

ICONS & SORCERY

by Mike Olson

A work-in-progress, fan-made sword & sorcery conversion for Adamant Entertainment's

Icons Superpowered Roleplaying

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GOALS

The aim here is to take the fun and simplicity of *Icons* and transfer it to a sword & sorcery fantasy setting. We're talking guys like Howard and Lieber here – someplace Conan, Kull, and the Grey Mouser would feel right at home, but without being so focused on these archetypes that a wide variety of appropriate character concepts isn't possible.

Powers are reserved for sorcery, and sorcerers aren't exactly commonplace, so there's a greater emphasis on Specialties; in *Icons* terms, you can think of *Icons & Sorcery* characters as all having the Trained Origin, although it's implemented a little differently here. Moreover, Icons & Sorcery characters aren't superhuman, so rolled Ability levels top out at 6.

Personally, I love the minigame that is character creation in *Icons*, so that's been preserved, as has most of the existing system. The assumption is that all PCs are human. To that end, Origins are reflavored as Cultures, and Specialties are randomly determined according to a character's Backgrounds in his or her Culture, as are starting Resources. This is a system geared toward randomly generating S&S characters, but if you're not into that, the point-buy option from *Icons* should work out fine... probably. As a fan of randomly generating things, I really wouldn't know!

CHARACTER CREATION

Character creation in Icons & Sorcery happens in a few short phases:

1. Determine your character's **Ability Levels**.
2. Determine your character's **Culture**, and adjust your Ability Levels accordingly. Note your Culture's Bonus Specialty as well.
3. Determine how many **Backgrounds** your character has in that Culture.
4. For each Background, roll on the Culture's Backgrounds subtables. Record both the name of the Background and the **Specialty** gained from it, and roll the Specialty's level.
5. Note your character's starting **Resources**. (This is new.)
6. Calculate starting **Determination**, **Stamina**, and **Spirit**. (Spirit's new, too.)
7. Figure out a backstory that incorporates your Backgrounds, Specialties, and Resources, and come up with some appropriate **Qualities** and **Challenges**.

ABILITIES

Icons & Sorcery uses the six standard Abilities of **Icons**: Prowess, Coordination, Strength, Intellect, Awareness, and Willpower. The first three are Physical Abilities; the latter three are Mental Abilities. They don't especially differ from their counterparts in **Icons**, but here's a quick rundown anyway.

Prowess is used to hand-to-hand combat, whether attacking or defending.

Coordination is a mix of manual dexterity, agility, and quickness. It's also used for ranged attacks.

Strength is physical force, toughness, and endurance.

Intellect is what it sounds like. It's also important for sorcery-types.

Awareness covers perception and intuition.

Roll	Ability Level
2	1
3-4	2
5-6	3
7-9	4
10-11	5
12	6

Willpower represents both your resolve and your ability to persuade, coerce, threaten, and/or lie to others. Like Intellect, it's integral to spellcasting.

Roll on the table once for each Ability. (If you're keepin' it real, you'll do this in order.) Afterward, you can switch any two Ability Levels (this happens *before* Cultural adjustments to Abilities).

An Ability of 1 is weak and feeble, whereas a level 6 Ability is practically the zenith of human potential, more or less. A character with a 7 or 8 in an Ability is a virtual paragon where that Ability is concerned.

CULTURES

Roll 2d6 to determine your Culture of origin:

2-3: Frozen North: You come from a barbarous people who live in the frigid, inhospitable mountains to the north. The hostile environment, however, has forged you into a hardy and strong tribe, if also contemptuous of those who grow soft and complacent behind the walls of the cities to the south.
<ul style="list-style-type: none"> • +1 Awareness, +1 Strength • Bonus Specialty: Survival (Wilderness)
4-5: Eastern Steppes: Yours are a proud and nomadic people who roam the harsh steppes to the east. From a young age, you learned to value your horse as you value your very life.
<ul style="list-style-type: none"> • +1 Awareness, +1 Coordination • Bonus Specialty: Animals (Horses)
6-7: Great City: You are of civilized, urban stock, from some undoubtedly corrupt city bloated with inhabitants. You might be a street thief, a politician, a merchant, a member of the city guard, a slovenly trull, or anything in between.
<ul style="list-style-type: none"> • +1 to one Ability • Bonus Specialties: Trade and Languages
8-9: Western Coast: You are a seafarer from a coastal town, and have spent much of your life aboard ships, boats, and just about anything else that can float. You've probably traveled to distant lands, or at least listened to the tales of those who have.
<ul style="list-style-type: none"> • +2 Coordination • Bonus Specialty: Survival (Water)
10: Untamed Wilds: Many would call your people primitive – and, to be fair, that's a pretty accurate assessment. You grew up close to the land, deep in a dark forest or jungle unknown to most outsiders.
<ul style="list-style-type: none"> • +2 Awareness • Bonus Specialty: Stealth or Survival (Wilderness)
11: Noble Descent: You are of a noble bloodline, loved, feared, or hated (or all three) by your people. Perhaps you've fallen from a position of power, or have the misfortune to be far down the line of succession. Regardless, you were raised with relatively sophisticated sensibilities and away from the common rabble. <i>Note: Roll again on this table, ignoring this result, to determine your actual Culture. When rolling your Backgrounds, you may roll on either the Noble Descent Backgrounds subtable or the Backgrounds subtable for your culture.</i>
<ul style="list-style-type: none"> • +2 Willpower • Bonus Specialty: Lore (Politics)
12: Decadent South: Yours is a culture steeped in ancient knowledge and dangerous magic. Most people give you a wide berth, and for good reason: You creep them out.
<ul style="list-style-type: none"> • +2 to Intellect or Willpower • Bonus Specialty: Lore (Any) or Sorcery (Any)

SPECIALTIES

As in *Icons*, Specialties in *Icons & Sorcery* are your areas of proficiency. These are the things you're especially good at (or "at which you're especially good," if you prefer). They come in three degrees:

- **Trained:** The Specialty grants +1 to any roll for which it's relevant. The "standard" level.
- **Expert:** As a Normal Specialty, but a +2 bonus instead.
- **Master:** As above, but a +3 bonus.

Specialties marked with an asterisk are actually a collection of Specialties under the same header.

Most of these are the same as in *Icons*, but, as you can see, a few are new and a few others are missing.

Animals: Training, handling, and, if appropriate, riding animals.

- Horses, Dogs, Birds, Snakes, etc.

Deceit: Lying your face off. Opposed by Awareness.

Etiquette: Knowing how to behave in the polite strata of society.

Influence: Persuasion, intimidation, coercion, seduction, and so on.

Leadership: The ability to take charge of a situation or group and get something accomplished. In addition, once per scene, you may roll Leadership vs. a target of 3. If you achieve a Moderate Success, you can direct the GM to give a point of Determination to one ally. This Determination must be spent by the end of the scene, and the ally must be able to see and hear you when you make your roll. On a Major Success, two allies receive a point of Determination each, and on a Massive Success, up to three allies receive a point of Determination. Regardless, the same restrictions outlined above apply.

Lore: The catch-all "knowledge" Specialty. If it doesn't fit under Art, Military, or any other Specialty, it's a Lore.

- History, Magic, Engineering, Politics, Blacksmithing, etc.

Sorcery: You can't cast spells without this Specialty. Each level in Sorcery is a separate category of spells; there are no Expert or Master levels here. See the **Sorcery chapter** for more details.

- Alter, Control, Harm, Mind, Protect, Sense, Travel

SPECIALTY LIST

Acrobatics	Lore*
Animals*	Medicine
Art*	Mental Resistance
Athletics	Military
Brawl	Sleight of Hand
Deceit	Stealth
Etiquette	Sorcery*
Influence	Survival*
Investigation	Trade
Languages	Weapons*
Leadership	

BACKGROUNDS

Roll on the table to the right to determine how many Backgrounds your character has. The more Backgrounds, the more experienced the character. Think of Backgrounds as very general *curriculum vitae*. You may end up with some interesting combinations, such as Criminal (Theft) and Martial (City Guard); consider it an opportunity to come up with a backstory that explains how that happened.

Roll	Backgrounds
2-4	2
5-7	3
8-10	4
11-12	5

For each Background, roll on your Culture's Backgrounds subtable to find that Background's Specialty. Usually this involves two 1d6 rolls. The first die determines the specific Background, and the second, the Specialty you get out of it. (The Great City is a self-explanatory exception, owing to the wide variety of people and professions to be found there.)

Duplicate Backgrounds are fine – every Background roll gives you a Specialty. Duplicate Specialties pile up as Expert and Mastery. If you already have Mastery in a Specialty and you roll it again, pick a Specialty (*any* Specialty) from the Specialty List instead. Make note of those duplicate Backgrounds, though; it'll matter when it comes to determining your starting Resources.

If the roll for your Specialty comes up a 6, you can instead reroll that Background on any *other* Culture's Backgrounds subtable. For example, if your character's Culture is Great City, and your roll on the Soldier Background is a 6, you could choose to replace that Background with, say, a roll on the Frozen North's Backgrounds subtable.

FROZEN NORTH

1-3: Warrior

- 1-2: Weapons (Blades)
- 3-4: Athletics
- 5: Brawl

4-5: Hunter

- 1-2: Weapons (Bows or Thrown)
- 3-4: Stealth
- 5: Animals (Avians or Canines)

6: Crafter

- 1-2: Trade
- 3-5: Lore (one Lore appropriate to the chosen craft)

EASTERN STEPPES

1-3: Rider

- 1-2: Animals (Horses)
- 3-4: Survival (Wilderness)
- 5: Weapons (Bows or Blades)

4-5: Warrior

- 1-2: Weapons (Blades)
- 3-4: Athletics
- 5: Brawl

6: Crafter

- 1-2: Trade
- 3-5: Lore (one Lore appropriate to the chosen craft)

GREAT CITY**1-2: Criminal****1-2: Theft**

- 1-2: Sleight of Hand
- 3-4: Stealth
- 5: Athletics

3-4: Murder

- 1-2: Weapons (Blades)
- 3-4: Stealth
- 5: Survival (Urban)

5-6: Trickery

- 1-2: Influence
- 3-4: Deceit
- 5: Sleight of Hand

3-4: Mercantile**1-4: Merchant**

- 1-2: Trade
- 3-4: Languages
- 5: Sleight of Hand

5-6: Crafter

- 1-2: Trade
- 3-5: Lore (one Lore appropriate to the chosen craft)

5-6: Martial**1: Guard**

- 1-2: Weapons (Bludgeons)
- 3-4: Influence
- 5: Lore (City or Law)

2: Inspector

- 1-2: Lore (Law)
- 3-4: Investigation
- 5: Influence

3-4: Soldier

- 1-2: Weapons (Blades)
- 3-4: Military
- 5: Athletics

5-6: Mercenary

- 1-2: Brawl
- 3-4: Weapons (Any)
- 5: Languages

WESTERN COAST**1-3: Seafarer**

- 1-2: Survival (Water)
- 3-4: Weapons (Blades)
- 5: Acrobatics

4-5: Merchant

- 1-2: Trade
- 3-4: Languages
- 5: Sleight of Hand

6: Crafter

- 1-2: Trade
- 3-5: Lore (one Lore appropriate to the chosen craft)

UNTAMED WILDS**1-2: Hunter**

- 1-2: Weapons (Bows or Thrown)
- 3-4: Stealth
- 5: Animals (Avians or Canines)

3-4: Warrior

- 1-2: Weapons (Blades)
- 3-4: Athletics
- 5: Brawl

5: Healer

- 1-2: Medicine
- 3-4: Survival (Wilderness)
- 5: Lore (Homeland or Magic)

6: Shaman

- 1-2: Sorcery
- 3-4: Mental Resistance
- 5: Lore (Homeland or Magic)

NOBLE DESCENT**1-2: Power**

- 1-2: Military
- 3-4: Leadership
- 5: Weapons (Blades)

3-4: Loyalty

- 1-2: Lore (Any)
- 3-4: Influence
- 5: Languages

5-6: Intrigue

- 1-2: Lore (Politics)
- 3-4: Influence
- 5: Deceit

DECADENT SOUTH

1-2: Sorcery

- 1-2: Sorcery (any)
- 3-4: Lore (any)
- 5: Mental Resistance

3-5: Scholarship

- 1-2: Lore (any)
- 3-4: Languages (any)
- 5: Medicine

6: Soldier

- 1-2: Weapons (Blades)
- 3-4: Military
- 5: Athletics

RESOURCES

The more time you've spent in a Background, the more you have to show for it in terms of the **Resources** it's yielded. These come in five basic categories:

- **Gear** is any type of equipment, from rope to weapons. The more Gear Resources you have, the more or better Gear you start with. Each Gear Resource is worth a Gear Level; the tables in the **Gear chapter** list how many Gear Levels are required to obtain a given piece of Gear.
- **Wealth** is what it sounds like – gold, gems, trade goods, and the like. It's a material possession whose primary purpose is to enable you to trade it for other material possessions. Wealth *cannot* be converted into Gear or anything else before play begins. Each Wealth Resource is +1 Wealth Level; Wealth tests can be made to acquire goods, bribe guards, and so on during play. Wealth Levels can also be frittered away after a story in exchange for additional Determination or Specialties. See **Advancement** for more details.
- **Transport** is any form of transportation, from a horse to a galleon. Each Transport Resource is worth a Transport Level; better transportation costs more Transport Levels. Some Cultures receive a discount on certain types of Transport (for example, the Western Coast's Transport Resources count *double* if the Transport being acquired is an ocean-going vessel). The **Gear chapter** has more on acquiring transportation via Transport Levels or Wealth Levels.
- **Contacts** are useful or important people the character knows – or might know. Every Contacts Resource acquired is a Contact Level for the character. Once per session, the player may use a Contact Level to declare that their character, in essence, "knows a guy." Treat this as a Specialty. The more Contact Levels spent on a contact, the higher the bonus (e.g., two Contact Levels yield an Expert Contact).
- **Companions** are servants, pets, and sidekicks. Each Companions Resource is worth a Companion Level, though how this works beyond this sentence is currently a mystery. One solution could be to make the Companion a Quality, with a point of Determination for each Companion Level that can only be used for/by the Companion. For example, if you wanted your hunting falcon to attack a guy, you could spend Determination to tag your Companion Quality and use your Animals (Birds) Specialty for a slashing attack at range. Similarly, the Companion Quality could be tagged "for effect" to retcon. It's a fairly simple solution that's consistent with the system without introducing an effective multiple-actions-per-round thing that would be, generally speaking, pretty annoying.

Count the iterations of a given Background you have and find it on the tables below. For example, if your Backgrounds are Warrior, Warrior, Hunter, you'd have two Gear Resources and a Transport Resource.

FROZEN NORTH**Warrior**

- 1: Gear*
- 2: Transport
- 3+: Companion

Hunter

- 1: Gear*
- 2: Companion
- 3+: Transport

Crafter

- 1: Gear*
- 2: Wealth
- 3+: Transport

*Gear Levels count double for this culture if spent on weapons.

UNTAMED WILDS**Hunter**

- 1: Gear
- 2: --
- 3+: Companion*

Warrior

- 1: Gear
- 2: Transport
- 3+: --

Healer

- 1: --
- 2: Gear
- 3+: Companion*

Shaman

- 1: Companion*
- 2: Gear
- 3+: --

*Companion Levels count double for this Culture if spent on animals.

EASTERN STEPPES**Rider**

- 1: Transport*
- 2: Gear
- 3+: --

Warrior

- 1: Gear
- 2: Transport*
- 3+: Companion

Crafter

- 1: Gear
- 2: Wealth
- 3+: Transport*

* Transport Levels count double for this Culture if spent on a horse.

NOBLE DESCENT**Power**

- 1: Gear
- 2: Wealth*
- 3+: Companion

Loyalty

- 1: Companion
- 2: Wealth*
- 3+: Contact

Intrigue

- 1: Contact
- 2: Wealth*
- 3+: Gear

*Wealth Levels count double for this Culture.

GREAT CITY**Criminal**

- 1: Gear
- 2: Contact*
- 3+: Wealth

Mercantile

- Merchant**
- 1: Wealth
- 2: Contact*
- 3+: Transport

Crafter

- 1: Gear
- 2: Wealth
- 3+: Transport

Martial**

- Guard/Inspector**
- 1: Gear
- 2: Contact*
- 3+: Gear

Soldier/M Mercenary

- 1: Gear
- 2: Gear
- 3+: Transport

*Contact Levels count double for this Culture.

**These Backgrounds receive one free Gear Level that must be spent on weapons.

WESTERN COAST

Seafarer

- 1: Gear
- 2: Transport*
- 3+: Transport*

Merchant

- 1: Wealth
- 2: Contact
- 3+: Transport*

Crafter

- 1: Gear
- 2: Wealth
- 3+: Transport*

*Transport Levels count double
for this Culture if spent on
watercraft.

DECADENT SOUTH

Sorcery

- 1: Gear
- 2: Contact
- 3+: Wealth

Scholarship

- 1: Contact
- 2: Gear
- 3+: Wealth

Soldier

- 1: Gear
- 2: Gear
- 3+: Transport

DETERMINATION, STAMINA, AND SPIRIT

Your starting **Determination** total is equal to 6 minus the number of Backgrounds you have. Determination has the following uses: Determined Effort, Focused Effort, Retcons, and Recovery. Recovery's a bit different, but we'll get to that below.

Your **Stamina** is equal to Strength + Willpower.

Damage isn't normally taken off Stamina. Instead, there's a new stat for that: **Spirit**, as in "fighting spirit." Your starting Spirit is equal to Prowess + Willpower. When you spend Determination for a Recovery, you either regain Spirit equal to the higher of your Strength or Willpower, *or* regain 1 point of Stamina.

TIME AND DISTANCE

Time is measured, when it's measured at all, in **paragraphs** (a single character's action), **pages** (a span of time long enough to allow for one action from each participant), and **chapters** (the length of an adventure).

Distance is measured the same as in **Icons**.

DAMAGE

Every weapon has a damage rating. When an attack is successful enough to deal damage, the defender loses Spirit equal to this damage rating. For example, if you're wielding a sword (slashing 4) and achieve a Moderate Success on your attack, you'll deal 4 Spirit damage to your opponent. When Spirit reaches zero, you're out.

For attacks that **slam**, **stagger** or **stun**, Major or Massive successes can deal potentially one point of *Stamina* damage, as well. (In the case of a Massive Success with an attack that deals slashing damage, this is fairly irrelevant, as your opponent will most likely be dead.)

When Stamina reaches zero, you're also out – but Stamina has a more important use. When an attack achieves a slam, stagger, or stun result, test the attacker's **Strength** (for melee or thrown attacks) + weapon damage dealt *or* **Awareness** (for ranged attacks) + weapon damage dealt vs. the defender's *Stamina* to determine the result of the attack.

Every two points of effect is an outcome level. One outcome level is a **Moderate Success** (Mod), two are a **Major Success** (Maj), and three or more is a **Massive Success** (Mass).

Damage types in **Icons & Sorcery** are a little more detailed, owing to a greater emphasis on weapon use.

Bashing damage is dealt by *bludgeoning* weapons, such as clubs, maces, mauls, and fists.

- **Mod:** Damage.
- **Maj:** Damage + Stagger
- **Mass:** Damage + Stun

Slashing damage is dealt by *edged* weapons, such as swords and axes.

- **Mod:** Damage.
- **Maj:** Damage + Stun
- **Mass:** Damage + Kill

Stabbing damage is dealt by *piercing* weapons, such as knives, spears, and arrows.

- **Mod:** Damage.
- **Maj:** Damage + Stagger
- **Mass:** Damage + Kill

Thwacking damage is dealt by *big monstrous things*, such as a giant lizard's tail, an elephant's trunk, or the fists of an enormous albino ape. When in doubt, if the attacker's Strength is 7 or higher, it deals thwacking damage instead of bashing damage.

- **Mod:** Damage + Stagger
- **Maj:** Damage + Slam
- **Mass:** Damage + Kill

The effects of these conditions vary only slightly from their treatment in **Icons**:

Slam: If a slam result is obtained, test the attacker's Strength (for melee and thrown weapons) or Awareness (for ranged weapons) + weapon damage dealt vs. the defender's Stamina.

- **Mod:** No additional effect.
- **Maj:** Target takes 1 point of Stamina damage and is knocked prone; getting up is a supplemental action (-1 to all other actions this paragraph)
- **Mass:** Target takes 1 point of Stamina damage and is knocked out of range – usually from personal or close to extended. If the target hits an obstacle and the attacker's Strength level is higher than the obstacle's, the target is knocked through it and takes additional Spirit damage equal to the Strength of the obstacle. If not, the target hits the obstacle and stops.

Stagger: If a stagger result is obtained, test the attacker's Strength (for melee and thrown weapons) or Awareness (for ranged weapons) + weapon damage dealt vs. the defender's Stamina.

- **Mod:** No additional effect.
- **Maj:** Target takes 1 point of Stamina damage
- **Mass:** Target takes 1 point of Stamina damage and is knocked prone; getting up is a supplemental action (-1 to all other actions this paragraph)

Stun: If a stunt result is obtained, do the test with the damage and the Stamina and the thing.

- **Mod:** No additional effect.
- **Maj:** Target takes 1 point of Stamina damage and cannot take any actions for 1 page
- **Mass:** Target takes 1 point of Stamina damage, loses all remaining Spirit, and falls unconscious.

Kill: If a kill result is obtained, etc.

- **Mod:** No additional effect.
- **Maj:** Target takes 1 point of Stamina damage, loses all remaining Spirit, and falls unconscious.
- **Mass:** Target loses all remaining Spirit, falls unconscious, and loses 1 point of Strength each page if left unattended. When Strength drops below zero, the target is dead.

GEAR

Weapons have a Strength minimum equal to Damage Rating -1. For example, a character with a Strength of 2 cannot effectively wield a greatsword.

Weapon	Damage Rating	GL	WD	Notes
Knife	Stab 1	0	1	Range: Close
Dagger	Slash 2/Stab 2 (Thrown)	1	2	Range: Close
Short sword	Slash 3	2	3	
Sword	Slash 4	3	4	
Rapier	Stab 3	3	4	Nobles love 'em
Greatsword	Slash 5	4	5	Two-handed
Hand axe	Slash 3/Slash 3 (Thrown)	2	3	Range: Close
Axe	Slash 4	3	4	
Greataxe	Slash 5	4	5	Two-handed
Spear	Stab 4/Stab 4 (Thrown)	2	3	Range: Close
Club	Bash 2	1	2	
Warclub	Bash 3	2	3	
Maul	Bash 5	3	4	Two-handed
Mace	Bash 4	3	4	
Flail	Bash 3	3	4	Ignores shields
Staff	Bash 2	0	0	
Bow	--	2	5	Range: Extended
Arrow	Stab 4	1 per 12	2 per 12	
Sling	--	0	0	Range: Extended
Sling bullet	Bash 3	1 per 12	1 per 12	
Whip	Slash 1	1	2	No damage against armored targets

GL: The weapon's cost in Gear Levels. A character can't begin with more than one zero-GL weapon.

WD: The default Wealth Difficulty to buy the weapon. This can be modified up or down by location, relative scarcity, the local disposition toward the buyer, and other factors.

Armor comes in two varieties: Light and Heavy. Light armor is anything from boiled leather to a breastplate to a mail shirt. Heavy armor is a full suit of mail (probably the most advanced armor available in the setting). Also, there are shields. As for their effects:

Light armor reduces incoming Spirit damage by 2 and reduces the outcome of incoming slashing attacks by one level (e.g., two outcome levels are only a Moderate Success, not a Major one).

Heavy armor reduces Spirit damage by 4 and reduces the outcome of incoming slashing *and* bashing attacks by one level. It also imposes -1 to Coordination rolls and to endurance-related Strength rolls.

Shields grant a +1 bonus to rolls made to parry (evade) or block attacks.

Armor Type	DR	-1 OL vs.	GL	WD	Notes
Light	-2	Slash	1	2	--
Heavy	-4	Slash/Bash	4	6	Conditional -1 to Coordination, Strength rolls
Shield	--	--	1	2	+1 to parry or block

DR: Damage Reduction.

OL: Outcome Level.

Transportation takes three basic forms: horses, horse-drawn vehicles, and watercraft. The default horse is as presented in *Icons*, with slight variations to account for worse or better mounts.

Transportation Type	TL	WD	Notes
Horse	2	4	As seen in <i>Icons</i> .
Pack horse/mule	1	3	S5 W1, Stamina 6, Running Specialist (+1)
Champion horse	4	6	P3 S7 W3, Stamina 9, Running Master (+3)
Cart	1	2	Holds four people in relative comfort; one-horse team
Wagon	2	4	Long-distance vehicle, usually covered; two to six horses
Carriage	3	5	Travel in style; four horses
Rowboat	1	2	Seats two – three if you’re desperate.
Sailboat/skiff	2	4	A plain but functional coastal vessel.
Cutter	4	6	A proper ship with a small crew.
Galleon	6	8	A big oceangoing vessel, suitable for piracy.

TL: Cost in Transport Levels.

WD: Wealth Difficulty to acquire.

As for other equipment, like rope, lockpicks, and all of that, an easy rule of thumb is to make them all cost on 1 GL, with a WD between 1 (for easily acquired equipment, like rope and ink) and 5 (for rarer commodities such as a map of the palace or high-quality lotus powder). Really, though, if something's super-rare, acquiring it should be the goal of an *adventure*, not a shopping trip.

Using Wealth Levels to Acquire Things

Roll your Wealth as if it were an Ability – e.g., if you have Wealth 2, roll the dice and add +2 to the result. Compare this to the listed Wealth Difficulty to determine whether you're wealthy enough to afford that thing, whatever it is. *You must have at least one Wealth Level to make a Wealth test.*

- **Failure:** No, turns out you aren't.
- **Mod:** Yes, you are! You get the thing you wanted to buy, but lose two Wealth Levels (down to a minimum of zero).
- **Maj:** As above, but only lose one Wealth Level.
- **Mass:** As above, but lose *no* Wealth Levels.

Wealth Levels as Treasure

Yes.

In other words, treasure should be presented in narrative terms – “A sack of gold crowns!” – but handled mechanically as Wealth Levels – “+4 Wealth Levels!” Keep in mind, though, that this is sword & sorcery, not high fantasy. Poverty is the order of the day. Gold is almost always stolen, lost in a dice game, or pissed away on the proverbial ale and whores. See **Advancement** for more on this.

ADVANCEMENT

At the end of a story, players can use whatever remaining Wealth Levels they possess to improve their characters. This involves describing, *in graphic detail*, exactly how those characters spent or lost all their gold, whether by drunkenness, lust, or general foolishness. These improvements *must make sense in light of the story* – no spontaneously learning Sorcery after a drunken night in a brothel. See the table below for a pricing schedule.

Improvement	WL Cost	Notes
Specialties:	--	
New Specialty	1	
Normal to Expert	2	
Expert to Master	4	
+1 Spirit	2	Can't be purchased more than twice per story
+1 Stamina	4	Can't be purchased more than once per story
+1 Contact Level	2	

So... that's how that works.

SORCERY

Sorcery spells in *Icons & Sorcery* come in seven spheres: **Alter**, **Control**, **Harm**, **Mind**, **Protect**, **Sense**, and **Travel**. Each is a separate Specialty, and a character can only cast spells from a sphere in which he or she has a Specialty.

		1-2:	3-4:	5-6:
2-3:	Alter	1-2: Ability Boost 3-4: Chameleon 5-6: Duplication•	1-2: Extra Body Parts 3-4: Invisibility• 5-6: Life Support	1-3: Phasing• 4-6: Transformation•
4-5:	Control	1-2: Animal Control 3-4: Animation 5-6: Elemental Control	1-2: Healing 3-4: Plant Control 5-6: Summon•	1-3: Telekinesis 4-6: Transmutation•
6:	Harm	1-2: Affliction 3-4: Aura 5-6: Binding	1-2: Blast 3-4: Blinding 5-6: Life Drain•	1-3: Paralysis 4-6: Strike
7:	Mind	1-2: Astral Projection 3-4: Emotion Control 5-6: Illusion	1-2: Mental Blast• 3-4: Mind Control• 5-6: Mind Shield	1-3: Possession• 4-6: Telepathy
8:	Protect	Counterspell	1-3: Immunity• 4-6: Invulnerability	1-3: Reflection 4-6: Resistance
9-10:	Sense	Detection	1-3: ESP 4-6: Supersenses	1-3: Postcognition• 4-6: Precognition•
11-12:	Travel	Flight•	1-3: Dimension Travel• 4-6: Teleportation•	Wall-Crawling

For each Sorcery Specialty obtained from your Culture or Backgrounds, roll 2d6 and consult the two left-hand columns above to determine which spheres you know (rerolling duplicates). Next, roll 1d6 twice: once to determine one of the three columns to the right, and a second time to determine the exact spell known in that sphere. (With Counterspell, Detection, and Flight, the second roll isn't necessary).

Characters have a number of spell slots equal to their *Intellect*. Spells marked with a • take up two spell slots. If you roll one of these spells but only have one slot remaining, ignore it and roll again.

Every spell you know has a **Spell Level** that starts equal to your *Willpower*. Each time you roll a spell, increase its level by one level (e.g., if your Willpower is 4, rolling Affliction once gives you Affliction 5, rolling Illusion twice gives you Illusion 6, etc.).

How to Cast Spells

Any given spell has a **duration** (how long it lasts) and a **complexity** (how long it takes to cast). While the spell is being cast, the caster may take no other actions without ruining the spell. If the caster takes Spirit or Stamina damage during the casting time, the spell is ruined.

- **Instantaneous** spells have no duration – they're *instantaneous* – and a complexity of **one paragraph**.
- **Brief** spells have a duration of **five pages** and a complexity of **one page**.
- **Lasting** spells have a duration of **five pages plus a number of pages equal to the caster's Willpower** and a complexity of **10 pages minus a number of pages equal to the effect obtained on the caster's Willpower test** (note that a negative effect will *increase* the complexity).

To cast a spell, make a Willpower test against a target number equal to the number of spells you know. For example, if you have a Willpower of 4 and know five spells, you'll need to roll at least +1 on the dice to successfully cast the spell.

- **Mod:** Your efforts are clumsy and barely sufficient. The spell is cast, but at a -2 penalty to its Spell Level.
- **Maj:** A competent casting. The spell is cast with a -1 penalty to its Spell Level.
- **Mass:** Well done – exactly as you were taught. The spell is cast with no penalty to its Spell Level.

Every spell you currently have active imposes a -1 penalty to your Willpower test to cast a spell. If this roll fails, you take damage: either 5 Spirit damage, or 2 Stamina damage.

Alternatively, instead of making a Willpower test and risking failure, you can just spend a point of Determination and automatically succeed.

Most Brief and Lasting spells can be maintained by one of three means:

- **Action:** By taking no other actions during your paragraph, the spell is maintained for another page.
- **Determination:** Spend a point of Determination to “restart” the spell’s duration.
- **Willpower:** Make a Willpower test to extend the duration for another page (this applies most frequently to spells which summon or control another being).

Some spells have a Bonus Spell option that can affect the targeting or duration (but not the *complexity*) of the spell. E.g., Spread allows for extra targets at a -1 penalty/additional target.

SPELL DESCRIPTIONS

Most **Icons & Sorcery** spells operate fairly identically to their **Icons** counterparts; exceptions are indicated below.

Sphere: Alter	Sphere: Control	Sphere: Harm
<i>Ability Boost</i> Duration: Lasting Maintain: --	<i>Animal Control</i> Duration: Brief Maintain: Willpower	<i>Note:</i> The default duration for all Harm spells is Instantaneous.
<i>Chameleon</i> Duration: Brief Maintain: Determination	<i>Animation</i> Duration: Brief Maintain: Action	<i>Affliction</i> Bonus Spell: Ranged (Close), Spread
<i>Duplication</i> Duration: Brief Maintain: Determination	<i>Elemental Control</i> Duration: Instantaneous Maintain: --	<i>Aura</i> Bonus Spell: Brief
<i>Extra Body Parts</i> Duration: Lasting Maintain: --	<i>Healing</i> Duration: Instantaneous Maintain: --	<i>Binding</i> Bonus Spell: Spread
<i>Invisibility</i> Duration: Brief Maintain: Determination	<i>Plant Control</i> Duration: Brief Maintain: Action	<i>Blast</i> Bonus Spell: Spread
<i>Life Support</i> Duration: Lasting Maintain: Determination	<i>Summon*</i> Duration: Lasting Maintain: Willpower	<i>Blinding</i> Bonus Spell: Ranged (Close)
<i>Phasing</i> Duration: Brief Maintain: Determination	<i>Telekinesis</i> Duration: Instantaneous Maintain: Action	<i>Life Drain</i> Bonus Spell: Ranged (Close)
<i>Transformation</i> Duration: Brief Maintain: Determination	<i>Transmutation</i> Duration: Lasting Maintain: Determination	<i>Paralysis</i> Bonus Spell: Ranged (Close)
Note: All spells of this sphere have a default target of Self Only. To affect Others as well, subtract 1 from the spell's level.	*Details are sketchy right now. Clearly, this is an absolutely necessary sword & sorcery spell.	<i>Strike</i> Bonus: --

Sphere: Mind	Sphere: Protect	Sphere: Sense
<i>Astral Projection</i> Duration: Lasting Maintain: Determination	<i>Counterspell*</i> Duration: Instantaneous Maintain: --	<i>Detection</i> Duration: Brief Maintain: Action
<i>Emotion Control</i> Duration: Brief Maintain: Action	<i>Immunity</i> Duration: Lasting Maintain: Determination	<i>ESP</i> Duration: Brief Maintain: Action
<i>Illusion</i> Duration: Brief Maintain: Action	<i>Invulnerability</i> Duration: Lasting Maintain: Determination	<i>Postcognition</i> Duration: Instantaneous Maintain: --
<i>Mental Blast</i> Duration: Instantaneous Maintain: --	<i>Reflection</i> Duration: Instantaneous Maintain: --	<i>Precognition</i> Duration: Instantaneous Maintain: --
<i>Mind Control</i> Duration: Brief Maintain: Determination	<i>Resistance</i> Duration: Lasting Maintain: Determination	<i>Supersenses</i> Duration: Brief Maintain: Determination Bonus Spell: Detection
<i>Mind Shield</i> Duration: Brief Maintain: Determination	<p>*Reactive. As Power Nullification, but can only be cast against perceptible manifestations of spells. For example, if you know someone can cast Blast, you can't cast Counterspell to prevent their ability to cast it, but you can counter it as a reaction while it's being cast.</p>	Sphere: Travel <i>Note:</i> All spells in this sphere have the Spread property by default. <i>Dimension Travel</i> Duration: Instantaneous Maintain: --
<i>Possession</i> Duration: Lasting Maintain: Determination		
<i>Telepathy</i> Duration: Instant Maintain: --		<i>Flight</i> Duration: Brief Maintain: Determination
		<i>Teleportation</i> Duration: Instantaneous Maintain: --
		<i>Wall-Crawling</i> Duration: Brief Maintain: Determination

STOCK CHARACTERS

All unlisted Abilities for these Stock Characters are 3.

Commoner

- P2 C2 S2 I2 A2 W2
- Specs: One profession-related Spec
- Stamina: 4, Spirit: 4

Cultist

- I2 W2
- Specs: Lore (Occult)
- Stamina: 5, Spirit: 5
- Notes: Sacrificial Dagger

Town/City Guard

- P4
- Specs: Weapons (Bludgeons), Athletics
- Stamina: 6, Spirit: 7
- Notes: Club (Town) or Short Sword (City), Light Armor

Thief

- S2 C4 I2 A4
- Stamina: 5, Spirit: 6
- Specs: Stealth, Sleight of Hand, Survival (Urban)
- Notes: Dagger, Thieves' Tools

Assassin

- P4 C4 A4
- Stamina: 6, Spirit: 7
- Specs: Weapons (Blades), Stealth, Athletics, Survival (Urban)
- Notes: Dagger, Poison (Level 5 Affliction)

Soldier

- P4 S4
- Stamina: 7, Spirit: 7
- Specs: Weapons (Blades), Weapon (Bows), Military, Athletics
- Notes: Sword, Heavy Armor

Elite Guard

- P4 C4 S4 W4
- Stamina: 8, Spirit: 8
- Specs: Weapons (Blades) Expert, Military, Athletics, Mental Resistance
- Notes: Sword, Shield, Heavy Armor

Thug

- C2 S4 I2 A2 W2
- Stamina: 6, Spirit: 5
- Specs: Brawl, Survival (Urban)

Sorcerer

- P2 S2 I5 W5
- Stamina: 7, Spirit: 7
- Specs: Sorcery (Control, Mind), Lore (History)
- Notes: Elemental Control (Darkness: Creating, Defending) 6, Astral Projection 6, Mental Blast 6, Mind Control 7

Animated Skeleton

- C2 I- W-
- Stamina: 6, Spirit: 6
- Specs: Weapons (Blades)
- Notes: Sword, Shield; reduce outcome of Stabbing attacks by one degree; Undead (Stamina = double Strength, Spirit = double Prowess)

Zombie

- P2 C2 I- A1 W-
- Stamina: 6, Spirit: 4
- Specs: Brawl
- Notes: Undead; apart from called shots to the head, reduce outcome of all attacks by one level

Ghoul

- S2 I1
- Stamina: 5, Spirit: 6
- Specs: Brawl, Stealth
- Notes: Claws (Slashing 2; on Major Success, Affliction 3; on Massive Success, Paralysis 4)
- Challenge: Must Eat the Flesh of the Living

Vampire

- P5 C5 S5 I5 A4 W5
- Stamina: 10, Spirit: 10
- Specs: Lore (History), Deceit, Etiquette, Influence Expert
- Notes: Undead; Alternate Form (Gaseous) 5, Life Drain 5, Mind Control 5, Immunity (Mental), Immortality
- Challenge: Harmed by Sunlight and Holy Ground