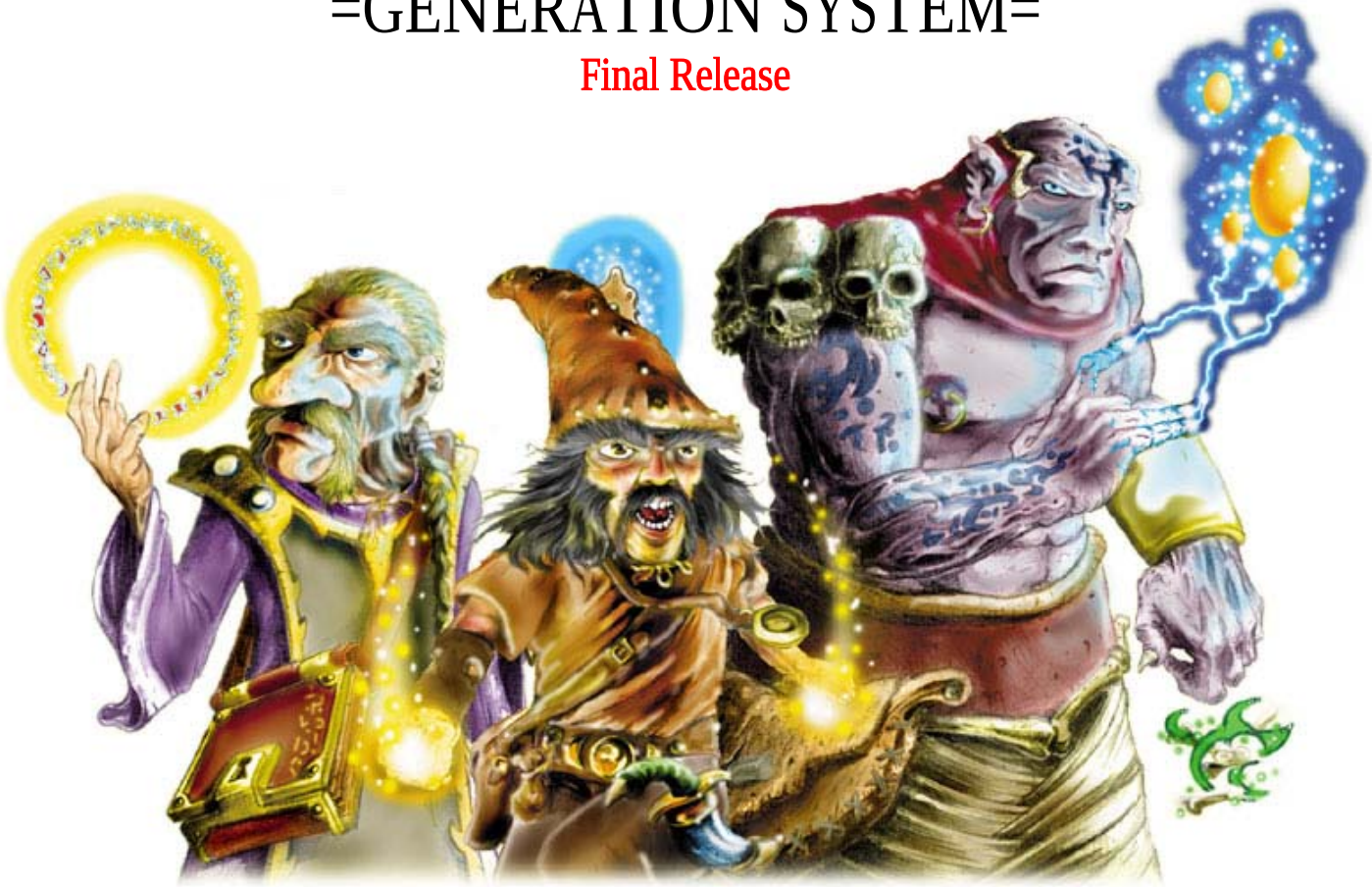
TOWER SIEGE

MAGE

=GENERATION SYSTEM=

Final Release



ARCANE GAMES

All the Action and Excitement of a RPG in a Non-Collectable Card & Dice Game!

It's not about collecting, it's about the game!

Creating a Mage

You have 12 generation points in which to design your Mage. Use the character sheet provided to fill out your Mage's appropriate stats. Some stats have a negative number associated with them. If you choose these stats, it will give you additional points to spend elsewhere. If your group chooses, you can create your own Mage using 11 + 1d4 (12-15) character points. This will add more of a random element to the game.

Race

There are 15 different races that you can play in the realm of Tower Siege.

Gnome

Gnomes are the eldest of all the races. Their skills at mining and power use are unequaled. Gnomes have formed their own kingdom called Cercer. If the Gnome people do not recognize you, you may have a hard time reaching their cities alive. They treat trespassing as an act of war. Over the centuries, they have amassed great knowledge and will stop at nothing to protect it.

Weefolk

Weefolk are remarkably adept at mining and power use. They make their homes in the foothills of the kingdom Thersul. Often, people speak of the Weefolk's hospitality as being similar to that of a king's court. Although they are non-violent, the Weefolk have an ongoing war with the Orcs. In the ancient times, Weefolk were easy prey for Orc warriors. They were enslaved and forced to work in the Orcish mines until they died. With the Weefolk and Human alliance solidly forged, the Orcs are on the run. This leaves the Weefolk to live in relative peace.

Dwarf

Dwarves have over the ages, honed their mining skills to near perfection. Living in the mountainous regions of the realm, they tunnel out huge underground cities and amass great treasures. Dwarves are constantly training Mages and Warriors to protect their wealth. Dwarves trade freely with the elves. In exchange for gold and jewels, the elves give the dwarves wine and other precious items.

Galwan

Galwan are a decidedly solitary people. The Galwan have formed the kingdom of Ackar and even to this day not much is known of their race except that they prefer the depths of lakes and oceans to dwelling on land. To other races, being taken to a Galwan city is one of the highest honors that may be bestowed upon another. Galwans have not changed their stance and still prefer to stay out of the affairs of the other races.

Elf

Elves have a strong bond with nature; it is said they are born of the trees themselves. They live a nomadic way of life, choosing to inhabit the forests of Fayhorn. Elves remain in constant contact with the Dwarven people and can trust them as allies should any conflict arise. Elves are excellent craftsman, and produce the majority of the magical items that are in the realm today.

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Wood Elf
Wood Elves live in sparse forests of the realm and tend to remain neutral in the affairs of the other races. However a few aspire to greatness and will not be bound by their traditions of remaining innocuous. Wood Elves tend to be excellent enchanters and can manipulate situations to their benefit.

Dark Elf
The Dark Elf lives in the depths of ancient forests where others dare not tread. This race conspires to be the only one in the realm as it sees the other races as pathetic attempts by nature to diversify itself. Dark Elves commune with nature but they also use it for their own gain. Not always living in harmony with nature, they tend to be destructive when things do not go their way.

Human
Humans are strong and extremely adaptable. Although they are the youngest of the races, they number many. Choosing to band together, they have built huge cities on the plains of Garusk from which to expand their civilization. Still allied with the Weefolk people against the Orcs, the Humans have all but mastered the knowledge of mining and the art of power use.

Kobold
The Kobold civilization is meek and scattered throughout the kingdoms. They tend to be abused by the other races and are treated as a pest. Some have chosen to take the Kobold civilization into a new era and will stop at nothing to prove they are a formidable force. Never again will the Kobolds be downtrodden by the other races.

Goblin
Goblins live in suspended cities, deep within the realm's swamplands. Although their environment is dangerous, it offers the clans protection from the other races. Goblin youths are usually put to work in the gold mines. A select few will be chosen to master the art of magic and power use. When the goblin miners reach a certain age, they are released from their duties and are anointed as warriors of the clan. This cycle ensures that there will always be warriors, Mages and a good supply of gold.

Orc
Orcs dwell in the areas between the swamps and wastelands of the realm. Although they are fierce warriors, they have taken heavy losses from the Weefolk and Human alliance. In an attempt to regain their sovereignty, the Orcs lye in wait, preparing their armies to retake what is rightfully theirs. Orcs often raid small villages for slaves to work in their gold mines. Orc Mages are held in high regard, which allows them to train new apprentices without interruption.

Ogre
Ogres have recently expanded their horizons beyond the wastelands from which they dwell. Upon encountering the Orc and goblin races, a strong alliance is formed. Looking to establish the Ogre's dominance in the realm, they franticly train warriors and Mages. Ogres buy slaves from the Orcs to mine their gold, and though they number few, they are by far the strongest race in the realm.

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Troll
These cave dwelling creatures are rare and tend to band together in small communities. Trolls use magic to rule their territory with impunity. They strive to expand their holdings within the realm and gain a better foothold among the races.

Ettin
An odd race of little known origins; the Ettin are strong and capable Mages. They come and go as they please, living a nomadic way of life. No one is quite sure where they reside. Ettins often group together when not wandering and make camps that do not last more than a few days. Some have broken ranks and are struggling to conquer small portions of the Skygate kingdom for their own.

Lich
The undead race of the Lich lurks in places of the dead. Once living and powerful Mages who refuse to move on to the next plane of existence, these creatures still lay claim to the ambitions and possessions of their past lives. Note: The Lich are immune to the Turning ability of the Exorcist, but are still classified as Undead.

Race Table

Cost	Race	*Bonuses	Playable Class
0	Gnome		M, E, Sc, Wz
0	Weefolk		M, E, C, W
0	Dwarf		M, E, C, Wz
0	Galwan		M, C, S, Sc
0	Elf		M, C, S, Wz
0	Human		M, S, W, Sc
1	Goblin	+5DL, +2SS	Any
1	Orc	+5AL, +2SS	Any
1	Dark Elf	+5RL, +2SS	Any
1	Kobold	+5DL, +3IS	Any
1	Troll	+5AL, +3IS	Any
1	Wood Elf	+5RL, +3IS	Any
2	Ogre	+3SL, +2SS	Any
2	Ettin	+3SL, +3IS	Any
3	Lich (Undead)	+3SL, +3SS, +5IS	Any

*** Mage only Bonuses. These bonuses only affect the Mage's rolls.**

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Class

Mage
The Mage (M) is the non specialist Spell and Scroll caster.

Wizard
Wizard (Wz) – Being a Wizard allows this specialist Mage to purchase all Items at 1gp less than their original cost.

Sorcerer
Sorcerer (Sc) – Being a Sorcerer allows this specialist Mage to cast all Scrolls at 1pp less than their original cost.

Warlock
Warlock (W) – Being a Warlock allows this specialist Mage to hire all Minions at 1gp less than their original cost.

Enchanter
Enchanter (E) - All rolls for your Enchanter's army and structures gain a +1 bonus. Example: The Enchanter's Skill Level is 35. All rolls would need to be 36 or under to be successful etc…

Conjurer
Conjurer (C) - All rolls for your Conjurer's army and structures gain a +2 bonus. Example: The Conjurer's Skill Level is 35. All rolls would need to be 37 or under to be successful etc…

Summoner
Summoner (S) - All rolls for your Summoner's army and structures gain a +3 bonus. Example: The Summoner's Skill Level is 35. All rolls would need to be 38 or under to be successful etc…

Class Table

Cost	Class
0	Mage (M)
2	Wizard (Wz) – All Items cost 1 less
3	Sorcerer (Sc) – All Scrolls cost 1 less
3	Warlock (W) – All Minions cost 1 less
3	Enchanter (E) – All Rolls +1
4	Conjurer (C) – All Rolls +2
5	Summoner (S)– All Rolls +3

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Skill level

The Skill Level (SL) incorporates the Mage's following abilities: Attack Level, Defense Level and Resistance Level. Items or magical means can raise these skills individually or as a whole.

Attack Level: This is a Creature's ability to make melee (hand to hand) attacks.

Defense Level: This is a Creature or Structure's ability to defend against melee (includes Directed Attacks and non-magically based Targeted attacks from a Creature, Item or Relic) attacks. The Mage is the only creature that can be used to defend against multiple attackers without being placed in the defend position. Also, a Creature is never placed in the defend position after being the recipient of a Targeted Attack, such as arrows from a Bowman, unless a fumble is rolled for their Defense Level. (See Action Status Card – ASC)

Resistance Level: This is a Creature or Structure's ability to resist against magical (Scroll and Spell based) attacks. A Creature is never placed in the defend position after being the recipient of a magical Targeted Attack, such as a Powerbolt, unless a fumble is rolled for their Resistance Level. (See Action Status Card – ASC)

Skill Level Table

Cost	Skill Level (SL)
-3	15
0	20
1	25
2	30
3	35
4	40
5	45
7	50
9	55
12	60
15	65

Life Points

Life Points represent how many times your Mage can be hit before being defeated.

Life Points Table

Cost	Life Point (LP)
-3	1
0	2
3	3
5	4

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Base Mines

Base Mines are the resources your Mage starts the game with and cannot be destroyed or taken away from the player, but are subject to certain effects. You will specify on the character sheet the number of Base Mine cards with which you start the game. Base Mines produce ***Gold Pieces (GP)*** at the rate of **1 per round (1gp/R)**. Gold Pieces are used to buy most things from your Market Place.

Base Mines Table

Cost	Base Mines (BM)
0	2
1	3
2	4
3	5
4	6
5	7
7	8
9	9

Base Powerstones

Base Powerstones are the resources your Mage starts the game with and cannot be destroyed or taken away from the player, but are subject to certain effects. You will specify on the character sheet the number of Base Powerstones cards with which you start the game. Base Powerstones produce ***Power Points (PP)*** at the rate of **1 per round (1pp/R)**. Power Points Pieces are used to cast Spells, Scrolls and use the Innate Skills of creatures in your army.

Base Powerstones Table

Cost	Base Powerstones (BP)
0	2
1	3
2	4
3	5
4	6
5	7
7	8
9	9

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Usable Items

Each Item belongs to one or more of the following Item Classes and depending on your Mage's proficiency they'll be able to use one or several of the classes listed below:

(M) Miscellaneous
This class has Items that require a certain amount of skill to use. The majority of these Items will only be usable by the Mage and a select few other creatures.

(W) Weapons
Weapons add to your Creature's Attack Level in melee combat and some can also add to other ability levels as well. Some weapons may be targeted against an opponent, while others have a set Innate Skill for attacking. Check card for details.

(A) Armor
Armor gives the wearer a Protection Level. By default, Creatures have a Protection Level of zero (PL0), unless otherwise noted on the card. Suits of Armor have a set (Base) ***Protection Level (PL)***. A Protection Level is a secondary defense from attacks and is used when a Defense or Resistance Level roll has failed. If your Mage has a Protection Level and has been hit by an attack, it would roll against its Protection Level to see if it absorbs the strike. If successful, no damage is taken.

(U) Unlimited
This classification means that the Mage may use all Items from any class.

Usable Items Table

Cost	Usable Items (UI)
0	M
2	AM
2	WM
3	U

Spells

Each Mage will choose 1 level of each of the following Spells: Powerbolt, Shield and Shatter. All Mages are taught three Spells, which are usable either on your turn or an any one's turn throughout the game. The Mage may make all Spells, Scrolls and Targeted Attacks from the safety of their Tower or other Mage occupied structure, without exposing themselves to harm.

The first Spell is offensive in nature and is called **Powerbolt.** Although it is initially a weak spell, it can be enhanced for greater accuracy. A Powerbolt Spell costs # power points (# pp) to cast and gives the Mage a Spell Skill % (SS%) / On Turn (OT) chance of hitting its intended Target. A successful hit with a Powerbolt will do either 1 Life Point of damage to a Creature (Mage, Minion etc…) or 1 Integrity Point of damage to a Structure such as a Tower, Shelter or Relic, which is located on the battlefield.

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Shield is the next Spell in your arsenal. Shield is defensive and adds a protection level to the recipient. The Shield Spell may be cast for # pp / Any Turn (AT) on any Creature. It gives a +% Protection Level (+%PL) for one turn. The Shield Spell may be used with all armor types and protects the recipient against all physical and most magical attacks. Only one Shield Spell may be cast on a specific Creature, per round.

The last Spell is called **Shatter**. Shatter allows your Mage to destroy your opponent's Items and Relics. The Shatter Spell costs # power points (# pp) / On Turn (OT) to cast and gives a Spell Skill % chance of destroying an Item or a Spell Skill % against a Relic. Shatter only affects Items and Relics that are not located within a Tower or other Structure (only Items and Relics that are located on the battlefield).

The Mage may cast any of these Spells (Powerbolt, Shield and Shatter) as many times as his resources will allow during the turn. Again, these Spells can be cast from the safety of the Mage's Tower or other structure that can be occupied.

Spells Table

Cost	Spells
-2	No Powerbolt Spell
-2	No Shield Spell
-2	No Shatter Spell
-1	3pp = 1 SS15 Powerbolt / OT
-1	3pp = 1 +15PL Shield / AT
-1	3pp = 1 SS15/15 Shatter / AT
0	3pp = 1 SS20 Powerbolt / OT
0	3pp = 1 +20PL Shield / AT
0	3pp = 1 SS20/15 Shatter / AT
1	3pp = 1 SS25 Powerbolt / OT
1	3pp = 1 +25PL Shield / AT
1	3pp = 1 SS25/20 Shatter / AT

Innate Skills

Innate Skills are special abilities that a Mage may call upon during game play.

Alchemy

Each Mage has an Innate Skill called **Alchemy**, which allows the Mage to convert gold pieces into power points and vice versa. This is done at a cost of 4 to 1. Example: You need 1 more gold piece to buy an Item. You can pay 4 power points and use Alchemy to create 1 additional gold piece. Place converted gold = GP (Mines) or power = PP (Powerstones) onto the appropriate spent pile. You can teach your Mage a better Alchemy ratio by spending more points on this Innate Skill.

Regenerate

Regenerate allows the Mage to heal themselves or other controlled creature at the time of damage.

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Restore
Restore allows the Mage to repair 1 lost Integrity Point to a structure per use.

Dispel
Dispel allows the Mage to negate the effects of any Spell or Scroll. This usually must be done at the time of casting, but Dispel can negate already cast Spells or Scrolls that have a duration.

Redirect
Redirect allows the Mage to send the effects of a Spell or Scroll against a Target of the Redirecting Mage's choice. This must be done at the time of casting of the opponent's Spell or Scroll. If the original caster is successful with their Spell or Scroll, a successful Redirect must be made in order to send the effect toward the new Target. If the Redirect is successful, the Redirecting Mage would then roll the Spell or Scrolls Spell Skill with any bonuses if applicable to see if the Spell or Scroll affects the new Target. If the Redirect is unsuccessful and if the original caster makes a successful Spell Skill roll if applicable, the Spell or Scroll would affect its original intended Target.

In the case where the original caster is in a structure and is the Target of the Redirect, the structure would roll have to roll its resistance. In the case of Mass affect Spell or Scroll, these would still affect all other players except the redirecting Mage. In the case of multiple Target Spells or Scrolls such as Sandstorm, only one redirect need be paid for. Every effect from this type of Spell or Scroll must have a successful Redirect roll made in order to choose a new Target for each instance of the affect.

Example: Your opponent pays for and casts 3 Sandstorms from the one Scroll and you choose to Redirect. You need only pay once for the Redirect, but you must roll the Innate Skill (IS20) for each of the 3 instances to see how many you can actually redirect at a new Target(s).

Imbue
Imbue allows the Mage to raise a creatures IS level by +25 for 1 round. Only 1 Imbue may be bestowed upon a creature at any one round.

Innate Skills Table

Cost	Innate Skills
-3	Alchemy 4:1
0	Alchemy 3:1
4	Alchemy 2:1
7	Alchemy 1:1
4	4pp = Regenerate / AT – 1LP at time of loss
4	10pp = Restore / AT – 1IP / T
3	2pp = Dispel / AT – IS20 Negate Spell or Scroll
4	2pp = Redirect / AT – IS20 Redirect at caster
2	2pp = Imbue / AT – Give Target +25IS for 1 /R

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Bonuses

Bonuses add to a Mages overall combat effectiveness. Below are costs and bonuses for increased skill. These bonuses only affect the Mage and not creatures in their army.

Protection Level

By default, Creatures have a **Protection Level** of zero (PL0), unless otherwise noted on the card. A Protection Level is a secondary defense from attacks and is used when a Defense or Resistance Level roll has failed. If your Mage has an innate Protection Level and has been hit by an attack, it would roll against its Protection Level to see if it absorbs the strike. If a successful roll is made, no damage is taken. If you give your Mage a Protection Level it is considered a +xPL. This means that the innate Protection Level can be added to Items, Spells and or Scrolls to increase the PL.

Spell Skill

Spell Skill is the Mage's ability to accurately cast a Spell or Scroll. This ability is **NOT** based off of a Mage's Skill Level, which as mentioned only incorporates the Mage's attack, defense and resistance.

Innate Skill

The Innate Skill is typically the successful skill roll needed to use a special ability accurately. Some Items and Innate Skills require a roll to be successful. Having this ability makes the Mage more apt to be successful when using the special ability.

Bonuses Table

Cost	Protection Level (PL)
1	+15
2	+20
3	+25
4	+30
5	+35

Cost	Spell Skill (SS)
3	+5SS
5	+10SS

Cost	Innate Skill (Mage IS)
1	+5IS
2	+10IS

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Quirks

Quirks are issues your Mage may have. These are a minor detriment to your character, but by taking them, you'll get additional character points to spend elsewhere. Your Mage must possess a minimum of a Skill Level 20 (SL20) to take these Quirks. Limit 1 Quirk per Mage.

Quirks Table

Cost	Quirks
-1	-5AL
-1	-5DL
-1	-5RL
-2	-5AL, -5DL
-2	-5AL, -5RL
-2	-5RL, -5DL
-2	-5SS, -5IS, -5AL
-2	-5SS, -5IS, -5DL
-2	-5SS, -5IS, -5RL

Now that you're familiar with all the skill sets available, it's time to create your Mage. Use the following chart on the next page to build your character and then fill in the provided character sheet. We hope you enjoy this addition to our game.

Tower Siege & MGS
Designed by Nick Scott

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Tower Siege

Create your Mage

Character Points = 12 or 11 + 1D4 (12-15) ____

Race Table

Cost	Race	*Bonuses	Playable Class
___ 0	Gnome		M, E, Sc, Wz
___ 0	Weefolk		M, E, C, W
___ 0	Dwarf		M, E, C, Wz
___ 0	Galwan		M, C, S, Sc
___ 0	Elf		M, C, S, Wz
___ 0	Human		M, S, W, Sc
___ 1	Goblin	+5DL, +2SS	Any
___ 1	Orc	+5AL, +2SS	Any
___ 1	Dark Elf	+5RL, +2SS	Any
___ 1	Kobold	+5DL, +2IS	Any
___ 1	Troll	+5AL, +2IS	Any
___ 1	Wood Elf	+5RL, +2IS	Any
___ 2	Ogre	+3SL, +2SS	Any
___ 2	Ettin	+3SL, +2IS	Any
___ 3	Lich	+3SL, +3SS, +3IS	Any

Class Table

Cost	Class
___ 0	Mage (M)
___ 3	Wizard (Wz) – All Items cost 1 less
___ 3	Sorcerer (Sc) – All Scrolls cost 1 less
___ 3	Warlock (W) – All Minions cost 1 less
___ 3	Enchanter (E) – All Rolls +1
___ 5	Conjurer (C) – All Rolls +2
___ 7	Summoner (S)– All Rolls +3

Skill Level Table

Cost	Skill Level (SL)
___-2	15
___ 0	20
___ 1	25
___ 2	30
___ 3	35
___ 4	40
___ 5	45
___ 7	50
___ 9	55
__ 12	60
__ 15	65

Life Points Table

Cost	Life Point (LP)
___-3	1
___ 0	2
___ 3	3
___ 5	4

Base Mine Table

Cost	Base Mine (BM)
___ 0	2
___ 1	3
___ 2	4
___ 3	5
___ 4	6
___ 5	7
___ 7	8
___ 9	9

Base Powerstone Table

Cost	Base Powerstone (BP)
___ 0	2
___ 1	3
___ 2	4
___ 3	5
___ 4	6
___ 5	7
___ 7	8
___ 9	9

Usable Items Table

Cost	Usable Items (UI)
___ 0	M
___ 2	AM
___ 2	WM
___ 3	U

Spells Table

Cost	Spell
___-2	No Powerbolt
___-2	No Shield
___-2	No Shatter
___-1	3pp = 1 SS15 Powerbolt / OT
___-1	3pp = 1 +15PL Shield / AT
___-1	3pp = 1 SS15/15 Shatter / AT
___ 0	3pp = 1 SS20 Powerbolt / OT
___ 0	3pp = 1 +20PL Shield / AT
___ 0	3pp = 1 SS20/15 Shatter / AT
___ 2	3pp = 1 SS25 Powerbolt / OT
___ 2	3pp = 1 +25PL Shield / AT
___ 2	3pp = 1 SS25/20 Shatter / AT

Innate Skills Table

Cost	Innate Skill
___-3	Alchemy 4:1
___ 0	Alchemy 3:1
___ 4	Alchemy 2:1
___ 7	Alchemy 1:1
___ 4	4pp = Regenerate / AT
___ 4	10pp = Restore / AT
___ 3	3pp = IS20 Dispel / AT
___ 4	3pp = IS20 Redirect / AT
___ 2	2p = +25IS Imbue / AT

Bonuses Table

Cost	Protection Level (PL)
___ 1	+15
___ 2	+20
___ 3	+25
___ 4	+30
___ 5	+35
Cost	**Spell Skill (SS)**
___ 3	+5SS
___ 5	+10SS
Cost	**Innate Skill (Mage IS)**
___ 1	+5IS
___ 2	+10IS

Quirks Table

Cost	Quirk
___-1	-5AL, -5DL
___-1	-5AL, -5RL
___-1	-5RL, -5DL
___-2	-5SS, -5IS, -5AL
___-2	-5SS, -5IS, -5DL
___-2	-5SS, -5IS, -5RL

Spent Points

____ Race
____ Class
____ Skill Level
____ Life Points
____ Base Mines
____ Base Powerstones
____ Usable Items
____ Spells
____ Innate Skills
____ Bonuses
____ Quirks
____ Total

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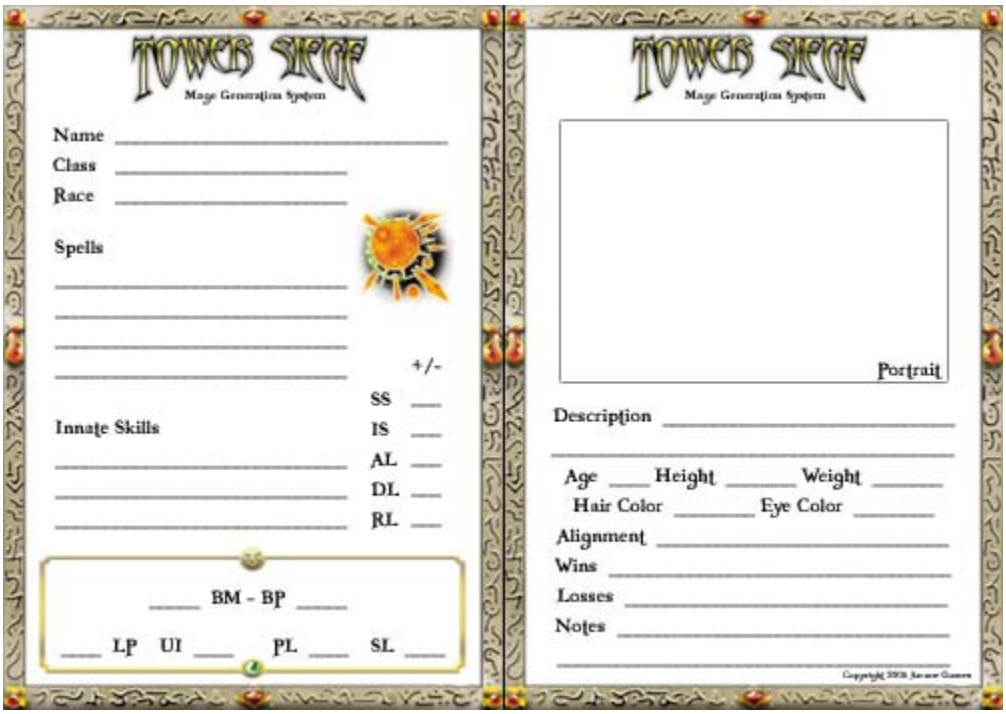
TOWER SIEGE

MAGE

=GENERATION SYSTEM=

Final Release

Use this form to fill in your Mage's stats. Be sure to install the included fonts for best printing results.
Print, cut and fold to use.



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