STORMHACK

Fantasy roleplaying rules by Ralph Lovegrove
Beta v3

INTRODUCTION

This is my OSR game. There are many like it, but this one is mine. It's supposed to emulate a classic 1980s RPG based on the multiversal fantasy of a British fantasy author.

It's also a remix of familiar OSR system objects and names from the Worlds Favourite Fantasy Game (such as Ability Scores, monster stat blocks, etc.). That should make it easy to use other OSR resources while repurposing some game elements.

INSPIRATION

Whitehack by Christian Mehrstam
The Black Hack by David Black
Beyond the Wall by Flatland Games
The *Stormbringer* RPG (1st edition) by Ken St. Andre and Steve Perrin

OSR-NESS

CONVENTION

Things in *StormHack* that are like a "typical OSR game":

- Six ability scores (STR/CON/DEX/INT/WIS/CHA)
- A main concept, similar to class
- Ability checks involve roll-under with a d20
- Saving throws are a kind of ability check
- Advances via experience points
- Monsters have hit dice, armour class, and damage (typical stat blocks can be used with little or no conversion)

ABERRATION

Things which are a bit different compared to a typical OSR game:

- all PCs have a demon which represents their ambition and is the source of their magic
- *demons get levels and experience, humans do not.* Going up levels means more power but also causing more trouble for the PC
- using demon magics is what gives the demon experience (Malice)
- freeform Backgrounds for the character's life events
- ability scores are arranged on The Wheel which also tracks experience and backgrounds

MATERIALS FOR PLAY

character sheets
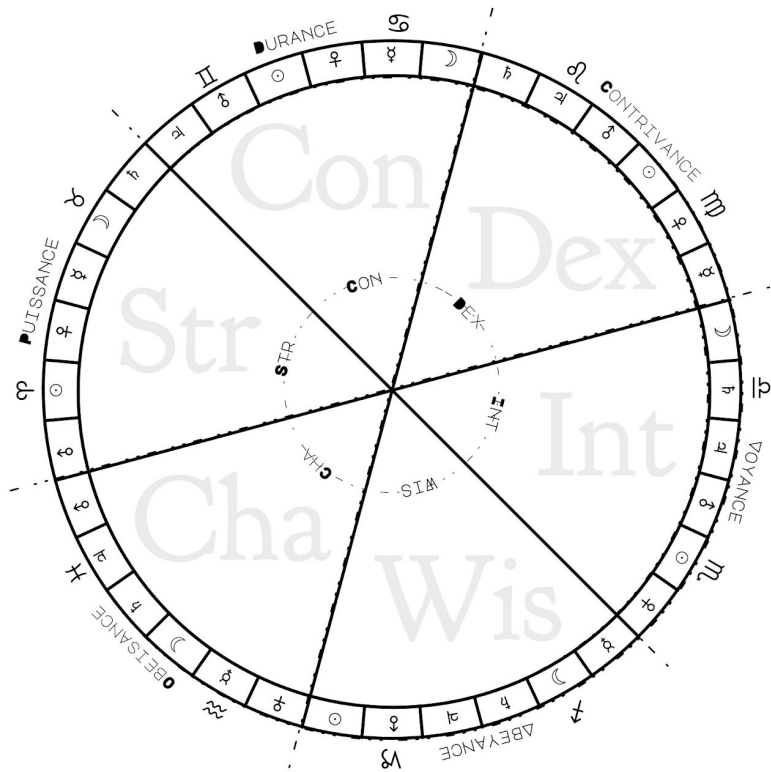
index cards

2 20-sided dice per player for normal rolls

4 or more 10-sided dice per player for magic

other polyhedrals (d4, d6, d8, d12) for occasional use

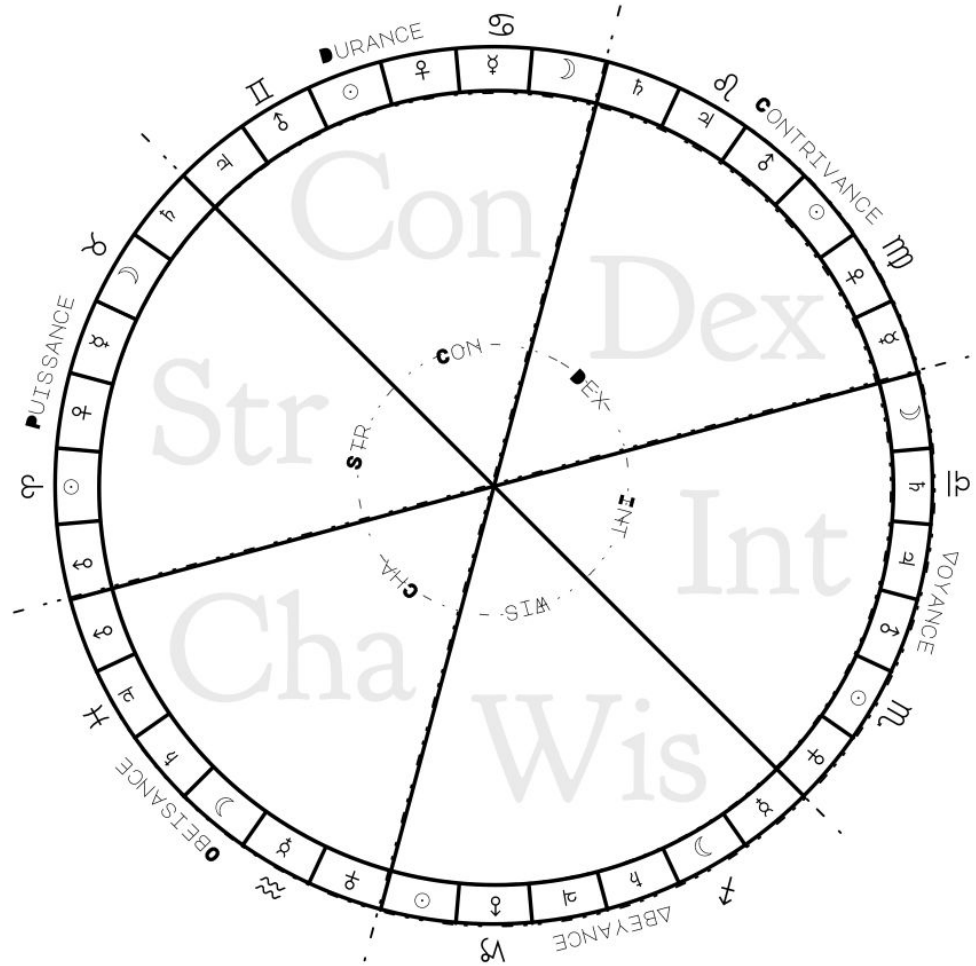# CHARACTERS

CHARACTER_____

STORM HACK

MALICE (/88)

ANGST | RUIN

O —18— []
O —17— []
O —16— []
O —15— []
O —14— []
O —13— []
O —12— []
O —11— []
O —10— []
O —9— []
O —8— []
O —7— []
O —6— []
O —5— []
O —4— []
O —3— []
O —2— []
O —1— []

DURANCE
CONTRIVANCE
PUISSANCE
VOYANCE
OBEISANCE
ABEYANCE

Con Dex
Str Int
Cha Wis

CON DEX
STR INT
CHA WIS

WEAPON_____/___   ARMOUR_____/___   MAGIC DICE____

THE WHEEL

1. There are six segments on the wheel, one for each ability score. Write the ability scores in these segments. Also write any Backgrounds and the character's Concept in the segments.

2. There are six sub-divisions of each of the segments. These are called the Decans and represent the 36 divisions of the horizon, in 10 degree segments. In play, these Decans are marked off as the character's Demon grows in power.

3. The rim of the wheel represents the six Demon Realms, which map onto the six Ability Scores. This shows the relationship between the microcosm (human scale, ability scores) and macrocosm (demon realms). As the corruption moves into new areas of the Wheel, the Demon gains access to the magics of those new Realms.

LEGEND AND INFAMY

Your character has a Legend that precedes them, based on Backgrounds. These can be written down on index cards.

In play they sit on the table in front of your character, facing the other players. They are the legends known about your character.

Backgrounds which are corrupted by your demon also get Infamy. This is the flip side of your Legend and is written on the opposite side of the card. At points in play your Legend may be flipped over, and your Infamy will cause problems.

LEGEND (FAMILY)

Daughter of Vith Rowk,
clockmaker to
King Verigold IV

INFAMY (FAMILY)

Vith Rowk is a revolutionary
whose clocks' tickings drove
the King mad and allowed his
cousin to usurp the throne

OTHER BITS

ANGST

Angst is existential dread. It's counted on a track against the current Saving Throw. It starts at zero, and goes up under various circumstances: failed magic, mission setbacks, and other things that cause the heroes to doubt.
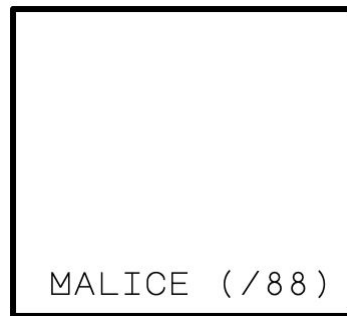
ARMOUR CLASS AND DAMAGE

Armour Class runs from 1 upwards (for both PCs and monsters). Weapon damage is expressed in dice (1d4 up to multiples of d10).

ANGST | RUIN

○ —18— [ ]
○ —17— [ ]
○ —16— [ ]
○ —15— [ ]
○ —14— [ ]
○ —13— [ ]
○ —12— [ ]
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○ —10— [ ]
○ —9— [ ]
○ —8— [ ]
○ —7— [ ]
○ —6— [ ]
○ —5— [ ]
○ —4— [ ]
○ —3— [ ]
○ —2— [ ]
○ —1— [ ]

RUIN

Records hit point damage, fatigue, distress and other debilitating states.

MALICE (/88)

MALICE

These are your Demon's experience points. Malice sometimes goes up when you cast spells and roll an 8 or higher. Once Malice reaches 88 points, it resets to zero and you cross off another of the Decans around the Wheel.

CHARACTER CREATION

BUILDING A CHARACTER

Character generation goes like this:

1. Choose your ability scores (randomly or point-buy). Write them down on the Wheel.
2. Tag a segment of the Wheel for your Ambition.
3. Tag 3 more segments for your Backgrounds (Family, Community, Legacy).
4. Start your Demon off at the segment where you put your Ambition, marking one of the Decans (your choice). Work out how far the corruption has worked through your character, marking off the Decans.
5. Where the Demon touches on a segment with a Background or Ambition, gain Infamy. Write this down on the character sheet.

△BILITY **S**CORES

Generate six Ability Scores by splitting a pool of 24d6 between the 6 scores. In the latter case you and roll each score, keeping the best 3 in each roll. Try 2x5d6, 2x4d6, 2x3d6 if you want to favour some scores, or 6 lots of 4d6 if you want more of a surprise. If you're using the second method, the median scores when rolling 3d6 is 10-11, 4d6 (drop 1) is 12, 5d6 (drop 2) is 14, and 6d6 (drop 3) is 15-16.

Ability Score	Effects
Strength	do violence, destroy, hold onto, or restrain things
Constitution	physically endure (pain, illness, poison, fatigue)
Dexterity	manipulate objects, move quickly, be silent
Intelligence	Knowing facts, noticing things, making logical deductions
Wisdom	Sensing, empathy, spirituality, strength of will
Charisma	Leading, charming, intimidating, orating

AMBITION AND ARCHETYPE

Your Ambition is the drive that sets you apart from others. It's the source of your excellence and the root of your Demon. Anyone can be a warrior, or thief, or magician; it's your Ambition that sets you apart from the pretenders.

The Archetype is how your Ambition appears to the world. Assume that your character has a range of skills, knowledge, and contacts which you can use to negotiate advantages in play.

Tag the one of your six Ability Scores that fits the best, and write your Archetype down on the Wheel:

Tag	Ambition	Archetypes
Strength	To crush all in your path	Warrior, gladiator, knight
Constitution	To know and survive the natural world	Ranger, scout, druid
Dexterity	To pass into secret places	Acrobat, thief, artisan
Intelligence	To penetrate mysteries	Sage, scholar, magician
Wisdom	To know and shape the cosmos	Mystic, priest, witch
Charisma	To be adored	Bard, mountebank, artist

BACKGROUNDS OVERVIEW

CHARACTER GENERATION

Backgrounds are things that happened to you that make you the person you are. They can be related to your Ambition and core concept, or they can be completely separate.

- *Family* are the people around you when you grew up and what they taught you
- *Company* are the people you fell in with after leaving home, the shared values and the reasons you had to band together
- *Legacy* is something you inherited at birth. It could be a physical trait, a social advantage (e.g. your family's name), or an object given to you.

IN PLAY

Backgrounds are used in play to negotiate for advantages (just like your Archetype).

Backgrounds also function as a sort of collaborative world-building. They provide NPCs with ties to the party, cultures to populate the world, and mysteries which demand answers.

Last, from Backgrounds comes Infamy, the sign that you are tainted by your demon.

FAMILY

Family is about growing up. Who are your family, and what did they teach you? Tag an untagged segment on the Wheel:

Tag	What your Family did
Strength	Conquerors, fighters, torturers, bullies, enforcers, constabulary
Constitution	Farming, training animals, working the land, travelling long distances, menial work
Dexterity	Practiced fine and technical skills, guild members, artisans, pickpockets, forgers, acrobats
Intelligence	Book learning, languages, library use, academia, political commentators, bureaucrats, sciences
Wisdom	Religion, legend lore, carers, missionaries, hoteliers, public servants, agitators
Charisma	Debating, buying and selling, performing, confidence tricks, political classes, leaders

LEGEND: HOMELAND

There's a place you call home that's associated with this group of people. Give it a name and description, and put it on a map if you like.

What is the land like? High up, low down, underground, urban, forest, desert? Who is on the borders?

Your people may a certain practice that defines them. What is it?

- What does it signify? Coming of age? Passing of the seasons? Births, deaths and marriages?
- Is it a formal ceremony or informal gathering?
- Does it involve food, purification, talking, performing?

On your Legend, write this brief description down. You will be able to expand it later.

COMPANY

Company is about the people you fell in with after you left home and got your first glimpse of the wider world. You share both values and experience with this group. Write this down as an affiliation to a named group.

Tag	Company
Strength	Martial (mercenaries, soldiers, guards)
Constitution	Travellers (sailors, caravaneers)
Dexterity	Artisans (guild members and orders)
Intelligence	Intellectuals (philosophical or political movements)
Wisdom	Spiritualists (missionaries, penitents, cultists)
Charisma	Performers (players, minstrels)

LEGEND: A RELATIONSHIP

Someone brought you into this group, showed you the ropes, encouraged you, challenged you ties lead back to one specific person; it could be mother or father, grandparent, or sibling. It could also be a distant relative, a mentor, or a friend your age or slightly older who showed you the ropes.

What you learned from your Family, you learned from this person. Consider:

- Who were they to you?
- What was the environment like? Rich or poor? Safe or dangerous? Ordinary or magical?
- How did you leave things with this person? On good terms? Do you owe them? Do they owe you? Are you guilty of anything? Jealous? Repentant?

Write this relationship, and details of your family down on a Legend card.

LEGACY

Your Legacy is something you inherited from your ancestors. It could be a physical or trait, a connection with a group of people via an ancestor, or something you can do that is unusual.

Tag	Legacy
Strength	You have a weapon handed down from an ancestor
Constitution	You're unusually resistant to something (e.g. fire, poison)
Dexterity	You inherited membership of a secret society or guild
Intelligence	You have a map or codex that points to your inheritance
Wisdom	You have an exception sense (e.g. infravision, ghosts)
Charisma	Your family name always prompts a reaction from people

LEGEND: TRAPPINGS

You own something connected with your legacy. It could be a birthmark, signet ring, engraved symbol (if your Legacy is based on an object), ritual scar or tattoo.

Write this information down on a Legend card.

DEMON AND CORRUPTION

A PC's Demon is a product of their Ambition. This can be rationalised as a pact with an otherworldly being, or self-actualisation, or connection with a deity. Some people acknowledge their demon; others ignore it. It hardly matters.

The 36 divisions around the Wheel are the Decans. Roll 4d6; this is the number of Decans that are already tainted by your Demon.

Mark these on the Wheel, starting at your Ambition and growing outwards. You can start from any of the six Decans in that segment, but they will always be a single chain, i.e. no gaps. This has the following effects:

- There are twelve zodiacal constellations marked around the Wheel. When you fill all three Decans under that constellation, circle the constellation's sign and gain a Magic die.
- As the Demon extends into the segments, it will gain the power to do magic according to that Realm. The six Realms are described in the magic section.
- Where the Demon touches a segment with a Background in it, that Background is corrupted and the character gains Infamy (this is also true of Ambition)

INFAMY

Your Legend and Infamy is the table-facing information about your character. These are the rumours that other people spread about you.

For your Ambition and each corrupted Background, generate Infamy by writing on the flip side of that Legend card.

You can do this yourself, but it's more fun to get the rest of the table involved., which is the flip side of your Legend. Ask the player to your left what your Infamy is for that Background. They're not allowed to contradict the Background, but they are allowed to twist it as hard as they can to make it sound truly awful.

The Infamy is best if there are anecdotes about the character's Infamy.Examples: if your PC is a hero of a battle, make them a butcher who killed surrendering troops. If they're a Wizard, make them someone who sowed a vile plague on a city as an act of petty revenge.

PLAY

∆BILITY **C**HECKS

The core die roll is a d20 vs. an Ability Score, trying to roll equal to or below that score. This gives a binary pass/fail result. The d20 is rolled for all kinds of basic skill test, and also for Saving Throws.

If you want more granularity consider the following scale:

Roll	Success
10+	Great (complete success, maybe additional benefit)
5+	Fair (a generally OK pass)
1-4	Weak (scraped by, maybe with some compromise or cost)

You can make this more complicated by setting the "weak" boundary on a per-roll basis (e.g. the ref says "beat a threshold of 6 for this roll or it's a weak hit"). This assumes that the ref has already set the expectations with the player for the attempt. This is a bit more flexible, but could also bog things down. I think the scale above is a nice compromise.

WHO DOES BEST?

If several party members are rolling the same thing and it really matters who does better than whom, use the numbers on the dice to work out the priority. Say Jenk, Skule, Jenna and Aubrey roll an INT check to find treasure: Jenk's roll of 17 means they miss, but the other three roll successes of 5, 12 and 9 respectively. This means the 12 is the first to succeed (and Jenna can rip the other party members off if she chooses).

Rolling with Advantage and Disadvantage

If you have an advantage (from a Background, clever plan, etc.) you get to roll 2d20 and keep the result you like. Similarly if it's a disadvantage, roll 2d20 and the ref decides which die to keep.

There should be a conversation involved between player and referee when talking about Advantage. If you're going to argue that you have an Advantage, work it into your character's Backgrounds. If the situation merits it, say where this comes from. A flashback or bit of exposition won't go amiss.

Be honest.

Note on Probabilities

Since this is a d20 roll the percentage chance of a pass range from 40-80% if your typical stat range is 8-16. This is pretty much a sweet spot for characters; at the low end the PCs are still in with a chance, and at the higher end they can still fail. If you're rolling with Advantage, it's like a +5 on your ability score (although that doesn't account for the level of success).

SAVING THROWS AND ANGST

Saving throws are about lucky escapes. Sometimes however, fate extracts a price.

Make a save against an ability score to avoid some or all of the effects of something (an enemy spell, poison, traps, etc.). Wisdom is the default score for all saves, but sometimes Constitution (for physical resistance) or Dexterity (for reflexes) makes more sense.

Saving throws can be triggered by the consequences of bad plans or bad choices, monster attacks where the effects are curses or disease, spell effects and so on. They're really like any other Ability Check, except they're reactive rather than proactive.

ANGST

Angst is existential dread. It starts at zero, and goes up under various circumstances: failed magic, mission setbacks, and other things that cause the heroes to doubt.

In play Angst works to mess up your character's life and bring the Demon to the surface. Whenever you roll a successful saving throw that's equal to or lower than Angst, highlight one of your corrupted Backgrounds or your Archetype. That's a flag for the referee to bring that negative aspect into the story. It might not be immediate, but fate will claim her price sooner or later.

MALICE

Malice is your Demon's running total of experience. It can go up in two ways:

- when doing magic, a die comes up 8+
- when a demon ameliorates a wound (to save the PC from death)

Every 88 points of Malice, the demon will corrupt a new Decan. This gives the PC access to new powers (Realms and Dice), but also can cause more problems by corrupting Backgrounds.

MALICE (/88)
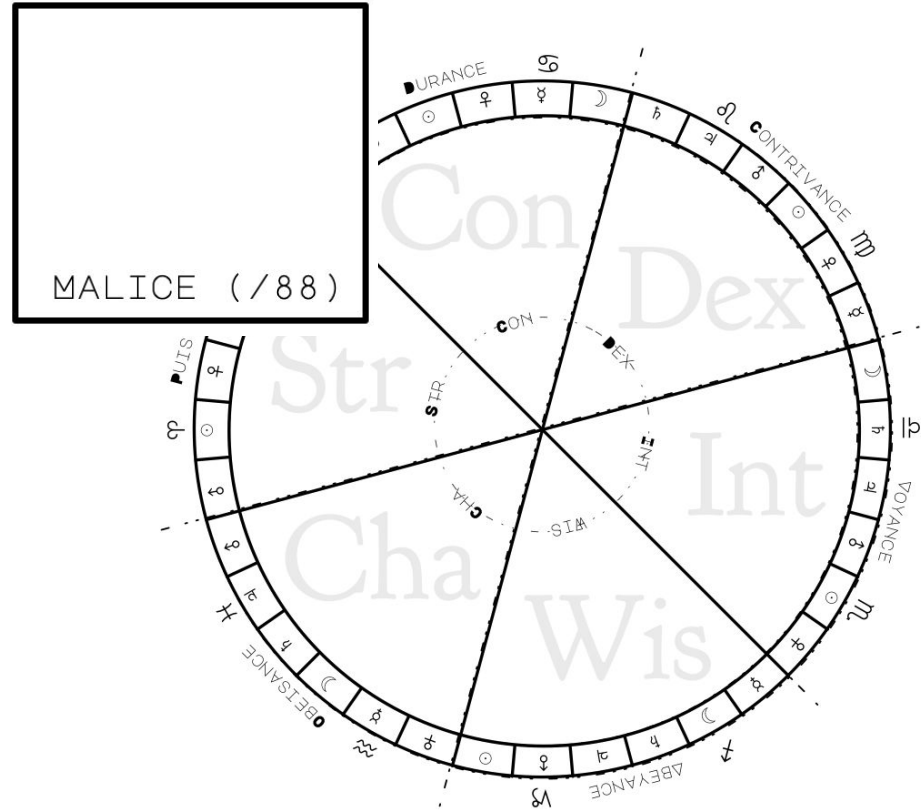
RUIN, WOUNDS

Ruin is "damage" and is marked on the Ruin track with either a tick (fatigue, heals quickly), a cross (wound, heals slowly) or a star (a deep wound, heals under special circumstances).

When some of this damage is healed, just remove the appropriate ticks and leave the unhealed ones behind. For example a period of rest that just clears fatigue would leave the wounds behind.

The next time you take damage, start by filling the highest empty slot.

Wounds, especially Deep Wounds, matter because they can spread to empty slots, and can also get worse: a tick becomes a cross, and a cross becomes a star.

The capacity of your Ruin track is equal to CON (circled).
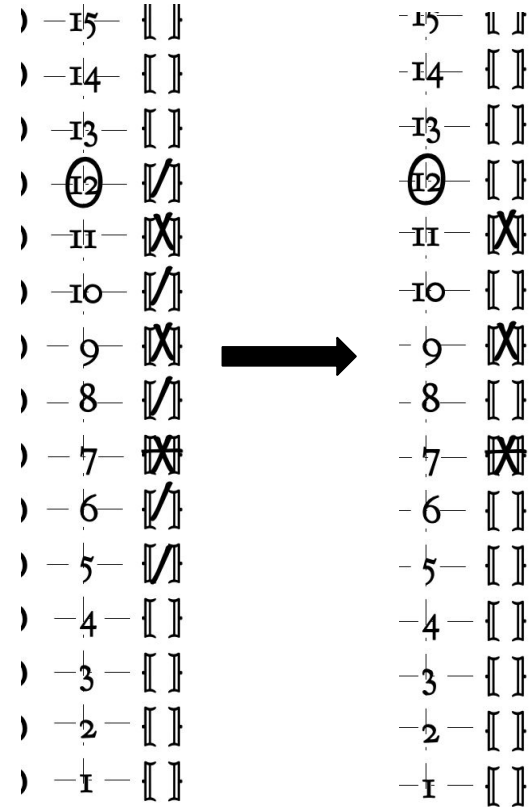
COMBAT

SPOT RULES FOR COMBAT

1. Combat is divided into Rounds where PCs take action. If you're using Stances, these can be changed on each new Round. There's no set length for a Round, it's more of a narrative "beat".
2. Initiative can be used to work out who goes first in any round.
3. In a combat round, if the PC is in range of a monster, they can roll an attack. Similarly if they're in range of the monster's attack, they roll defence against each monster. Both of these are d20 rolls like any other check.
4. If they hit the monster, they do damage equal to the d20 roll plus their weapon damage, minus the target's AC.
5. If they miss any defence roll, they take damage from the monster as stated.
6. Repeat this until either one side quits (or is dead), or if the combat is interrupted. The end!

INITIATIVE

The simple roll for Initiative is to have all the PCs roll vs Dexterity. Those who make the check act before the monsters, those who miss it act after. This main reason this matters is if the PC strikes a blow that slays a monster, then it won't be able to strike back on its turn.

If it matters which PC goes first, you can use the number on the die to give an order of priority, just as with a *who does best* check. Most of the time there's no benefit, because the party will probably be acting as a unit (it only matters if one of the party is trying to flee or otherwise act against the party's interests).

ARMOUR CLASS AND DAMAGE DICE

ARMOUR CLASS

Armour Class should be a familiar concept. PC and monster AC sits on the same scale, from 1 upwards.

For PCs, AC 1 is sturdy adventuring clothes, 2 is flexible leather, 3 is metal armour and 4 is starting to get really heavy.

You'll notice that the range of monster AC goes far beyond what a human might protect themselves with. Humans are weak and soft and squishy, even inside a metal casement.

DAMAGE DICE

For monsters, your monster stat block will show a number of dice that are rolled when a hit connects. These dice are rolled and compared against the PC's Armour Class, and every die over causes Ruin (see below).

For weapons carried by PCs, non-magical weapons will have die sizes of 1d4, 1d6 and 1d8 for small-medium-large. Demon weapons will use one or more d10s. PC damage is worked out as part of the attack roll.

MONSTER STAT BLOCKS

The plan is to use "old school" monster stat blocks with as little modification as possible:

- Armour Class, from 1 upwards
- Hit points (derived from Hit dice)
- Damage

1/ Work out Armour Class needs by taking the "unarmoured" value in the original system the Monster was written for, and subtract that from the monster's stated AC (e.g. if the base is 9 and the Monster has AC 12 for an ascending system, the AC for is 3).

2/ Hit dice should just be rolled as you would normally to get a pool of hit points per monster.

3/ Damage is rolled as usual, whenever the monster hits their target. Any die over the PC's armour causes a hit.

Some monsters cause additional effects (like being knocked back, overwhelmed, poisoned, set on fire, or otherwise inconvenienced) and may prompt a saving throw.

Monsters may also have other stats:

- Speed (modifies AC for purposes of Aiming)
- Cover (modifies AC for purposes of Shooting)
- Alertness (for Flanking)
- Effects (used in place of ordinary damage)

ATTACKING AND DAMAGING MONSTERS

Attacking is usually done with Strength. Strength is more than physical power, it's the will to do harm and violence.

On occasion Dexterity (or even Wisdom) is more appropriate for e.g. ranged fire or sneak attacks.

When you roll an attack, if it's a hit you just use the number on the dice and subtract the Monster's Armour Class for damage. On top, if you're carrying any weapon, roll the dice for that weapon (1d4, 1d6 and 1d8 for small-medium-large non-magical weapons; demon weapons will use one or more d10s).

Even the weakest PCs will be slaying small, lightly armoured Monsters with one blow. This is as it should be. The PCs are meant to be double-hard bastards, capable of taking on hordes of Monsters.

DEFENDING

Defending is almost always done with Dexterity.

Sometimes Constitution is appropriate if the PC is trying to hold up something between them and their foe (a massive shield, a heavy table or door, etc.).

Wisdom may be appropriate for defending against psychic attack.

Defence rolls are usually a pass-fail only. If there is more than one attack then too many defence rolls could bog the action down.

On a successful defence, the character avoids taking damage.

DAMAGE (1)

TAKING DAMAGE

When a monster does damage, it rolls all its damage dice and each die that scores above the PC's AC causes a hit on the Ruin track. Obviously monsters with only 1 die damage of any size can only knock down a point of Ruin at a time.

How the point of damage is marked on the track depends on how much damage is done.

- If the hit goes over AC by 1 or 2 points, mark it as a tick for Fatigue.
- If it goes over AC by 3 or more, mark it with a cross for a Wound.
- Deep Wounds are marked with a star and are caused under special circumstances.

WHEN THE RUIN TRACK IS FULL

When you have no more boxes to fill in the Ruin track:

1. Roll a saving throw against CON to stay active. A fail means you're either incapacitated (if your ticks outnumber your crosses) or dead (if more than half the damage is crosses).
2. If you pass, you can continue to take damage. When you take damage next, turn your next tick into a cross. Roll a CON save again each time you take more damage.

DAMAGE (2)

HEALING DAMAGE

Wipe fatigue away with in-game rest, as much as the referee thinks is reasonable.

Wounds are healed by doctors or by magic (typically that of Durance, or Abeyance). The lower down and graver the wound, the greater the cost.

Leave the marks in place until they are healed, don't move them about on the Ruin track.

HEALING DEEP WOUNDS

Deep wounds are likely to need special ingredients, rituals, or sacrifices. Roleplay this.

When Deep Wounds heal, they will leave a scar.

FESTERING WOUNDS

Wounds that are untreated may fester. They will infect adjacent boxes on the Ruin track, first with ticks, then crosses, then stars. How often they cause infection depends on the pace of the game day and the circumstances as judged by the referee.

DEMON

DEMONS AND SORCERY

Here's a high-level guide to demons and cosmology in StormHack:

1. There are six Demon Realms which map directly onto the six Ability Scores. Think of the Realms as a macrocosm and the Ability Scores a microcosm. This is represented by the Wheel in the middle of the character sheet.
2. There are thirty-six Decans, represented by notches around the edge of the Wheel, six per Realm. These Decans represent the wider cosmology and are used both to mark corruption, and for fortune telling (and may be tied into Backgrounds).
3. Demons are personal to the character. They might represent pacts with the unholy, or the manifestation of personal power as an alter-ego, or self-actualization and ambition. They can also have their own named and identity, or be something more abstract ("the force").
4. Demons are magical proxies, interceding with Demon Realms on behalf of the PC to do magic on their behalf.
5. In exchange the demon's powers may grow as it gains Malice, causing corruption.
6. As the corruption grows the demon's available magic increases, but also it undergoes metamorphosis, becoming more visible to others and causing negative reactions.

WHAT IS A DEMON?

RATIONALISATION

Here are some rationalisations for Demons. Your choice matters little: you are already damned.

- Self-actualisation
- A pact with a otherworldly being
- A manifestation of a dark side of one's personality
- Conjuration of elemental forces

It should be clear that Demons are supremely personal to the bearer. But the one rule you need to bear in mind is *where there is a Demon, there is a Human with Ambition.*

This is true for both PCs and NPCs.

CHOICE

It's up to you whether the Demon grows.

If you never draw on your Demon's power, it can never gain Malice, and therefore can never grow and pollute your Backgrounds.

If you never put yourself in dangerous situations, you may not gain Angst, and you may not need to make Saving Throws which will lead to the corrupted parts of your life being laid bare.

Really, it's totally up to you.

MAGIC, GRIMOIRE AND SUITS

Characters have a number of ten-sided dice available to them which are used to power their "magic", called Suits (as in petitions, i.e. you petition the Demon Realm for power). When you make a Suit, you bind your dice into that Suit for a time. They remain bound as long as you have the spell in mind.

If you want to do magic,

1. Describe the effect
2. Check with the Ref what the target number is
3. Commit a number of Dice to the Suit, and roll them to hit the target number.

If the Suit works, write it down on an index card, and put the dice on top. Those Dice are now Bound to the Suit, i.e. you can't use them for anything else until you let the Suit go.

If you like, keep the index cards for previous Suits with your character sheet. These are your Grimoire.

Any time your dice come up as 8+ when fabricating a Suit, add that number to your Demon's Malice.

DEMON REALMS

There are six demon Realms and a "ladder" of effects that can be achieved with them. Stronger effects have higher target numbers. The pages that follow give sample effects (many based on familiar spells) and their target numbers. Where the effect includes a number of dice, these are Demon dice (d10) which may be rolled for effect (e.g. for a demon weapon).

Microcosm	Macrocosm	Effects
Strength	Puissance	Harm, destruction, control. Demon weapons. Destructive elementals and Demons of combat.
Constitution	Durance	Armour, wards, banishment. Demon armour and shields. Guardians.
Dexterity	Contrivance	Manipulating spatial reality. Demons of transport, teleportation and gates.
Intelligence	Voyance	Knowing past, present and future. Divination and psychometry. Demons of Knowledge.
Wisdom	Abeyance	Conjuring matter. Phantasms and spectral forces. Demons of Desire.
Charisma	Obeisance	Enchantments and charms. Demons of Posession.

PUISSANCE

Puissance is the generation and control of elemental energies with destructive force.

Demons that employ these suits are often called Demons of Combat, or Demon Weapons. They may appear as actual weapons (either carried by the PC, or born by the Demon). But they are just as likely to appear as swirling clouds of blades and lighting, a foul stench, or a six-armed jet black ape that lurks in the shadows.

Effect	Target number
Weapon, 1d10	8
Weapon, 2d10	14
Minor elemental (Str 14, d10 damage, missile effect)	17
Major elemental (Str 16, 2d10 damage, area effect)	30
Hold person	6
Hold monster	12

DURANCE

Durance is about protection from, banishment, reversal or nullification of harm. Demons that employ such suits are often called Demon Armour, Demons of Protection, or simply Guardians. They often appear as motifs on clothes, items of armour and shields, or signature pieces of clothing.

Effect	Target number
Healing or reversing damage	4-12
Mage armour and shields	6-15
Zones of protection (vs. specific attacks or people; walls, etc.)	7-15
Defences against elements (fire, ice, etc.)	6-12
Wards and barriers	6-20

CONTRIVANCE

Contrivance is about manipulating dimensions, time and space. Such Demons employing these suits are often called Transporters, Teleporters, and Gates.

Such Demons are frequently difficult to look at, existing in more than four dimensions, or one second into the future.

Effect	Target number
Jump or climb	5
Fly	7
Blink, teleport	6-12
Haste or slow	10-20
Gates	20
Polymorph	20
Pocket dimension, magic jars, tiny huts	15-30

▽OYANCE

Voyance is all about knowing the past, present and future, communicating and sensing. Such Demons are commonly called Demons of Knowledge.

When a Demon of Knowledge makes a Suit with the Realm of Voyance it opens itself up to the entire knowledge in the universe; from that point, it must filter all existence for the precise information its master seeks. It sees much it cannot unsee, and yet it is bound not to reveal this information without payment of fair price

Demons of Knowledge are by turns surly, aloof, dogmatic, devious and incoherent.

Effect	Target number
Detect magic, evil, invisibility	5-10
Locate object or person	6-12
Infravision, ultravision, sense enhancement	5-10
Sense thoughts (ESP), speak with animals, speak with plants	7-12
Speak with dead, legend lore (scry the past)	7-12
Clairvoyance/clairaudience (scry in the present)	8-15
Augury / divination (scry the future)	10-15
Contact stars and other spheres	20

△BEYANCE

Demons forming Suits with the Realm of Abeyance are capable of procuring all manner of things from thin air, and are sometimes called Demons of Desire. Their forms will often be exotic, provocative, titillating, or incongruous.

Demons of Desire will attempt to make their existence as easy as possible. If they are called to procure food and drink, they may well take it from somewhere nearby and rob the original owner.

The very greatest Suits involve the intercession of powerful lords of magic for benefit.

Effect	Target number
Create light or darkness	4-6
Conjure food, drink, or wealth	4-8
Phantasmal and spectral forces in two, three or more dimensions, betraying one or more senses	7-15
Conjure minor to major monsters	10-20
Summon elementals	20
Boons from elemental and beast lords	30

OBEISANCE

The Realm of Obeisance involves all manner of manipulation of thoughts, feelings and acts on living things; such Demons who contract these suits are known as Possessors.

Possessors may become attached to the targets of the suits they produce; this is in part because the act of such possession opens a tiny, but permanent portal from the character's mind to the Realm of Obeisance.

Keep a list of all the NPCs the PC every influences in this way, it may be important.

Effect	Target number
Minor charm or glamour	5-8
Cause fear	6-10
Command	6-10
Hold person or monster	7-15
Geas	20
Feeblemind	20
Power words	15+

OGL