

DragonQuest Aspects

A Supplement for Use with the **Dragonquest^(tm)** Fantasy Role Playing Game

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The DragonQuest Development Team
THE ORIGINAL ASPECTS,
KNOWN IN THIS DOCUMENT AS
THE ASPECTS OF ACTION

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ADVICE AND FEEDBACK

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7. ASPECTS

The date and time of birth of a character will have an effect upon the course of his life. Some *mana* is invested by the Great Powers into the soul of every being born into a *DragonQuest* world. This investment of power manifests as the Aspect of the character.

The aspect of a character is tripartite in nature, divided into the Aspect of Action, the Aspect of Form and the Aspect Arcane.

[7.1] ASPECTS OF ACTION

Aspects of Action influence the actions a character takes. A character will benefit during the times his Power is in full ascendancy and suffer when the opposite Power is in full ascendancy.

[7.1.1] Each player randomly determines the Aspect of Action for his character.

Each player rolls D100 on the following table, and enters the result corresponding to his dice-roll on his Character Record.

DICE	Aspect
01 ... 20	Winter Stars
21 ... 40	Spring Stars
41 ... 60	Summer Stars
61 ... 80	Autumnal Stars
81 ... 85	Sun
86 ... 90	Moon
91 ... 95	Life
96 ... 00	Death

[7.1.2] A character is affected by a Seasonal Aspect during the season of his Aspect and during the season which does not share an equinox or solstice with the season of his Aspect.

Stars are ascendant during the season for which they are named. The Vernal (Spring) Stars are ascendant when Autumnal Stars are descendant, and Winter Stars are ascendant when Summer Stars are

descendant. The reverse is true in both cases.

Consult the following table to determine when to apply seasonal Aspect effects, and what they are.

Time	Effect
Midnight, Character's Stars Ascendant	-10
Midnight, Equinox or Solstice Named for Character's Stars	-25
Midnight, Character's Stars Descendant	+10
Midnight, Equinox or Solstice other than that Named for Character's Stars	+25

The effect is applied to any percentile roll (not success chance) for that character for 30 seconds before and after midnight. If the night is cloudy, reduce the effect to a minimum of 2 and 5 respectively, depending on how complete the cloud cover is.

[7.1.3] A character of Solar or Lunar Aspect is affected by his Aspect at high noon and midnight.

Consult the following table to determine when to apply Solar Aspect effects and what they are.

Time	Effect
Noon	-5
Midnight	+5
Noon, Summer Solstice	-25
Midnight, Winter Solstice	+25

Multiply the Solar Aspect effect by -1 to determine the effect for Lunar-aspected characters. The effect is applied to any percentile roll (not success chance) for that character for 10 seconds before and after high noon or midnight. If the sky is cloudy, reduce the effect to a minimum of 1 and 5, respectively, depending on how complete the cloud cover is.

[7.1.4] A character of Life or Death Aspect is affected by a birth or death in his immediate vicinity.

Consult the following table to determine what events bring Life or Death Aspect effects into play, the range at which they affect a character and what they are.

A Life Aspect effect is applied for 3 seconds times the range number (e.g. the birth of a humanoid mammal would cause an effect for 750 seconds). A Death Aspect effect is applied for 1 second times the range number. Death Aspect effects are *non-cumulative* (only one may be in effect at a given time), though Life Aspect effects are cumulative. A stillbirth does not affect a life- or death-aspect character. A resurrection is treated as a birth.

Aspect of Character	Event	Range is less than	Effect
Life	Birth, mammal,	100'	-5
Death	non-humanoid		+5
Life	Birth, humanoid	250'	-10
Death	mammal		+10
Life	Birth, humanoid mammal related to character*	500'	-25
Death			+25
Life	Death, mammal,	50'	+5
Death	non-humanoid		-5
Life	Death, humanoid	125'	+10
Death	mammal		-10
Life	Death, humanoid mammal related to character*	250'	+25
Death			-25

* The relative may be no more distant than a second cousin. A female Life-aspected character will suffer no pain after giving birth and will be as healthy and active as she was before she became pregnant.

[7.2] ASPECTS OF FORM

Aspects of Form reflect the relation of the character to the world around him and his physical talents and affinities. The Aspect of Form does not automatically influence any actions a character takes, but it is possible that a given Aspect will do so for some specific actions. Instead, the Aspect of Form affects the physical and mental attributes of the character and may confer affinities and handicaps toward learning certain types of skills. The Aspects of Form are tied to various creatures or things of the *DragonQuest* world.

[7.2.1] Each player randomly determines the Aspect of Form for his character.

Each player rolls D100 on the following table and enters the result corresponding to his dice-roll on his Character Record.

DICE	Aspect
01 ... 06	Cat
07 ... 12	Fox
13 ... 18	Owl
19 ... 24	Tree
25 ... 30	Stone
31 ... 36	Horse
37 ... 42	Stag
43 ... 47	Hawk
48 ... 52	Dog
53 ... 57	Otter
58 ... 62	Monkey
63 ... 67	Serpent
68 ... 72	Rat
73 ... 76	Boar
77 ... 80	Wolverine
81 ... 84	Bear
85 ... 87	Wolf
88 ... 90	Tiger
91 ... 93	Raven
94 ... 96	Gryphon
97	Unicorn
98	Demon
99	Phoenix
00	Dragon

[7.2.2] The various effects of each Aspect of Form are enumerated in the descriptions of the individual Aspects.

All Aspects of Form influence one or more characteristics of a character and each Aspect also has other effects on a character.

[7.2.3] The effects of the Aspect of Form that alter characteristics are applied at the time of character creation.

Aspect of Form should be determined before allocation of the characteristic point pool.

[7.2.4] The effects of the various Aspects of Form are described in this section.

CAT: Characters with this Aspect gain +1 Agility. They also modify the results of all dice-rolls against their Stealth skill by -10. Cat-aspected characters can see twice as far in darkness and low light conditions as normal people.

FOX: Characters with this Aspect gain +1 Fatigue and +1 Physical Beauty. Fox-aspected characters expend only *three quarters* of the experience required to progress Ranks in the Thief or Spy skills.

OWL: Characters with this Aspect gain +3 Perception. During daylight hours they suffer from a penalty of -1 to Perception (i.e. they only have a +2 total modifier to Perception) due to their sensitivity to strong light. Owl-aspected characters can see five times as far in darkness and low light conditions as normal people. Owl-aspected characters cannot be Sun-aspected in either Aspect of Action or Aspect Arcane.

TREE: Characters with this Aspect gain +2 Endurance. Tree-aspected characters expend only *three quarters* of the experience required to progress Ranks in any skill that involves woodworking and in the Ranger skill if they specialize in the Woods terrain.

STONE: Characters with this Aspect gain +3 Willpower and suffer a penalty of -1 to their Tactical Movement Rate. Stone-aspected characters expend only *three quarters* of the experience required to progress Ranks in any skill that involves mining or stone working. They expend only *three quarters* of the experience required to progress Ranks in the Ranger skill if they specialize in the Rough or Cavern environment.

HORSE: Characters with this Aspect gain +2 Tactical Movement Rate and have the results of all dice-rolls against their Horsemanship skill modified by -20.

STAG: Characters with this Aspect gain +2 Fatigue and +1 Tactical Movement Rate.

HAWK: Characters with this Aspect gain +2 Perception and have the dice-rolls of all their ranged attacks modified by -7.

DOG: Characters with this Aspect gain +1 Endurance and +1 Perception. Dog-aspected characters expend only *three quarters* of the experience required to progress Ranks in the Beastmaster skill if they initially specialize in canines. If a Dog-aspected character does not use intimidation, his Rank multipliers for loyalty checks involving canine animals are increased by one.

OTTER: Characters with this Aspect gain +1 Manual Dexterity and +1 Agility. Otter-aspected characters have the success chance of all swimming-related activities increased by 20.

MONKEY: Characters with this Aspect gain +2 Manual Dexterity and have the success chance of all climbing-related activities increased by 15.

SERPENT: Characters with this Aspect gain +2 Agility. Attempts to detect falsehoods by a Serpent-aspected character get a +10 dice-roll penalty.

RAT: Characters with this Aspect gain +1 Manual Dexterity, +1 Agility and +1 Perception and suffer a penalty of -1 to Willpower and -1 to Physical Beauty. Rat-aspected characters have an increased resistance to infection and disease and their Base Chance of being infected is reduced by 10. Their Base of Chance of getting any disease is reduced by 25.

BOAR: Characters with this Aspect gain +1 Physical Strength and +1 Fatigue. Boar-aspected characters have their chance of recovering from being Stunned increased by 30.

WOLVERINE: Characters with this Aspect gain +1 Physical Strength and +1 Willpower. Whenever a Wolverine-aspected character is Stunned in Combat, he may choose to go Berserk instead. A Berserk character gains an immediate temporary boost of +4 to Physical Strength, Endurance and Fatigue and +2 to Willpower and a reduction of -2 to Agility. The Berserk rage persists until all enemies are defeated or out of reach or the character is Stunned by a blow that inflicts twice the damage required to Stun him normally. Such Stunning is not automatic and allows a normal check to resist becoming Stunned. A Berserk character can only take Actions to attack or move to attack the nearest enemy.

BEAR: Characters with this Aspect gain +2 Physical Strength and +1 Endurance. Bear-aspected characters gain +10 to Base Chance to Strike in Close Combat.

WOLF: Characters with this Aspect gain +1 Physical Strength, +1 Endurance and +1 Fatigue. Wolf-aspected characters only lose half the normal amount of Fatigue from any type of exercise if the exercise is incurred by overland travel. Their Horsemanship dice-rolls are always modified by +10.

TIGER: Characters with this Aspect gain +1 Physical Strength, +1 Agility and +1 Fatigue. In Combat, any character attempting to Repulse (see [13.6]) a Tiger-aspected character has his dice-roll modified by +3.

RAVEN: Characters with this Aspect gain +1 Magical Aptitude, +1 Willpower and +1 Perception. Raven-aspected characters expend only *half* the experience required to progress Ranks in any language, whether spoken or written.

GRYPHON: Characters with this Aspect gain +1 Perception and +2 Physical Strength. Gryphon-aspected characters expend only *three quarters* of the experience required to progress Ranks in the Military Scientist skill.

UNICORN: Characters with this Aspect gain +2 Magical Aptitude, +1 Willpower and +2 Physical Beauty (+4 if female). Unicorn-aspected characters expend only *one half* of the experience required to progress Ranks in the Healer skill. They must expend *twice* the normal experience required to progress Ranks in the Assassin skill. They gain +10 to Magic Resistance (see [34.1]) against all magic from servants of the Powers of Darkness and against magic from the Colleges of Necromantic Conjurations, Black Magics and Greater Summoning. Unicorn-aspected characters cannot be Death-aspected in Aspect of Action or Aspect Arcane.

DEMON: Characters with this Aspect gain +2 Physical Strength, +2 Willpower and +1 Magical Aptitude. Demon-aspected characters expend only *three quarters* of the experience required to progress Ranks in the Assassin skill, but they have an experience multiplier of 1.20 for the Diplomat skill (see [112], *Poor Brendan's Almanac*) and must expend *twice*

the normal experience required to progress Ranks in the Healer skill. Demon-aspected characters cannot be Life-aspected in Aspect of Action or Aspect Arcane.

PHOENIX: Characters with this Aspect gain +3 Magical Aptitude and +3 Physical Beauty. Phoenix-aspected characters also have their resistance to all forms of fire increased by 5.

DRAGON: Characters with this Aspect gain +1 Physical Strength, +2 Magical Aptitude and +2 Willpower. Dragon-aspected characters possess Witchsight as per the Talent T-1 of the College of Illusions (see [38]) and gain +15 to resistance against all magic. They also exude an aura of uncanny power. This Majestic Aura causes people to react to them with respect, awe or fear and grants them +15 on all Reaction rolls during encounters.

[7.2.5] Some Aspects of Form grant a character increased vision.

For such characters, the effective radius of any light source is multiplied by the factor given. For example a Cat-aspected character would see to a range of 20 feet in the light of a torch that only lights objects at 10 feet for characters with normal vision. If characters with vision-enhancing Aspects of Form possess some form of night or low light vision such as elven sight or the Witchsight talents of various Colleges of Magic, their range is also multiplied by the factor given.

[7.3] ASPECTS ARCANE

The Aspects Arcane are a reflection of the relationship a character has with things magical and where his arcane aptitudes lie. Unlike the Aspects of Form and Action, the Aspects Arcane are not possessed by all inhabitants of a *DragonQuest* world. They are restricted to highly magical beings, as determined by the GM.

[7.3.1] Only a character with a high enough Magical Aptitude may have an Aspect Arcane.

The chance of a character having an Aspect Arcane is equal to $[\text{Magical Aptitude} - Y] \times Z\%$, where Y and Z are set by the GM according to how common he wishes the Aspects Arcane to be.

For example, a GM who wishes magic and Aspects Arcane to be common in his game world could set the value of Y to 12 and the value of Z to 10, in which case each point of Magical Aptitude above 12 would increase the chance of a character having an Aspect Arcane by 10. Conversely, a GM who wishes magic to be uncommon might set Y to 15 or even 17 and Z to 5 or 7, in which case the chance of any given character having an Aspect Arcane would be much lower.

[7.3.2] The Aspects Arcane should be determined before selecting a College of Magic during character creation.

The Aspects Arcane influence some or all of the magic a character performs and in various ways. Combining certain Aspects Arcane with certain Colleges of Magic can be very advantageous.

[7.3.3] Each player randomly determines the Aspect Arcane for his character.

Each player rolls D100 on the following table and enters the result corresponding to his dice-roll on his Character Record.

DICE	Aspect
01 ... 05	Faerie
06 ... 10	Thought
11 ... 15	Knowledge
16 ... 20	Craft
21 ... 25	Gate
26 ... 30	Void
31 ... 36	Ice
37 ... 42	Water
43 ... 48	Wind
49 ... 54	Earth
55 ... 60	Fire
61 ... 66	Light
66 ... 70	Life
70 ... 75	Sun
76 ... 80	Moon
81 ... 85	Stars
86 ... 91	Shadow
91 ... 95	Death
95 ... 00	Darkness

[7.3.4] The Aspects Arcane may grant an Adept a bonus to his chance to use his magic correctly.

All such bonuses apply equally to Talents, Spells and Ritual magic. The bonuses are enumerated in the description of each Aspect Arcane.

[7.3.5] The Aspects Arcane may be affiliated with one or more Colleges of Magic.

Some of the Aspects Arcane have a deeper affiliation with certain Colleges of Magic because the magic of those particular Colleges is so closely related to the nature of the Aspect. This has certain benefits when an Adept is a member of a magical College which matches his Aspect Arcane. These benefits are:

1) The Adept receives a permanent bonus of +3 to the chances of successfully using any talent, spell or ritual of his College.

2) The experience multipliers of all talents, spells and rituals are reduced by 10% for the Adept.

3) Whenever the Adept casts a spell, uses a talent or performs a ritual that can be resisted, the magic resistance of the target is reduced by 3.

4) Whenever any other Adept attempts to negate the Adept's magic by using a counterspell, their base chance to successfully cast the counterspell is reduced by 3 unless they are of the same Aspect Arcane as the first Adept *and* belong to a College affiliated with their Aspect Arcane. For example, an Adept of the College of Fire Magics (Thought-aspected) trying to use a counterspell against an Adept of the College of Lesser Summoning (Gate-aspected) would suffer the penalty, but a Gate-aspected Adept of the College of Greater Summoning or Lesser Summoning would not because they share the same Aspect Arcane and are members of a College affiliated with that Aspect.

[7.3.6] The Aspects Arcane may be negatively affiliated with one or more Colleges of Magic.

This situation is called Opposition. If an Aspect Arcane is opposed to a particular College of Magic, any Adept of that College with the Opposed Aspect must apply all the benefits enumerated in [7.3.5] to his own magic *in reverse*.

When faced with magic of a College Opposed to his Aspect, an Adept suffers a modifier of -3 to his magic resistance.

[7.3.6] All of the bonuses and penalties from an Aspect Arcane are cumulative when applicable.

An Adept receives all bonuses and penalties of his Aspects Arcane which apply. For example, an Adept of the College of Fire Magics with an Aspect Arcane of Fire would receive both the affiliation bonuses listed in [7.3.5] and +3 to the damage of any offensive fire spell, while an Adept of the College of Necromantic Conjurations would only receive +3 to the damage of the Fire and Brimstone Spell [45, spell G-4].

[7.3.7] The effects of the various Aspects Arcane are described in this section.

FAERIE: The magic of characters with this Aspect is 50% more effective when casting blessings or curses. Such magic is half again as potent, lasts half again as long and is half again as difficult to dispel as the same magic cast by a character with another Aspect. This Aspect is also known as the Fey Aspect.

Affiliated Colleges: The College of Ensorcelments and Enchantments, the College of Fey Magics, the College of Witchcraft

THOUGHT: The difficulty factor for researching new spells is decreased by 50% for characters with this Aspect.

Affiliated Colleges: The College of Sorceries of the Mind.

KNOWLEDGE: The time spent to learn new spells or rituals or to progress Ranks in talents, spells, rituals and Names is reduced by half.

Affiliated Colleges: The College of Illusions, the College of Naming Incantations.

CRAFT: Magic performed by characters with the Aspect of Craft is very difficult to negate. Any attempts to do so suffer a reduction of 30 to the base chance of success.

Affiliated Colleges: The College of Shaping Magics, the College of Rune Magics.

GATE: Summoning magic performed by characters with an Aspect of Gate is more effective. All summoning spells and rituals have twice the normal range. Summoned or conjured creatures are less hostile toward the summoner and any reaction rolls are modified by 15 in favor of the character.

Affiliated Colleges: The College of Lesser Summoning, the College of Greater Summoning.

VOID: Characters with an Aspect of the Void have an affinity for dispelling and annulling the magics of others. They gain +20 to the Base Chance of successfully casting any counterspell or performing any talent, spell or ritual of banishment, negation, removing or otherwise nullifying magic.

Affiliated Colleges: The College of Naming Incantations, the College of Time Magics.

ICE: Spells of resistance to heat or cold cast by characters with this Aspect are twice as effective as those cast by a character with a different Aspect (double area, duration and range). Ice-affected characters also do 3 points more damage with any spells that use cold-based effects as the main damage mechanism.

Affiliated Colleges: The College of Ice Magics.

Opposed Colleges: The College of Fire Magics

WATER: The area of effect of any magic cast by the character is increased by 50% when applicable.

Affiliated Colleges: The College of Water Magics.

WIND: The range of any magic cast by the character is increased by 50% when applicable.

Affiliated Colleges: The College of Air Magics.

EARTH: The duration of any magic cast by the character is increased by 50% when applicable.

Affiliated Colleges: The College of Earth Magics.

FIRE: All spells cast by the character that use fire or heat as a damage mechanism cause 3 additional points of damage. All spells of light and setting things on fire are twice as effective (double area, duration and range)

Affiliated Colleges: The College of Fire Magics.

Opposed Colleges: The College of Ice Magics

LIGHT: All spells of light and illumination cast by the character are twice as effective (double area, duration and range). Protection extended by the Powers of Light cause the rolls of the character on the Fright Table to be modified by -20. The character gains a +10 modifier to all encounters with Creatures of Light and a penalty of -10 to all encounters with Creatures of Darkness. If the character ever becomes a servant of the Powers of Darkness, his Aspect Arcane changes to that of Darkness.

Affiliated Colleges: The College of White Magics.

Opposed Colleges: The College of Black Magics, the College of Necromantic Conjurations, the College of Greater Summoning

LIFE: All healing spells cast by the character are heal twice the normal amount of damage.

Characters with this Aspect expend only half the normal Fatigue to perform any quasi-magical actions from the Healer skill.

Affiliated Colleges: None

Opposed Colleges: The College of Necromantic Conjurations

SUN: Any undead targeted by the magic of the character suffers a penalty of -15 to magic resistance.

Affiliated Colleges: The College of Sun Magics

Opposed Colleges: The College of Celestial Magics (Dark Mages)

MOON: The character suffers a Backfire from spells or rituals only if he rolls over 40 or above over his modified cast chance during the Tactical procedure or over 50 or more above his modified cast chance in a non-combat situation.

Affiliated Colleges: The College of Moon Magics.

STARS: Whenever the character uses magic to divine the past, the present or the future, his divination will be either twice as accurate as normal *or* he can ask

double the normally allowed number of questions. This applies also to any predictions made using the Astrologer skill. The GM decides which one of the benefits the character gains on any given attempt at divination.

Affiliated Colleges: The College of Celestial Magics (Star Mages)

SHADOW: The character is veiled in the power of Shadow and difficult to detect by magical means. Any attempts to pierce, dispel or negate any magic of concealment performed by the character have their chance of success reduced by half after all other modifications. All attempts to scry the character, divine his future or past, read his aura or otherwise gain information about him by magical means are similarly affected unless he specifically chooses not to resist such efforts.

Affiliated Colleges: The College of Celestial Magics (Shadow Weavers)

DEATH: Creatures killed by the character's magic cannot be resurrected by any means short of direct intervention by a Great Power of Life or Healing or the permission of a Great Power of Death. Such permission or intervention is granted only rarely and at a steep cost. Even then the resurrection counts as two normal resurrections as per [55.7].

The character also gains a +10 modifier to reaction rolls when encountering the Greater Undead. Lesser Undead regard him as one of the Greater Undead and will not attack unless provoked or under the command of a hostile entity.

Affiliated Colleges: The College of Necromantic Conjurations

DARKNESS: All spells of darkness and obscurement cast by the character are twice as effective (double area, duration and range). The Powers of Darkness lend their essence to the magic of the Adept

and any rolls on the Fright Table caused by his magic are modified by +15. The character gains a +10 modifier to all encounters with Creatures of Darkness and a penalty of -10 to all encounters with Creatures of Light. If the character ever becomes a servant of the Powers of Light, his Aspect Arcane changes to that of Light.

Affiliated Colleges: The College of Black Magics, the College of Celestial Magics (Dark Mages)

Opposed Colleges: The College of White Magics, The College of Sun Magics

DESIGN NOTES

I have always considered the Aspects to be an intriguing but sadly under-developed facet of DQ. After a long time of quietly steaming and seething over this, I decided to do something about it, not least because of the needs of my own campaign world. Hence were born these optional rules for Aspects. Some in the DQ community may remember the original version of this document, just three pages long and not very appealing in appearance. I dusted them off and basically wrote everything out in detail, and this version has been the result.

THE TRIPARTITE DIVISION

I divided the Aspects into three categories: the Aspects of Action, the Aspects of Form and the Aspects Arcane, which together constitute the tripartite Aspect of any single character.

The Aspects of Action influence actions taken by characters and are the Aspects as they originally appear in the published DQ editions. There have been no changes whatsoever to those rules apart from changing terminology to refer to Aspects of Action instead of just Aspects. These Aspects reflect fate and the Powers that influence the character's actions for good or ill.

The Aspects of Form are related to the physical nature of the character and grant bonuses and penalties to statistics and skills and sometimes have other effects as well (such as giving enhanced night vision). They are meant to convey a sense of the character as a creature or entity. It does not mean that a character with a given Aspect of

Form must conform to a caricatured stereotype often associated with such an image (e.g. a Rat-aspected character being a rat-faced, small, shifty fellow and so forth), however.

The Aspects Arcane influence how the character's magic works. They describe the character's relation to the arcane forces and how he channels mana. Each Aspect Arcane is closely related to one (or more) of the Colleges of Magic and grant a number of minor bonuses for an Adept who is a member of the affected College. The primary effects of the Aspects, however, are independent of the character's College and affect how his magic functions in relation to the rest of the world (e.g. the spells of a Wind-aspected Adept have increased range when applicable, regardless of his College). The Aspects Arcane are not automatically gained, the chance to have a magical affinity is dependent upon the character's Magical Aptitude.

Note that many of the Aspects Arcane make references to Colleges of Magic that do not exist in DQ as of this writing or which might be fan-developed in some groups. This is intentional, so as to give more options and latitude to anyone who wishes to use or develop such additional Colleges.

DESIGN PHILOSOPHY

At a brief glance, the optional Aspects seem to be just a collection of various bonuses, with little or nothing to counterbalance them. This is, to an extent, true. There are relatively few penalties and offsets for the bonuses, but my main consideration was that the use of the Aspects would be a powerful device as a springing point for plot

hooks and as storytelling tools as well as giving each character a unique spin. The latter naturally requires cooperation from players so that they play along and at least make an attempt at taking the aspects into account when building the character's personality.

Conversely, if the player has already settled on a character type he or she wants to play, the GM should ideally cooperate by allowing an aspect that would complement the personality of the character (e.g. the Aspect of the Bear may not be the best suited for a rogue-type character who relies on stealth, speed and a quick tongue to get things done, while the Aspects of the Cat or Fox would be more appropriate).

The Aspects Arcane are in some ways a trickier issue than the Aspects of Form, and in some ways a lot easier. Each one gives a benefit of one sort or another, in addition to providing a set of bonuses to Adepts of specific Colleges with the appropriate Aspect. The decision to include the affiliations and oppositions to different Colleges means that using totally random determination is ill-advised. Getting an Aspect of Ice for Fire Adept would be really antithematic, so rerolls may be appropriate if the GM and player can agree on the subject.

The Aspects Arcane are supposed to give the same diversity to magic as the Aspects of Form give generally, and frankly, they are also **meant** to be a power boost with the unstated stipulation that it should serve plot purposes. The evil necromancer or greater summoner who is the main villain gets an altogether different flavor if they happen to have an Aspect of corresponding to their magic

(Death or Gate, in this case). Or what happens when you need to take on someone who has an Aspect of Craft? Dealing with their magic just became a lot harder than was originally expected. These Aspects add more spice, and a certain degree of unpredictability that discourages assuming too much. They also provide an endless variety of story hooks and more depth for the GM to exploit, should he choose to use them.

The grouping of the Aspects Arcane is intentionally thematic. First there are the abstract Aspects, (Faerie, Thought, Knowledge, Craft, Gate, Void), followed by the Elemental Aspects, which in turn lead the way to what in my campaign world are the Aspects representative of Light, Twilight and Darkness and which also have a secondary tie to the elements. There is a specific reason why the Aspect of Life overlaps those of Light and Sun and Death overlaps Shadow and Darkness. Those 1 in 100 occurrences of two Aspects Arcane are supposed to be reserved for pivotal characters in the struggle of good and evil, the Powers of Light and Darkness. The mutability of the Aspects of Light and Darkness according to the actual choices and actions of a PC or an NPC can yield **very** interesting results if played correctly. The elements have a slightly higher chance of occurring than the others, 6% vs 5% for a specific aspect, and Shadow, Sun, Light and Darkness also have 6%, one of which is overlap with either Death or Life.

I must admit that these Aspect tables, especially the Aspects

Arcane, have been drawn up to specifically suit my campaign world and its attendant arrangement of powers, but I also think that the arrangement is general enough in nature to be adopted as is or with little modification for most campaign worlds. I explicitly ignored balance (other than in general terms) as a consideration, meaning that I did not want a zero-sum game where every benefit would be countered by an equal negative in some respect. That might have something to do with my world being a relatively high magic one, as in that magic is not very common, but it is a powerful force, though subtle, and pivotal in many respects. The Aspects enhance and underline this, as well as add to the mystery. Characters with certain aspects also tend to be noticed much more easily by the Powers than J. Random Villager. Death tends to draw the Powers of Darkness and Life the Powers of Light, for example.

Ideally the Aspect of the character should reflect the character's personality or vice versa. They are meant to be a tool to enrich play and diversify the range of available options and to provide additional flavor to characters and campaign worlds. This was the sole motivation behind the (admittedly not all that strenuous) effort put into the optional Aspects.

Now that the optional Aspect document is more or less complete, it is up to the individual GMs and player groups to decide whether or not they want to use some or even all of the material provided here.

I'm not going to presume to tell anyone how they should handle the issue. Each GM has his own campaigns, with different worlds, different approaches to magic, different requirements and different players, and they will damn well know what works best for their specific games, far better than I could ever make this on the basis of guesswork and putting in a ton of rules and page upon page of explanation for every possible twist and combination. If you find a use for these optional Aspects in your games, feel free to take whatever you need and modify the rest to your heart's content until the whole matches your preferences.

CREDITS

Now that I've finally managed to put everyone to sleep by being an overly verbose windbag, some credits are in order. I didn't manage all of it quite by myself, after all.

A big portion of the credit goes to my good friend **Kalle Ojala** who took the rough first draft and significantly improved it. Without his input, my ideas would have ended up with a far inferior, more limited and totally unsatisfactory final form.

I also owe **Rodger Thorm** thanks for his valuable comments on the unfinished work. Most of the text in the *Design Notes* section is the result of answering the questions he had to ask, and hopefully that will save you the trouble of asking them again. Of course, if there is something more you wish to know, I'll be more than happy to answer any questions on the mailing lists (dq-rules and dqn-list Yahoo groups)