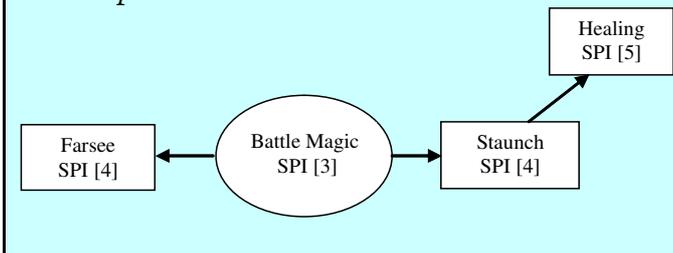
development points for the second level, and 9 development points for the third level. The spell descriptions are given in the system section detailing magic.

Background

The player should write up a background for his or her character giving the GM an idea of who the character is, what they want to do and what they like and dislike. The more character hooks that the player can provide in their background the better. This will enable the GM can fit these into the overall story and integrate the character more easily. The background may also provide for initial inspiration for character goals.

Example

Alliana's wits are 3, so she can have up to 3 spells on her Battle Magic mind map. Lisa looks at the spells that she can use and decides on staunch, farsee, and the level 3 spell Healing This is a total of 3 spells and thus she has used all her allocation of spells. It is recorded on her mind map below.



Currency

The Aviok have a complex economy that works through trade agreements which includes employment contracts. These contracts are accounted using Fronds, Marks and Tallies. Five tallies are equal to one Mark and five Marks are equal to a Frond. These are recorded in the following notation.

	Five Tallies
⊙	One Mark / Four Tallies
⊙ ⊙	Two Marks / Two Tallies
⊙ ⊙ ⊙	One Frond / Three Marks / One Tally

These are formed from precious stones with the Tallies being the more common Sapphires, the Marks being Jade and the fronds being the rare ruby. The Fronds, Marks and Tallies have holes punched through their centre and are held on strings around the necks of the Aviok. Where an Aviok has more money than can fit around its neck the amount is recorded in the trade house against the Aviok's special mark.

Chapter 3 System

Ability Resolution

When a character wants to use an ability to perform an action they roll the number of 10 sided dice equal to the appropriate statistic and compare them to the target number of the ability. The number of dice that are less than or equal to the target number are counted as successes.

There are a different number of successes required to perform different levels of difficulty which are given in the table below.

Easy	1
Moderate	2
Hard	3
Very Hard	4
Difficult	5
Heroic	6
Impossible	7

Where a character does not possess the required skill then the default difficulty number is 1. The referee may determine that some abilities do not have a default (such as surgery) in which case the character will not be able to make a roll unless they have the skill.

Example

Lisa's character Alliana is trying to track an animal as part of a hunt. She rolls 5 dice based on her perception against a target number of 5 for her Track Animals ability. The GM determines that this is a moderate difficulty action and Lisa rolls 3, 3, 6, 8 and 9 scoring two successes which means she locates the tracks.

Contested Ability Resolution

When two characters or a character and an NPC are in conflict then each character rolls their appropriate ability check then compares the number of successes they have against each other. The highest number of successes wins the conflict. If there is a tie between the two then compare the total value on all success dice. The character with the lowest total is the winner of the

conflict and gains a marginal victory as opposed to a full victory. If it is still a tie, then the defending character will win the contest.

Example

Lisa's character Alliana is trying to hide from a guardsman of a rival city she rolls against her Stealth ability. She rolls 5 dice (agility) and she rolls 2, 4, 5, 8 and 0. Her target number is 4 so she has achieved two successes. The guardsman rolls against his Watchfulness skill which is at 4 using three dice based on his perception of 3. The guardsman rolls 1, 3 and 7 also scoring two successes. Next we compare the values of the successes. Alliana has $2+4=6$ and the guardsman has $1+3=4$. The guardsman has the lower successes and spots Alliana.

Group Contests

Where a number of characters are able to help a character in the performance of a task then instead of adding the number of successes to the primary character then each additional character that makes at least one success adds one success to the total of the primary character. If a character fails to make any successes then this subtracts a success from the group total.

Example

Alliana is trying to track a Shifter in windy conditions that are making the tracks very hard to find. The referee rules that this is a very hard task. Her companions Kaine and Vilyna offer to help. Alliana as the primary tracker rolls her 5 perception dice against her target number of 5 and achieves a 2, 3, 5, 7 and 9. This gives her three successes. Kaine has no tracking ability but has a perception of 4. He rolls 1, 4, 9, and 0 giving him a success adding one to the total. Vilyna has no tracking ability as well and a perception of 3. She rolls 2, 4, and 7 giving her no successes and subtracting one from the total. This makes a total of 3 successes ($3+1-1$) which is not enough to succeed. So just as Alliana thinks she had the tracks Vilyna blunders over them obscuring them again.

Group on Group Contests

Where more than one character is involved in a contest against another group then the procedure is the same as the above contested ability resolution except that you add the number successes for each group and compare them.

Example

Alliana and her friends Kaine and Vilyna are trying win the hearts and minds of the Aviary to launch a conflict against the Firstfeather Aviary. Three local dignitaries have social of 4 and no skill in public debate [set at default of 1]. They roll two successes between them. Alliana has no ability and a social of 3. She rolls 3, 6 and 7 giving her no successes. Kaine has no ability and a social of 3. He rolls 1, 3, and 9 giving him one success. Vilyna has an ability called Public Speaking at level 4 and a social of 6. He rolls 2, 2, 5, 8, 9, and 0 giving him two successes. This gives Alliana's group a total of three successes meaning they are able to convince the Aviary that they must launch the conflict.

Combat

The main principles of a combat works in the same way as ability contests work for determining ability rolls. There are however a few differences in the procedure that vary from a normal ability roll.

Surprise

A character who is adjudged by the GM to have gained surprise on another character they are attacking will get a free attack on that character and the defending character will not need to roll a defence as a result. The defender is assumed to have gained only 1 success and the attacker will then determine their number of successes based on their combat ability roll. This free attack is then resolved as normal with the combat process described later in this section.

Initiative

A characters initiative score is determined by the following formula.

$$\text{Initiative} = \text{PER} + \text{AGI}$$

Characters state their intentions in reverse order of initiative score, then they take actions in order of their initiative score with the highest score going first and the lowest score going last.

If there is a tie between character's initiative scores then the higher perception score will go first. If there is still a tie then the characters will go simultaneously.

Example

Alliana is fighting against a guard from another Aviary. She has been forced into close combat and is using a sword rather than her preferred bow. She has an initiative of 10 (5 Agility plus 5 perception) as opposed to the Guard's initiative of 7 (4 agility and 3 perception). The guard announces that he will attack Alliana and parry her. Alliana aware that another guard is coming decides try and kill this guard quickly by attacking this guard in the head and parrying him if she misses. Alliana will then be able to attack the guard first.

Combat Resolution

Combat is treated like a normal contested ability roll with the attacker rolling their combat ability score against the defenders. If the attacker gains more successes than the defender then they will deal damage according to the following chart. The excess number of successes is called the margin of success [MoS].

MoS	Damage
1-2	Wound with TN 3
3-4	Wound with TN 4
5-6	Wound with TN 5
7+	Wound with TN 6

Combat Modifiers

Sometimes a character will gain advantage or be impaired due to position of some other benefit. These are given as modifiers to the attack target number and are described in the table below. Where these take a target number below 1 it remains at 1 but a die is lost for each number it goes below 1 For wounds, only the most serious level penalty applies.

Description	Mod
Attacking Above	+1
Attacking a specific location	-2
Defender in partial cover	-1
Defender in significant cover	-3
Attacking from water	-2
Character has lost more than 3 blood	-1
Character has lost more than 6 blood	-2
Character has lost more than 9 blood	-4
Attacking in low light	-3

Additional Opponent Rule

For each additional character attacking the character there is a -1 penalty per additional attacker to the character's combat ability target number when defending. The target number can never go below a target number of 1. This can make defending against multiple opponents very dangerous!

Hit Locations

When a character has hit an opponent during combat they will deal damage to them. Weapons of reasonable quality are all assumed to be able to do similar damage to an opponent. The next thing to do is to determine what part of the body has been hit as successive hits to that location will inflict deeper wounds there.

Unless the attacker has aimed at a specific location at the appropriate penalty then the successful attacker rolls a single ten sided dice to determine the location that has been hit. A wound is then recorded on that character's health chart as described in the following section.

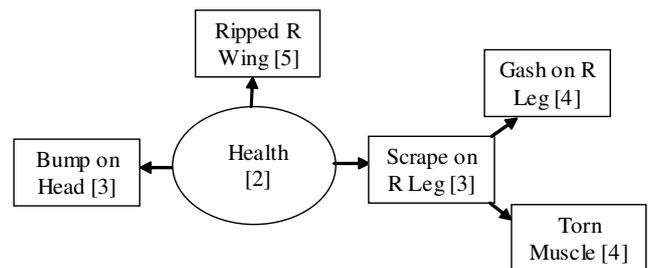
Roll	Location
0	Head
9	R Arm
8	L Arm
7	R Wing
6	L Wing
4-5	Chest
3	Abdomen
2	R Leg
1	L Leg

Wounds

Wounds are recorded on the body mind map on the character sheet in a similar way to skills are recorded with wounds getting steadily worse if they occur in the same location.

If a character gets wounded in a location then this is added as a sub level on the Health mind map. If they get wounded in the same location then this is added as a further sub level on the Health mind map. Any good increasingly deadly sounding description words can be used to reflect increasing wound values.

An example is shown below:-



A wound in a new location that is larger than a basic wound is recorded by starting that location on a higher TN. All subsequent wounds to that location must go from that box and may be bumped in value. Another injury to the right wing for instance would go on as a 6 TN injury even if it was a lesser injury.

At the end of any given round of combat a character must roll three ten sided dice against the

target number their top level wounds. Each success that the character gets results in one point of bleed damage.

Healing and Treating Wounds

A character with a first aid ability can stop a wound on the Health mind map from causing further bleed damage. To stop a level 2 wound (next to the central health circle) from bleeding requires a moderate difficulty check. If the top level wound is higher then the difficulty will go up by one each time.

Example

Kaine has an advanced first aid skill of 5 and a wits of 4. He wants to stop the Gash on the Right Leg from the character in the previous sections example from bleeding. The GM states he will need a hard roll (3 successes) as it is two away from the central health circle. Kaine rolls 1, 4, 4 and 8 giving him three successes enabling him to stop the bleeding on the gash. He would also need to make a separate roll for the torn muscle and the bump on the head as they are also at the top level.

The best way to heal a wound is to use the Staunch, Healing and Renewal Battle Magic spells. These are described in the Battle Magic section.

Ranged Combat

Ranged combat is an opposed roll with a slight difference. Instead of the defender using their normal weapon skill as a defence, they would instead use a modified agility score as their defence TN if they are aware of the attack. For short range this is agility – 1, for medium it is the agility and for long range this is agility + 2.

If they are unaware of the attack then they would defend as though they had a single success for short range, two successes for a medium range attack and four successes for a long range attack.

Ranged Weapons

The following table details the appropriate ranges for ranged weapons in feet.

Weapon	Short	Medium	Long
Thrown Dagger	0-18	19-36	37-72
Thrown Star	0-18	19-36	37-72
Short Bow	0-120	121-270	71-360
Long Bow	0-150	151-360	61-650
Sling	0-50	51-125	26-300
Staff Sling	0-55	56-150	51-360
Lt Crossbow	0-55	56-120	21-600
Hy Crossbow	0-60	61-150	51-900

Armour

Aviok do not wear armour since their wings would not be able to lift the additional bulk. Similarly Shifters do not wear armour since they would not be able to shift their form easily by wearing anything so constricting. As a result the concept of armour is unknown on the world.

Poison, Diseases and Drugs

Poisons, diseases and drugs work against the defences of the character and are recorded on the health mind map if they affect the character.

Each potion, diseases or drug has a potency score that is the number of dice rolled to see if the character is affected. The potency is described using the following chart.

Potency	Description
1	Mild
2	Normal
3	Potent
4	Strong
5	Toxic

The target number to determine the number of successes of the disease against the character is

calculated by subtracting the body score of the character from 9. Normally two successes are required for a disease / potion / drug to take affect, with additional successes making the symptoms and consequences worse. For potency 4 or 5 drugs and diseases some symptoms will still be felt on 1 success.

Example

Alliana has been dosed with a potent sleeping drug called Varesia. With a body score of 4 the drug has a target number of 5 and will roll 3 dice. The GM rolls 3, 5, and 0 giving two successes. Alliana yawns and curls up on the sofa to sleep for 6 hours. During that time she has Dreamless Sleep [3] marked on her health track.

Becoming the Legend

There are a number of items in the world that belonged to the Aviok heroes back in the beginning days. These items all hold power that can be consumed to give an Aviok temporary possession of that power that will fade over time. Such items are highly valued, but many of them were lost in the wars when the heroes fell fighting the Humiok.

If an Aviok finds a lost hero item then they can perform a ritual to consume the power in the item. This ritual is known to all Aviok. Consuming the item will provide enhancements to either stats or abilities (including abilities that were not previously known to the character). These abilities will fade over time and will typically last for between 1-3 days. In becoming a hero the Aviok may typically also acquire one or more temporary goals also.

Chapter 4 Battle Magic

Introduction to Battle Magic

Mana is generated by the Aviok's soul and the different types of mana have been understood for many years. The Aviok research into the uses of mana has discovered a number of practical uses that have been consolidated into specific spells. This knowledge has been refined over the years and now Aviok society has widely adopted the use of magic amongst its population. Magic is freely used by the Aviok, but casting a spell on another Aviok without permission would necessitate a Game Conflict challenge.

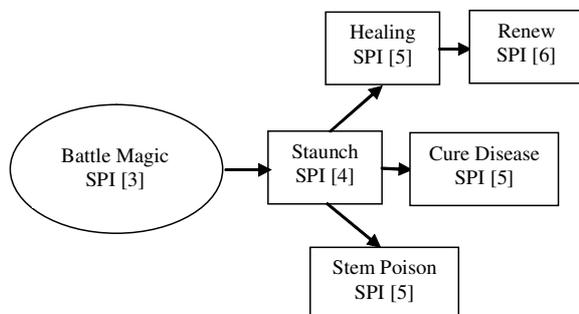
Battle Magic Spell Casting

Unless otherwise noted all battle magic spells take one round to cast and require mana as designated in the spell cost. The caster must roll a number of dice equal to their spirit against a TN of 5 and achieve the number of successes equal to the spell level – 1 to cast the spell.

Some spells allows the target to resist the spell cast on them. In this case they make an opposed roll of the caster's spirit against the defender's spirit in addition to their casting roll. If the defender succeeds then the spell will not succeed on the target.

Healing Ways

This spell progression path concentrates on the physical healing of an Aviok. The chart below shows how the Healing Ways spell progression builds up on the Battle Magic mind map.



Staunch

Mana Cost [+] Level 2
 Resist – No Duration - Instant
This spell will stop the blood loss from any one wound. The character will no longer need to roll for blood loss on this wound.

Healing

Mana Cost [+][] Level 3
 Resist – No Duration - Instant
This spell will remove the all wounds at one hit location and will also stop any further blood loss for that location.

Stem Poison

Mana Cost [+][-] Level 3
 Resist – No Duration - Instant
This spell will remove the affects of one poison on the health mind map of a character. They will receive no further blood loss from the poison.

Cure Disease

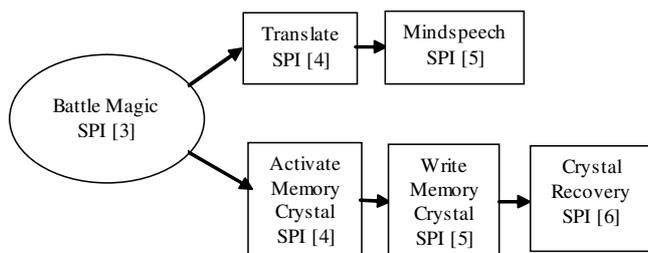
Mana Cost [+][] Level 3
 Resist – No Duration - Instant
This spell will remove the affects of one disease on the health mind map of a character. They will receive no further blood loss from the disease.

Renewal

Mana Cost [+][+][] Level 4
 Resist – No Duration – 3 turns
This spell will over the course of three turns remove up to three wounds from the character health map. The spell will begin with the most dangerous wounds and heal them first working inwards towards the less dangerous wounds.

Communicating Ways

This spell progression track concentrates on various aspects of communication and is used by many of the traders, politicians and the Game Sages to track agreements using memory crystals. It is also used by scholars who are seeking to understand the writings of the Humiok before they became Shifters. The chart below shows the spell progression for this path.



Translate

Mana Cost [] Level 2
 Resist – No Duration – 10 rnds
This spell will allow the character to understand a text written in a language they cannot normally understand for up to 10 rounds of reading.

Mindspeech

Mana Cost [][-] Level 3
 Resist – Yes Duration – 20 rnds
This spell will allow the character to be able to project thoughts directly to another being allowing them to communicate over a distance of up to 200 foot without normally being able to understand each others language.

Activate Memory Crystal

Mana Cost [] Level 2
 Resist – No Duration – 5 mins
This spell will allow the character to be able to access a single memory crystal and to listen to the recordings on it for up to 5 minutes.

Write Memory Crystal

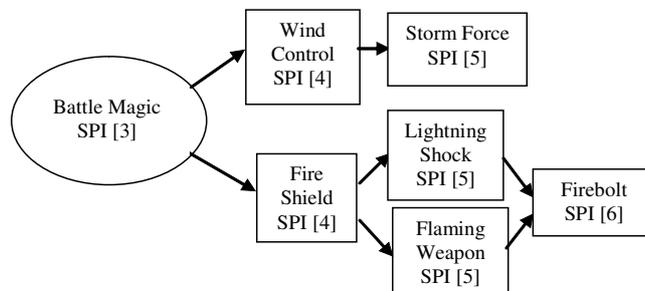
Mana Cost [][] Level 3
 Resist – No Duration – 5 mins
This spell will allow the character to be able to write new memories to a crystal for up to 5 minutes. The character can choose which parts of the crystal to write on so as to ensure that they do not overwrite a memory.

Crystal Recovery

Mana Cost [][][+] Level 4
 Resist – No Duration – 5 mins
This spell will allow the character to be able to recover information from a broken crystal for up to 5 minutes. That crystal may be smashed or otherwise made normally inoperable but the caster will be able to gather fragments from the crystal using this spell.

Elemental Ways

This spell progression track concentrates on the use of the elements as a force for offense and defence. The chart below shows the spell progression for this path.



Wind Control

Mana Cost [] Level 2
 Resist – No Duration – 5 mins
This spell will allow the character to make subtle changes in the wind around them so as to make their AvioK's flying easier. It will give them +2 to the character's TN when performing a flying ability check.

Storm Force

Mana Cost [][-] Level 3
 Resist – No Duration – 1 min
This spell will cause the wind to begin to blow very strongly for 1 minute in a 30 foot radius around the caster causing everyone within it to need to make a hard flying check every round.

Fire Shield

Mana Cost [+] Level 2
 Resist – No Duration – 1 min
This spell will cause a wall of fire to be created 10 foot around the caster for 1 minute. Anyone touching the wall will take 1 point burn damage to each location unprotected from fire that touches it. The wall will not move when the caster moves.

Flaming Weapon

Mana Cost [+][+] Level 3
 Resist – No Duration – 10 rnds
This spell will cause a weapon to begin to magically flame for 10 rounds. Such a weapon will cause an additional 1 margin of success if the combat ability check is greater than the opponents.

Lightning Shock

Mana Cost [+][] Level 3
Resist – Yes Duration – Instant
This spell will cause a bolt of lightning to come from the hand of the caster and hit the opponent in a random location for a Burn [3] wound. The opponent gets a resistance roll against the magic and if successful no damage is incurred.

Firebolt

Mana Cost [+][+][+] Level 4
Resist – Yes Duration – Instant
This spell will conjure a bolt of pure fire from the caster's hand targeting an opponent and will hit in a random location for Major Burn [4]. The opponent gets a resistance roll against the magic and if successful no damage is incurred.

Greater Barrier

Mana Cost [-][-][-] Level 4
Resist – No Duration – 10 rnds
This spell will create a shield around the character that will reduce all physical hits for the next 10 rounds by two levels.

Mental Shield

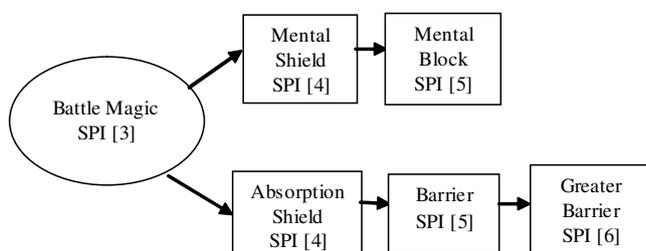
Mana Cost [-][+] Level 2
Resist – No Duration – 10 rnds
This spell will create a mental shield around the character that will add two extra dice to the resistance rolls for any spells affecting the character.

Mental Block

Mana Cost [-][+][] Level 3
Resist – No Duration – 2 mins
This spell will create a shield around the character that will prevent all spells that require a resistance roll from affecting the character for 2 minutes.

Protective Ways

This spell progression track concentrates on the protection of the Aviok from either physical or mental harm. The chart below shows the spell progression for this path.



Absorption Shield

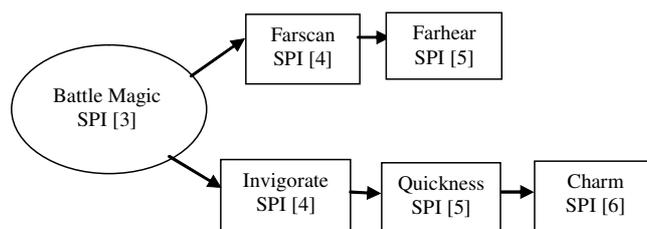
Mana Cost [-] Level 2
Resist – No Duration – 10 rnds
This spell will create a shield around the character that will prevent the next strike that hits the character. The spell will last 10 rounds or the next time the character is hit depending which comes first.

Barrier

Mana Cost [-][-] Level 3
Resist – No Duration – 10 rnds
This spell will create a shield around the character that will reduce all physical hits for the next 10 rounds by one level.

Enhancement Ways

This spell progression track concentrates on enhancing the Aviok to make them physically better in a number of different ways. The chart below shows the spell progression track.



Farscan

Mana Cost [] Level 2
Resist – No Duration – 10 rnds
This spell will allow the caster to make all sight based perception ability rolls as though they had 1 more perception stat for the next ten rounds and reduce the difficult of such rolls by 1. This will allow the Aviok to potentially see things that are farther off than they would normally do so.

Farshear

Mana Cost [][+]

Level 3

Resist – No

Duration – 1 min

This spell will allow the caster to make all sound based perception ability rolls as though they had 1 more perception stat and reduce the difficulty of such rolls by 1 for the next minute.

Invigorate

Mana Cost [+]

Level 2

Resist – No

Duration – 10 rnds

This spell will allow the caster to make all ability rolls based on body as though they had 1 more body stat.

Quickness

Mana Cost [+][-]

Level 3

Resist – No

Duration – 10 rnds

This spell will allow the caster to make all ability rolls based on agility as though they had 1 more agility stat.

Charm

Mana Cost [+][-][-]

Level 4

Resist – Yes

Duration – 10 rnds

This spell will allow the caster to make all ability rolls based on social as though they had 2 more social stats and at 1 reduced difficulty level. The opponent will already get a resistance roll against the skill being used against them. Mental Block will prevent this spell from affecting the person being charmed.

Appendix A – Character Sheet

