

Series A

2025



Neo Odyssey

STARTER GUIDE:

YOUR ADVENTURE AWAITS

TABLETOP ROLEPLAYING GAME



Questwood

WELCOME TO NEO ODYSSEY!

Preface

NeoOdyssey is a game of untold fantasy, extraordinary adventures, and incredible challenges. A game of creativity, quick thinking, and, above all, roleplaying. You will play a character of your choosing, acting as if you were that character in a world crafted by you and your peers.

Through your character you will go on countless adventures exploring various worlds, meeting other characters, facing terrifying creatures, and, of course, finding priceless treasures.

Who will your character be? How will they act? Will they rise to the challenge? Or will they face the same horrific fate of so many Adventurers before them?

By Design

Our goal with NeoOdyssey is to create a game that fosters rich gameplay *centered* around roleplaying and building a *Story* together.

Therefore, we strive to keep players *in* the game by having dynamic, intuitive rules that *enable* gameplay and allow players to *drive* the events of the *Story*.

Tension in Design

NeoOdyssey seeks to strike a balance between simplicity, variety, and depth while also balancing fantasy and reality, choice and guidance, luck and skill, and much more.

A completely balanced game – we believe – is unmanageable and, more importantly, unfun. It is with a reasonable degree of imbalance that players discover, choose, learn, grow, and, of course, roleplay.

Heroic Fantasy

NeoOdyssey is a game of Heroic Fantasy with a specific interpretation. To us, *heroic* does not mean all powerful superheroes or superheroines; instead, *heroic* means triumph – to succeed against all odds. *This* gives players *real* accomplishment and *truly* memorable stories.

What to Expect

You will have unparalleled flexibility and control of your character. You will make many, many decisions; sometimes those decisions will have a right answer, so to speak, and other times they will be a matter of

preference. As a whole, your creativity for using tools and abilities will be essential to play NeoOdyssey.

Managing Risk

One more thing. Your character will *always* be in danger. You will make mistakes. Your character will stumble. And they may die.

The important thing is you *can* succeed! You *can* overcome the obstacles! And you *can always* get better!

Now then...will you take on the challenges, face the odds, and start adventuring? Are you ready to build your *Story*?

The Books

A playgroup should have one of each of:

- *Player Guide (this book!)*
- *Behind the Screen*
- *Character Resources*
- *Items and Journal Entries*

NOTE:

We will refer to the other books from time to time.

Player Guide

This book walks you through character creation and the rules that make adventuring possible.

NOTE:

To make it easier to learn, this book is structured to align with character's progression.

Behind the Screen

Behind the Screen focuses on how to be a *The Director*, providing resources, guidance, and additional rules for creating and running the game.

Character Resources

The *Character Resources* book is a collection of Kins, Origins, Backgrounds, and Classes for creating characters. Additionally, it contains details for advancing your character (i.e., Perks, Scars, Feats, etc.).

Items and Journal Entries

The *Items and Journal Entries* book is a reference for elixirs, poisons, diseases, spells, rituals, tactics, armor, weapons, and so on.

Acknowledgments

A game with this many components took a great deal of time and collaboration from many hardworking individuals who took time out of their busy schedules to see this project brought to life.

These people developed, tested, and refined the rules through many sessions over the years. Each brought invaluable expertise – editing, artwork, knowledge, and crazy ideas.

Lastly, we are unbelievably grateful to anyone who plays this game and supports the work we have done. Thank you all, adventure on, and enjoy the game!

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Written by:
Kevin McLaughlin

Edited By:
[Name(s)]

Created on:
[Date]

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Getting Started

LET'S INTRODUCE YOU TO THE FOUNDATIONAL CONCEPTS OF THE NEOODYSSEY. MORE IMPORTANTLY, LET'S BUILD YOUR CHARACTER SO YOU CAN GET TO THE GAME.

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ADVENTURING

Since this is a Roleplaying game, how about a sample adventure?

Your First Adventure

You find yourself running through thick undergrowth, desperately trying to distance yourself from the sounds of footsteps closely behind. The sounds grow louder and louder.

Suddenly, you come to a small clearing in the forest. With the trees gone, you finally notice the rain coming down. As you look up at the rain, you are interrupted by a deep, disturbing growl. It must be one of the hounds sent after you.

Quickly you dart behind some rocks on the side of the clearing. In your haste, you fail to notice the sloping landscape on the other side and slide downward, crashing into more rocks below. You stay still, as if holding your breath, hoping the fall did not give you away. To your surprise, the sound of growling and footsteps have disappeared.

Looking over yourself, you notice only some minor cuts and a large bruise where your shoulder hit the rocks. You look up to see the

muddy slope where you fell. There is no way you could climb back out!

Search around you stumble upon a hidden crevice obscured by foliage. With the sword from your hilt, you clear away some of the foliage.

“An entrance?!” you say, shocked and confused. With curiosity and no better way out, you step into the darkness below, slowly descending some rough, crumbling stone steps. All you can hear is the pounding of your heart with fear and anticipation. Who knows what lies ahead?

At the base of the steps, you reach a dimly lit chamber. The air is heavy with dust and decay. As your eyes adjust, you realize you've found an entrance to an underground dungeon.

After taking a swig of water and grabbing an old torch from the wall, you press onward. With cautious steps, you navigate through various corridors. Eventually encountering a small group of Orcs – maybe three or four – lurking in the shadows of a small room.

After dousing your torch, you toss a small bag of coins

to the side of the room – alerting the Orcs. As they move towards the sounds, you quietly hurry the other way.

You manage to get past the Orcs without being noticed, but you shouldn't linger. It won't be long until they come after you – you did trick them after all.

You hurry down the corridor and notice a wooden door on your left. Without thinking, you swiftly open the door, jump inside, and shut it once more.

For a second, a feeling of relief washes over you – until you realize you are *not alone*. An old wizard sits calmly in the corner of the room, nose-deep in a book. As far as you can tell, the book appears to have some magical properties.

The wizard looks up and asks, “are you here for the dragon or its treasure?”

“A dragon? Treasure? I haven't come for either of those things. I am here by accident and I'm looking for a way out” you say plainly.

“Interesting...well, the only exit I know of is past the dragon, over there.” He points beyond the door to the left. “Lucky for you, it

isn't too far."

"Thank you," you say trying to cover up your concern. You are definitely not prepared to fight a dragon. "Might you come with me and show me this exit you speak of and perhaps guide me away from the dragon too?"

"Sorry to disappoint, but I need to rest. I am in *no* condition to fight." The wizard gives you some more directions and wishes you luck. Alone, you follow the directions and head towards the exit.

As you dive deeper sulfur fill the air. Through an opening of a vast cavern, you see the fearsome dragon sitting atop a hoard of fantastical treasures.

Your heart races as you realize the danger you are in. Against your better judgment, you decide to swipe some gold coins from the dragon's hoard. Besides you *need* to replace the coins you gave to the Orcs!

Moving only with the heavy sounds of the dragon's breathing, you near the

hoard. As you grab a handful of gold coins, a peculiar-looking artifact catches your eye. You walk atop some of the gold coins and grab the artifact.

As you hold up the artifact in the dim light, you see something in the distance. The exit! Just as the wizard said!

The mountain of coins begins to shift from under you. The dragon has woken up! With hopes of staying unnoticed, you jump down and run towards the exit. As you get near, the dragon lets out a terrible roar, causing your heart to sink. "Will this be it?" you wonder.

You have no choice; you prepare to fight the dragon. For what feels like an eternity, you struggle against it – avoiding, bracing, and occasionally hitting the dragon with your sword.

Seemingly unscathed, the dragon charges through the air, once again. Though exhausted, you stand firm, ready to make one last attack.

With a deafening roar, the

dragon falls, defeated.

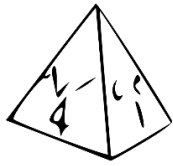
Stunned, you look around and see the old wizard walking away. "Was it the wizard who stopped the dragon?" you wonder.

Exhausted, but relieved, you head through the exit, emerging from the depths of the dungeon. With the rain subdued and artifact in hand, you head out, continuing your adventure.

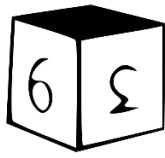
Looking Back

How was your short adventure? The key difference between the provided example and your future adventures is the decisions you make. Would you have thrown the bag of coins? Would you have tried to take more or less treasure? Do you call out or follow the wizard? How you get into that situation, navigate through it, and resolve it comes down to your decisions, *The Director's* interpretations, various game mechanics, and, of course, a fair number of dice rolls.

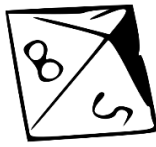
THE DICE



4-Sided Die



6-Sided Die



8-Sided Die



10-Sided Die



10-Sided Die*



12-Sided Die



20-Sided Die

Rolling dice represents your chances of success and adds enough randomness to create great stories.

Notation

With multiple dice of varying Size, or different number of sides, it is convenient to use shorthand to refer to them. You will see the following:

$$3d6 + 2$$

Now what does this mean? Simply put, it means “Roll three 6-Sided dice, and add up the results, then add 2 more to get the final result of the roll.”

Max Out

Each time you roll a die, if the result of that die is equal to the highest number on the physical die, then you roll an extra die with the same number of sides, adding its result to your total roll. This is called a *Max Out*.

EXAMPLE:

Let's say you rolled 2d6 and got 4 and 6. Since the highest

value on a 6-Sided Die is a 6, one of these Max Out. You roll another 6-Sided Die and get a 5. This means the result of the roll is 15, instead of 10 from the initial roll.

NOTE:

If the extra die was a 6, you would NOT roll another die. You only roll additional dice according to your initial roll, NOT subsequent rolls.

Situational Modifiers

To manage all the possible situations, *The Director* may impose a *Situation Modifier* to your roll. This may help or hinder your chances at success.

Advantage (ADV)

Advantage represents some benefit to the situation. Rolling with *Advantage* means to roll one more die of the same size and disregard the die with the *lowest* result.

EXAMPLE:

Rolling 2d6 with *Advantage* means, first roll 3d6. Let's say you roll: 5, 1, and 6. You

would ignore the 1 (lowest value), and your result would be 11 (5 + 6).

Roll one more die of the same Size and drop the **Lowest Result**

Favor (FAV)

Favor represents a significant benefit to a situation. Rolling for *Favor* means roll for *Advantage*, then add 2 to the result.

$$FAV = ADV + 2$$

Disadvantage (D-ADV)

Disadvantage represents some detriment to the situation. Rolling with *Disadvantage* means to roll one more die of the same size and disregard the die with the *highest* result.

EXAMPLE

Rolling 2d6 with *Disadvantage* means, first roll 3d6. With 5, 1, and 6 (from before). You would ignore the 6 instead (highest value), and your result would be 6 (5 + 1).

Roll one more die of the same Size and drop the Highest Result

Disfavor (D-FAV)

Disfavor represents a significant detriment to a situation. Rolling for *Disfavor* means roll for *Disadvantage*, then subtract 2 from the result.

$$D-FAV = D-ADV - 2$$

NOTE:

Character effects can impose various modifiers to the rolls.

Rounding

Sometimes, you will need to divide a result, resulting a fraction. When this happens, round down to the nearest whole number to get the actual result.

EXAMPLE:

Halving 13 would give a result of 6, which is 6.5 rounded down.

Level Bonus (LB)

In different circumstances, your character will apply a generic bonus, known as their *Level Bonus (LB)*, based on their experience as an Adventurer. The table below illustrates the value to add depending on their level.

Level Bonus (LB)	
Level Range	Bonus
1 st – 5 th	+2
6 th – 15 th	+3
15 th – 30 th	+4

DISCLAIMER:

You can remember this as your character's:
First 5, Next 10, and Last 15

levels. We will discuss levels in detail later.

Level Penalty (LP)

Another common adjustment is their *Level Penalty (LP)*. Unlike your character's *LB*, their *LP* is used to represent inexperience or weakness in a situation. It is the difference between six and your character's *LB*. For convenience, the table below lists the negative values.

Level Penalty (LP)	
Level Range	Bonus
1 st – 5 th	-4
6 th – 15 th	-3
15 th – 30 th	-2

$$LP = 6 - LB$$

ROLEPLAYING

By roleplaying, you take on the persona of another person with their own personality, values, goals, and so on to engage with the world and its story. Let's use a book as an example.

Characters are In-Game

In-Game refers to describing the places, events, characters, and anything else through the eyes of the

character *within* the book.

We call the character in the book the *Character*. Each *Character* is an *In-Game* persona controlled by a *Player* that navigates, interacts, and affects the game world.

The Party

A typical game consists of three to five *Characters*, known the *Party*. These

Characters are played by *Players* and *The Director*. The *Party* is the focus of each adventure.

Players are Out-of-Game

By contrast, *Out-of-Game* refers to the perspective of the person *reading* the book. The reader is known as the *Player*.

As a *Player* you will manage the mechanical

impacts of the decisions of your *Character*, acting on their behalf much like a performer playing a role in a play.

NOTE:

A *Player* may have more information than their *Character*.

DISCLAIMER:

Separating *Player* from *Character* can be challenging. When deciding your character's actions, consider *their* knowledge and personality without your own insights. Does yelling at a movie character affect what they do?

The Director

The Director is responsible for the inner workings of the game world. They present the world to the *Players* and their *Characters*, handle interactions, make rulings, and keep story moving forward.

Non-Player Character

Non-Player Characters, often called *NPCs*, are just like *Characters* except no *Player* is acting on their behalf. Instead, *NPCs* are part of the game world with their actions managed by *The Director*.

Playing Together

The goal is for the *Party* and *The Director* to work together to build a world. Through your *Character*, you will affect the world by exploring, overcoming challenges, forging relationships, and other roleplaying decisions.

The Director will be the opposition, playing as the monsters and devising traps, puzzles, and other obstacles for the *Party*. Additionally, they will be the scholar, banker, shopkeeper, healer, and your assistance.

In short, working *with*, and helping, *The Director* will lead to a better game.

TIME OF PLAY

Game Time

Game Time is quite flexible, speeding up and slowing down to fit the *Story* as told by *The Director*. Events will vary from seconds to years.

EXAMPLE:

Two hours pass for the Player, but three days pass for the Character.

Adventure

An *Adventure* is any arc in a *Story* that has a definitive start and end.

Non-Game Time

Non-Game Time refers to the time spent in the real world.

Session

A *Session* is any amount of time of continuous play. Each *Session* may cover multiple *Adventures*.

EXAMPLE:

If you start at nine o' clock and end at twelve o' clock, then you played a 3-Hour Session.

Campaign

The *Campaign* is the whole *Story*, consisting of multiple *Sessions*, or games, where the *Story* progresses.

NOTE:

A *Campaign* can be completed in one *Session*.

ABILITY SCORES

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ATTRIBUTES AND CAPACITIES

The six Ability Scores — *Toughness, Agility, Focus, Reason, Belief,* and *Cooperation* — define your character's innate capabilities. Each has a value, modifier, focus, and is in one of two categories: *Attributes* and *Capacities*.

Attributes

Attributes provide an initial benefit and a consistent bonus, addressing questions like “What does my character start with?” and “How much gets added?”

Toughness

Toughness measures the vitality and physical prowess of your character. It is how well your character can keep fighting, survive physical ailments and injuries.

Agility

Agility is your character's ability to be quick and nimble — both mentally and physically. It affects your character's ability to use *Tactics* and *Spells*.

Focus

Focus represents your character's attention to detail and ability to perform delicate tasks. This will affect your character's starting expertise.

Capacities

Unlike *Attributes*, *Capacities* have no initial benefit; instead, they represent a limit, or maximum, for your character. *Capacities* address “How many can my character have?”

Reason

Reason is your character's ability to learn, predict, and adapt to situations. It determines the number of *Talents* your character can have.

Belief

Belief represents your character's understanding of mythology and supernatural forces. Specifically, it determines the number of *Rituals* your character can know, and their ability to recognize magical effects.

Cooperation

A character with high *Cooperation* can develop a large network of different contacts. These contacts may provide information, aid, or, possibly, trouble.

DISCLAIMER:

Many of these topics will be discussed later.

Apples and Ability Scores

Another way to remember each *Ability Scores* is... apples:

- *Toughness* — is resisting illness from a rotten apple, lifting apples, or cutting one.
- *Agility* — is catching falling apples.
- *Focus* — is throwing apples accurately or mastering tricks.
- *Reason* — is knowing different apple varieties and how to grow them.
- *Belief* — is recognizing magical apples and using them properly.
- *Cooperation* — is sharing apple with others.

ROLLING YOUR STATS

Now that you understand the basis for the *Ability Scores*, let's generate them for your new character! Here's an overview:

- 1) Roll 3d6
- 2) Reroll one or more dice (3 times max)
- 3) Write down result
- 4) Repeat Steps 1 – 3 until you have six numbers
- 5) Assign one number to each Ability Score
- 6) Increase Ability Scores by 1 for each remaining Reroll (up to 18)

The Numbers

How about we do an example? Assume you roll 3d6 (three 6-Sided Dice) and get:

1, 4, 4

for your first roll. Now you could write this down as a 9 (1 + 4 + 4) or use one of your three *Rerolls*. Let's reroll the 1. You roll a 3; now you would have:

3, 4, 4

and only two *Rerolls* left. You could use another *Reroll* to reroll the 3 again, but it might not be worth it (what if you roll lower!). At this point, let's just write down 11 as one of your possible

Ability Scores.

On your second roll you get:

5, 6, 5

A great roll! We will keep this one as well and write down 16.

You roll four more times – not using two of your *Rerolls* – and have the following numbers:

11, 16, 12, 12, 9, 14

Assigning Ability Scores

Depending on the character you intend to play, you may assign these numbers to different *Ability Scores*.

Let's say your character is strong; in fact, it is their most notable quality. Now is your character social, yet slightly dimwitted? Quick, yet blasphemous?

The first might have *Ability Scores* like:

EXAMPLE:

<i>Toughness:</i>	16
<i>Agility:</i>	12
<i>Focus:</i>	11
<i>Reason:</i>	9
<i>Belief:</i>	12
<i>Cooperation:</i>	14

while the second might look like:

EXAMPLE:

<i>Toughness:</i>	16
<i>Agility:</i>	14
<i>Focus:</i>	12
<i>Reason:</i>	12
<i>Belief:</i>	9
<i>Cooperation:</i>	11

Unused Rerolls

We haven't addressed the unused *Rerolls*! For each *Reroll* you didn't use, you may increase one *Ability Score* by one.

NOTE:

You CANNOT increase an *Ability Score* beyond 18.

If we had chosen the first list of *Ability Scores*, we could add 1 to both *Toughness* and *Focus*. Your character's new set of *Ability Scores* would be:

EXAMPLE:

<i>Toughness:</i>	17
<i>Agility:</i>	12
<i>Focus:</i>	12
<i>Reason:</i>	9
<i>Belief:</i>	12
<i>Cooperation:</i>	14

Terrific! You now have the starting *Ability Scores* for your character.

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KIN

Kin represents the commonality your character shares with those of the same *Kin*. Mechanically, *Kin* defines *Movement*, *Age Ranges*, some *Physical Characteristics*, and their *Ancestry*.

Movement

Movement has two definitions – *Distance* and *Speed* – and represents the amount of space traversed in a relatively short timeframe.

Distance

Distance is listed in feet, and is useful when precise location important, such as using grids or similar methods.

Speed

Speed is a one-word description, written in parenthesis, for when relative positioning is preferred.

EXAMPLE:

An Elf would have a Movement of “15 FT (Fast)”.

Age Ranges

How long a character will live – barring the dangers of an Adventurer – is determined by their *Kin*.

For now, take note of the three *Age Range* categories

(*Young, Adult, Old*). We will use these to determine your characters *Age* when we talk about their *Background*.

DISCLAIMER:

A character’s lifespan can influence their perceptions, morals, and behavior. For example, a short-lived Human may feel compelled to act quickly, while a long-lived Elf may be more deliberate, taking their time to prepare for consequences.

Physical Characteristics

Let’s talk about some general measures for the space and appearance of your character. We will get into the specifics in the *Extra Details* section.

Scale

Scale measures how big your character is compared to other creatures, like pixies or giants. The nine *Scales* – from largest to smallest – are:

Colossal, Gargantuan, Huge, Large, Medium, Small, Tiny, Diminutive, and Fine

NOTE:

Scale determines the number of spaces occupied in a grid.

Build

Build is used to distinguish the relative weight of characters, or creatures, of the same *Scale*. The three *Builds* – from thin to thick – are:

Petite, Fair, or Bulky

NOTE:

“Heavier” characters can be muscular or have some extra padding. No judgements.

Stature

Stature focuses on their relative height. the three *Statures* – in increasing height – are:

Little, Average, or Tall

Ancestry

Your character’s *Ancestry* is the key *Trait* or *Ability* that has persisted through generations of their *Kin*.

Bloodline

Each *Kin* has two *Bloodline Traits* and/or *Abilities*.

Characters with an *Origin* descending directly from their *Kin* gain both *Bloodline Traits* and/or *Abilities*, while crossbreeds with unrelated *Origins* may choose one *Bloodline Trait* or *Ability* instead.

Languages

Your character will speak and understand one or more languages depending on their *Kin*, *Origin*, and *Class*.

Language Families

Languages are grouped into five *Language Families* containing four languages each. Here's the breakdown:

Humanoid	• Brutak, Common, Dwarven, Elven
Magical	• Eldritch, Gnaelyth, Mechanus, Runic
Natural	• Chantary, Draconic, Primordial, Sylvan
Outsider	• Astryn, Celestial, Duskmere, Elysian
Undead	• Abyssal, Infernal, Gloomshaed, Necril

NOTE:

Language descriptions are in *Character Resources*.

Comprehension

Comprehension depends on the similarity between languages. Characters speaking the same language can converse fluently, including complex topics.

Characters speaking languages from the same *Language Family* understand basic conversation but struggle with more advanced topics.

Communication across different *Language Families* is impossible, outside of vague gestures.

NOTE:

A character may comprehend what was said or gestured while misunderstanding what it meant.

Same Lang. → *Complex Lang. Family* → *Normal No Lang. Family* → *None*

Additional Languages

Trained

Some languages require dedicated study, either due to their complexity or secrecy. *Trained* languages can be used to communicate with others who have learned the same *Trained* language. Some common *Trained* are:

- Druidic
- Guildspeak
- Sign
- Thieves' Cant
- Tongues

NOTE:

All Adventurers, including your character, can speak *Guildspeak*. Party members can communicate with one another via *Guildspeak*.

Telepathy

A Telepath is one who communicates through the minds of others (known as *Telepathy*). *Telepathy* follows the same *Comprehension* rules as non-*Trained* languages.

ORIGIN

Each *Kin* has multiple *Origins* with their own distinct region, culture, and history. For simplicity, each *Origin* embodies a *Domain*.

Heritage

Your character's *Heritage* represents what they have inherited from their family line. You will choose either a

Trait or *Ability* for their *Heritage*.

EXAMPLE:

You would choose *Light-*

Footed or Mask of the Wilds for the Forest Elf Heritage.

Lineage

Your character's *Lineage* reflects the knowledge gained from parents, caretakers, or other role models. You will choose from three options for their *Lineage*: a *Trait*, an *Ability*, or some bonus points to increase one or more *Ability Scores*.

NOTE:

Ability Scores CANNOT exceed 20.

There is one exception. Each *Origin* has a restricted *Ability Score*. Bonus points CANNOT be used to increase this *Ability Score* beyond its maximum value.

Up to 20 or Max Value

NOTE:

Sometimes your character is exceptional by having a value

already higher than their *Origin's* restriction.

EXAMPLE:

A Forest Elf has a maximum Cooperation score of 12. If your character's Cooperation is 14, then it CANNOT be increased. However, if it is 10 instead, and you have 3 bonus points, you can raise it to 11 or 12, using the remaining points for other Ability Scores.

BACKGROUND

Unanswered questions remain. What led your character to become an Adventurer? What were they doing beforehand? Each *Background* provides a description, offering context for your character's starting point.

EXAMPLE:

With their knowledge of, and deep connection with, nature, Trappers excel in tracking, hunting, foraging, and surviving in its harsh wilderness. Trappers tend to live in the wildness – often on the outskirts of towns or villages – seeking civilization occasionally to sell pelts, decorations, or food. As a

result, Trappers avoid most laws and public attention, seeming brutish, or downright savage, to some.

There are two parts to a *Background*:

- *Creed* – your character's mannerisms.
- *Upbringing* – some of their growth.

Creed

Your character's *Creed* focuses on:

- Adherence to authority
- Inspirations
- Personal item

Lawful and Unlawful

An important aspect of your character is their attitude toward laws and societal rules. Do they strictly follow the law, follow it when it makes sense, or operate by their own moral code? There are two scores:

- *Lawful* – where higher means a greater adherence to authority and the legal system.
- *Unlawful* – where higher means a preference for their own moral code over the law.

We will explore this with *Reputation*.

EXAMPLE:

A Trapper would have:

Lawful: 3

Unlawful: -3

Inspiring Tasks

Inspiring Tasks are what inspires and motivates your character as an Adventurer. To keep things simple, your character will have five *Inspiring Tasks*.

EXAMPLE:

A Trapper would have the following five *Inspiring Tasks*:

- 1) Protect an animal.
- 2) Set a Trap and catch a creature in it.
- 3) Overcome a challenging wilderness environment.
- 4) Track down a creature.
- 5) Hunt down a magical creature for sport.

Completing three of the five *Inspiring Tasks*, grants one *Inspiration Point*. *Inspiration Points* can be used to add a d6 to any roll.

NOTE:

After gaining an *Inspiration Point*, your character's *Inspiration Tasks* reset, meaning they will need complete three *Inspiring Tasks* just as before. These can be different or the same as before.

3 of 5 Tasks → 1d6
(*Inspiration Point*) & Reset

DISCLAIMER:

Work with *The Director* as *Inspiring Tasks* are broad to fit multiple settings.

Heirloom

Are you curious what your character brought with them? Characters bring an inherited item – an *Heirloom* – that comes with a unique benefit.

EXAMPLE:

Trappers get a *Lucky Rabbit's Foot*, granting a reroll.

DISCLAIMER:

Heirlooms are sentimental items that should NOT be sold!

Upbringing

Your character's *Upbringing* focuses on what they do day-to-day and what others know about them.

Starting Skill

What skillset did your character developed from their *Background*? This skillset gives an increase to that area's *Mastery*.

Lifestyle

How does your character live day-to-day? Do they enjoy luxury or prefer simple, handcrafted items? Their *Lifestyle* reflects these

choices, with four categories. From lowest to highest, they are:

- *Meager* – Basic housing, minimal possessions, simple food, and occasional reliance on community support.
- *Frugal* – Modest housing, careful management of limited resources, focusing on necessities over luxuries.
- *Decent* – Comfortable housing with some luxuries, a diverse diet, and quality clothing.
- *Lavish* – Luxurious housing, fine food, entertainment, and high-end furnishings.

With their *Lifestyle* comes two *Utility* items. These can be any non-combat centric item that fits their *Lifestyle* or lower.

Two Utility Items

EXAMPLE:

A *Decent Lifestyle* could have a *Meager* and *Decent* item, two *Decent* items, but NOT any *Lavish* items.

EXAMPLE:

Your character could have a supply of various teas, but NOT a collection of throwing knives.

NOTE:

Lifestyle also affects the cost of goods during *Downtime* and while *Haggling*.

Fame and Infamy

Fame and *Infamy* are a combination of your character's notoriety and acceptance of their actions. *Fame* is generally accepted by society, while *Infamy* is frowned upon – to say the least.

EXAMPLE:

A *Trapper* would have the following:

Fame: 1
Infamy: -1

Age Category

Do you remember the *Age Ranges* from your character's *Kin*? The specific *Age*

Category is the time spent before becoming an Adventurer.

Later, we will use your character's *Age Category (Upbringing)* and *Age Range (Kin)* to determine their current *Age*. For now, note the *Age Category*.

Recovery Time (RT)

Each *Background* will have one of four *Recovery Time (RTs)*:

Recovery Times	
Dawn	4a – 10a
Day	10a – 4p
Dusk	4p – 10p
Dark	10p – 4a

In general, your character's *Recovery Time (RT)* indicates the time of day when they feel most energized and ready to take action.

NOTE:

For different timescales, *RTs* can be defined as quarters of a day. A 32-hour day would have four 8-hour *RTs* instead.

DISCLAIMER:

Many abilities and rules refer to your character's RT.

Combining Backgrounds

You may choose a *Creed* from one *Background* and an *Upbringing* from either the same *Background* or a different one when determining your character's *Background*.

EXAMPLE:

Your character's Creed and Upbringing are both from the Trapper Background. Or they have the Creed of a Trapper and the Upbringing of a Scholar.

ADDITIONAL PROPERTIES

Ability Score Modifiers

After establishing your character's *Ability Scores*, you need to calculate each *Ability Score Modifier* by halving each *Ability Score* (rounded down).

Mod equals ½ Score

EXAMPLE:

With a 17 for Toughness, its Modifier is 8 (17 ÷ 2 = 8.5, rounded down is 8).

Once done, let's see how they are used:

- **Toughness** – determines starting *Body* and is used to increase it.
- **Agility** – is used to increase *Vigor*.

- **Focus** – is the number of points to increase *Mastery Levels*.
- **Reason** – is the number of *Talents*.
- **Belief** – is the number of *Rituals*.
- **Cooperation** – is the number of *Connections*.

Health

Health represents your character's limit for injury. During *Encounters*, your character might take damage, reducing their:

- *Body* – or physical tolerance for sustaining multiple injuries.
- *Will* – or fortitude to keep going *despite* the injuries.

Starting Values

Both *Body* and *Will* depend on your character's *Toughness*. They start with:

- *Body* – equal to their *Toughness Modifier*.

Body equals TOU MOD

- *Will* – equal to their *Toughness Ability Score*.

Will equals TOU

Healing Body and Will

Healing let's your character recover from their injuries, often through *Spells*, items, and *Rest*. In general,

- *Body* – heals quickly, especially from *Rest*.
- *Will* – heals slowly, gaining points equal to their *Level Bonus* during each *Recovery Time*.

RT → Add LB to Will

Increasing Body and Will

As your character faces increasing dangers, they need to increase their:

- *Body* – by two when gaining a Level.

+2 each Level

- *Will* – by increasing *Toughness* during Character Development.

When increasing TOU

Vigor

Another form of vitality is *Vigor*, representing your character's endurance. It is reduced when using *Spells* or *Tactics*.

Your character starts with *Vigor* equal to their *Agility Ability Score*.

Vigor equals Agility

Restoring Vigor

Your character can fully restore their *Vigor* by spending 10 minutes on a focused activity during their *Recovery Time*. This activity should be a consistent behavior that fits them.

Reset after 10 min activity during RT

EXAMPLE:

Using 8 of your character's 14 *Vigor* leaves 6 *Vigor* (14 – 8). For *Dawn*, they can spend 10 minutes between 4a and 10p to reset their *Vigor* to 14.

Increasing Vigor Max

Your character can increase their *Vigor*, each level, by an amount of *Vigor* equal to their *Agility Modifier*.

Add Agility Mod to Vigor

Temporary Vigor

Through *Spells*, *Abilities*, *Items*, or *Rituals*, your character may gain *Temporary Vigor*. *Temporary Vigor* is separate from *Vigor*, acting as bonus points that do NOT count against the maximum. *Temporary Vigor* is *always* used first.

Mastery Basics

New Adventurers lack some of the awareness, finesse, and expertise – or *Mastery* – of a seasoned Adventurer. Your character's:

- *Mastery Level (ML)* – is the gradual progression in an area.
- *Mastery Rank (Rank)* – a is the overall status and expertise. Their *Rank* depends on their *ML*.

NAME	ML RANGE
Unskilled	0
Elder	1 – 3
Grand Elder	4 – 6
Arch Elder	7 – 9
Master Elder	10

Areas of Mastery

Your character will specialize in five areas, called *Masteries*. Increasing Mastery in:

- *Melee and Range* – improves damage output.
- *Defense* – improves *Bracing* and *Avoiding*.
- *Tactical and Magical* – grants ever more powerful *Tactics* and *Spells*.

Starting Mastery

No Adventurer would set out without *some* expertise.

Creed

Your character's *Creed* sets one *Skill Mastery* to *Elder One*.

Focus

You character gets a number of points to increase their *Mastery* equal to their *Focus Modifier*. The number of points needed to increase their *Mastery* is equal to the next *Mastery Level* (see below).

Mastery Level	Points Needed
1 st	1
2 nd	3
3 rd	6
4 th	10

Perception

Perception is a way for your character to notice things, within 30 FT, without direct *Investigation*. Their *Perception* is tied to their highest *Ability Score*, affecting the *kinds* of things they will notice.

Highest Ability Score
Passive within 30 FT

EXPANDING THE IDEA

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EXTRA DETAILS

We have detailed some character aspects with various rules implications, but there is more to them. These extra details will help you visualize and roleplay your character.

Physical Appearance

What do they look like? Do they stand up tall and straight, or are they hunched over with a cane? What color are their eyes? Are their eyes different colors? How can they be easily recognized?

DISCLAIMER:

Each *Origin* has suggestions for physical appearance.

EXAMPLE:

Your character could be an Elf with one pointed ear and one scarred and flattened – an old wound. Maybe they are balding with white tufts on either side, greyish skin, and strong, gold penetrating

eyes. Tattoos of Elven sayings weave along their right arm. And so on.

Identifying Qualities

When your character is asked about themselves, how will they answer?

- What is your name traveler?
- What be your interest?
- How old will you be?

Some generic questions but you get the idea.

Name

Choose a name that you can remember, and consider aligning it with your character's *Kin*, *Origin*, and/or *Languages*.

Age

Your character's *Age* is the only quality with some setup. Refer to the *Kin Age Range* that matches the *Age Category* of your character's

Upbringing. Choose any value within that range for their *Age*.

EXAMPLE:

An Elf is Young from 25 to 75 years old, so your character could be 32, 66, or any other number from 25 to 75.

Depiction

Your character's *Depiction* is any other details to explain their outward expression, mating capabilities, traditions, preferences, and so on.

Other Considerations

We have highlighted some of the more important details for your character; however, you could certainly add more details such as their homeland, deity, birthday, nickname, and so on.

BUILDING THEIR STORY

Now that we have covered the mechanics of your character — who they are, what they do, and where they come from — it's time to focus on their story! What drives them to a life of

adventure filled with treasure and danger. We will define some of the "who" of your character.

Consider why you — or anyone else — should care about them. What makes

them important? Different? Interesting? And so on. The richer your character, the more you and *The Director* can add to the *Story*.

Your character should have ambitions, internal

conflicts, and quirks that evolve throughout the *Story*. Think of memorable characters in books or movies; they struggle with choices, make mistakes, and grow. Each has a role, or theme to play. Are they the comic relief, the glue, obsessive, or the one with impossibly high standards.

NOTE:

Don't detail everything. Leave room for growth.

DISCLAIMER:

Creating a character similar to you can be easier to roleplay for newer players; however, separating *Player* from *Character* is more challenging.

Backstory

Your character's *Backstory* is a brief history that explains where they came from and what drove them to become an adventurer. Consider how they would answer: "Where are you from, and why are you here?" The *Backstory* should be short enough to share easily but detailed enough to establish depth and purpose.

EXAMPLE:

A Forest Elf Warrior with the *Trapper Background* might have a *Backstory* of: "Lira, a Forest Elf Warrior,

grew up in a peaceful village beneath an ancient forest. Her life changed when horrors emerged from an otherworldly portal, devastating her home. A knight, Arelia, offered her a choice: stay and hide or leave and fight. Lira chose to leave her Trapper life behind to train with Arelia, determined to one day return and free her village."

DISCLAIMER:

The Director can give insights into the world to help you develop a *Backstory*.

Friends and Family

What are your character's relationships? Who raised them? Were they adopted? Or raised by an older sibling, parent, grandparent, aunt or uncle, or someone else entirely? Adding this detail expands the world with gives your character resources to draw on.

Personality

So far you have detailed your character's *Backstory*, *Friends*, and *Family*, but how do they act and behave.

Drive

Inspiring Tasks represent positive moments as an Adventurer, while their *Drive* is their goal. Their mission! What do they aspire to

achieve? What keeps them from quitting?

Answering these questions, will help you roleplay your character through difficult situations and establish an arc – changing them little by little.

EXAMPLE:

A wronged character may seek vengeance. Another embraces darkness, hoping to resurrect a loved one. Or they are on the run, just trying to stay alive.

Ideals

Ideals focus on "how" your character pursue their goals. Will they use any means necessary, or do they have boundaries? *Ideals* are *guidelines* for their behavior, serving as a baseline in uncertain situations.

EXAMPLE:

A character opposes putting any innocent in danger.

Likes

What does your character like? What do they constantly seek out or talk about? These can be objects or activities they enjoy.

EXAMPLE:

A character fond of tea, might seek out new brews, purchase tea from the local tavern, or hold conversations about tea.

Dislikes

Similarly, what does your character dislike? Hypocrisy? Magic? Perhaps they prefer swords to axes or hammers.

Dislikes add reluctance to your character, encouraging alternative approaches. They might do it, but they won't be happy about it.

Fears

What fears does your character have? These fears serve as significant obstacles, creating roleplay opportunities for other players.

Imagine your character has a fear of dragons. Instead of facing it head on your character might hesitate, opting for ranged attacks or

focusing on weaker enemies. Or preferring to avoid it all together, discovering a hidden route.

And if the situation becomes dire, your character may muster enough strength to confront their fear, long enough to best the dragon. A victory worthy or retelling!

Flaws

Similarly, your character should have some flaws. Is your character impulsive? Are they stubborn? Do they fixate on one thing for too long? Are they vengeful? And so on. Their *Flaws* should put them into somewhat awkward situations from time to time, requiring improvisation or assistance.

Strengths

Your character's *Skills, Traits, Abilities*, and more are one form strength. Consider other qualities or aspects where they are exceptional.

EXAMPLE:

A character is good at a particular game, or a renown comedian, or is trustworthy, or is uplifting.

Well, that's it! You have a created the start of your character. As they go on adventures, they will grow both mechanically and thematically. Next, we will get your character prepared for their first adventure!

Adventure Awaits

AS AN ASPIRING ADVENTURER YOU MUST READY YOURSELF FOR THE PERILS AHEAD. LET'S GET READY TO PLAY.

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PREPARING FOR ADVENTURE

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INVENTORY

Where will your character store their belongings? It's assumed they can carry a few essential items in a backpack or satchel.

It would be unrealistic for your character to carry an unlimited number of items — imagine hauling 32,000 candles or 1,500 battleaxes!

Slots

Your character gets 12 *General Slots* and 3 *Encumbered Slots* to store stowed away items. The *General Slots* can be used freely without consequence, while the *Encumbered Slots* affect them during *Complex Encounters*.

12 General Slots
3 Encumbered Slots

Bulk

With such limited *Slots*; how does your character carry anything? Well, in each *Slot* they can carry a certain number of items depending on the *Bulk* of those items. Here are the types of *Bulk*:

- *Armaments* – largest or heaviest, frequently reused items.

- *Implements* – large or significantly heavy, often reusable items.
- *Tools* – medium or fairly heavy, reusable, sometimes breakable, items.
- *Provisions* – small or light, slowly consumed items.
- *Supplies* – smallest or lightest items that usually deplete quickly.

The *Quantity Limit* that can be stored in a single *Slot* are:

Type	Quantity Limit
Armaments	1
Implements	2
Tools	5
Provisions	10
Supplies	20

Filling a Slot

How does this work in practice? Well, you can add an item to empty or an incomplete *Slot*.

After adding the new item, the empty *Slot* becomes suitable *only* for items of the same *Bulk* and holds a number of items up to its *Quantity Limit*. Once all items in that *Slot* are removed – creating an empty

Slot – any item of any *Bulk* can be put into that *Slot*.

EXAMPLE:

Adding a Longsword – an implement – to an empty Slot would fill it (1 item with a Quantity Limit of 1). Adding some String – a Tool – instead would leave space for more String or some other Tools (being 1 of 5 items for that Slot).

Encumbrance

Sometimes your character needs to carry extra items, restricting and tiring them. While carrying these extra items, your character is *Encumbered*. With each *Encumbered Slot* used, the impact to your character in *Encounters* will increase.

Containers

Containers give additional *Slots* to transport, or store, items. Your character, a mount, or a hired hand will need to carry the *Container*.

EXAMPLE:

Chests and the saddlebags on a horse are some common Containers. A hireling or carriage commonly carry, or transport, Containers.

RESOURCES PACKS

Every good Adventurer needs a few key items. Add the following to your character's *Inventory*:

Name	Qty	Bulk
Bedroll	1	Implement
10 FT Rope	1	Tool
Canteen	1	Tool
Tinderbox	2	Provision

Packs

Additionally, they have the items from *one* of the following *Packs*:

Academic

A *Pack* for characters dedicated to studying and researching, needing tools for documentation and organization.

Name	Qty	Bulk
Lantern	1	Implement
Lens Set	1	Tool
Writing Set	2	Provision

The *Sets* are:

- *Lens Set* – contains magnifying glass, cloth, and water.
- *Writing Set* – contains quills, parchment, and ink.

Choose one:

- *Crystal Ball* – an *Implement* with divination and scrying potential.

- *Archivist Pass* – a *Supply* with access to restricted knowledge.
- *Memory Crystal (2)* – a *Provision* with stored information or recollections.

Brawler

A *Pack* for characters focused on physical combat and training, requiring gear to support their strength and readiness.

Name	Qty	Bulk
Medallion	1	Tool
Sharpening Set	1	Tool
Medicine Set	1	Provision

The *Sets* are:

- *Sharpening Set* – contains whetstone, oil, and leather strap.
- *Medicine Set* – contains bandages, thread, needles.

Choose one:

- *Flask* – a *Provision* for relaxing the body and mind.
- *Training Dummy* – an *Implement* for honing combat techniques.
- *Anti-Pain Vial (5)* – a *Supply* for swift pain relief.

Cook

A *Pack* for characters who specialize in preparing and cooking food, needing tools and ingredients for their culinary tasks.

Name	Qty	Bulk
Blanket	1	Tool
Cooking Set	1	Implement

The *Sets* are:

- *Cooking Set* – contains cookware, spices, cooking knife, flint, and steel.

Choose one:

- *Smoke Box* – a *Provision* for preserving or flavoring food.
- *Fire-Resistant Gloves* – a *Tool* for handling hot surfaces.
- *Mortar and Pestle* – a *Tool* for grinding herbs and spices.

Disciple

A *Pack* for characters involved in spiritual practices or rituals, requiring items for ceremonies and meditation.

Name	Qty	Bulk
Bell	1	Provision
Talisman	1	Tool
Purity Set	2	Provision

The *Sets* are:

- *Purity Set* – contains holy water, incense, and prayer beads.

Choose one:

- *Offering Bowl* – a *Tool* for spiritual ceremonies or sacrifices.
- *Spirit Drum* – an *Implement* for invoking divine resonance.
- *Pillow* – an *Implement* for meditative comfort.

Hunter

A *Pack* for characters skilled in tracking and survival, needing gear for hunting, trapping, and wilderness navigation.

Name	Qty	Bulk
Skull	1	Provision
Fishing Set	1	Implement
Whistle	1	Provision

The *Sets* are:

- *Fishing Set* – contains fishing rod, net, and line.

Choose one:

- *Trowel* – a *Tool* for digging traps or burrows.
- *Animal Pelt* – an *Implement* for warmth or disguise.
- *Small Cage* – a *Tool* for capturing small game.

Maker

A *Pack* for characters engaged in crafting and building, needing tools and materials for creating and repairing items.

Name	Qty	Bulk
Artisan Set	1	Implement
String	5	Provision
Chalk	5	Supply

The *Sets* are:

- *Artisan Set* – contains a mallet, saw, nails, and glue.

Choose one:

- *Workbench* – an *Implement* for crafting or repairs.
- *Measuring Tape* – a *Provision* for precise crafting.
- *Whittling Tools* – a *Tool* for detailed wood carving.

Outcast

A *Pack* for characters living on the fringes of society or wandering, needing basic survival gear and personal essentials.

Name	Qty	Bulk
Pocket Mirror	1	Tool
Criminal Set	1	Tool
Smoke Pellets	10	Supply

The *Sets* are:

- *Criminal Set* – contains crowbar, grappling hook, and gloves.

Choose one:

- *Loaded Dice* – a *Provision* for manipulating games of chance.
- *Multitool* – a *Tool* with versatile, practical uses.
- *Invisible Ink (3)* – a *Supply* for secret messages.

Performer

A *Pack* for characters who entertain or perform, needing costumes, props, and equipment for their acts.

Name	Qty	Bulk
10 FT Pole	1	Implement
Theater Set	1	Tool

The *Sets* are:

- *Theater Set* – contains an instrument, masks, and paints.

Choose one:

- *Herald's Horn* – a *Tool* for projecting sound to large audiences.
- *Dyes (5)* – a *Supply* for costumes or set decoration.
- *Juggling Props* – an *Implement* for entertainment or distraction.

Traveler

A *Pack* for characters embarking on journeys, requiring essential supplies and comfort items for long travels.

Name	Qty	Bulk
Navigation Set	1	Tool
Torches	5	Supply

The *Sets* are:

- *Navigation Set* – contains compass, spyglass, and trail markers.

Choose one:

- *Survival Guide* – a *Tool* with tips for harsh environments.
- *Timepiece* – a *Tool* for tracking time.
- *Shovel* – a *Tool* for clearing paths or digging shelters.

Rations

Where would your character be without food? Your character starts with 1d10 Rations. Rations *Provisions* (max of 10 per *Slot*).

1d10 Rations (Provisions)

TREASURE

Before we pick out items let's explain currency. Aside from bartering, currency makes trading and collecting bounties easier.

Coins

There are five types of coins used as currency. From lowest to highest, these are:

- *Brass Pieces (BP)*
- *Copper Pieces (CP)*
- *Silver Pieces (SP)*
- *Gold Pieces (GP)*
- *Platinum Pieces (PP)*

The conversation rates are:

1 PP	=	100	GP
	=	10,000	SP
	=	1,000,000	CP
	=	100,000,000	BP

1 GP	=	100	SP
	=	10,000	CP
	=	1,000,000	BP

1 SP	=	100	CP
	=	10,000	BP

1 PP	=	100	GP
1 GP	=	100	SP
1 SP	=	100	CP
1 CP	=	100	BP

BP → CP → SP → GP → PP
100 to 1 (Low to High)

Brass

The *Brass Pieces (BP)* is the lowest valued coin and is often used as spare change for beggars and to purchase low quality, everyday items.

Copper

For most commoners, and beginning adventurers, *Copper Pieces (CP)* are used. It is used to buy everyday items, like rations and torches, and give cheap rewards.

Silver

More established Adventurers and those of a modest lifestyle frequently use *Silver Pieces (SP)* in their day-to-day purchase. Reasonable equipment and services can be purchased.

Gold

The *Gold Pieces (GP)* is used by the wealthy, aristocratic, or highly successful Adventurers. *Gold Pieces (GP)* are used for purchasing magic items and other expensive items and services.

Platinum

The *Platinum Pieces (PP)* is the highest valued coin and is used by nobles and royals, purchase very expensive

items, or easily transport large sums of currency.

DISCLAIMER:

One way to think about the currency is in terms of US dollars. One *Brass Piece* is the same as a penny or \$0.01. One *Copper Piece* is \$1, one *Silver Piece* is \$100, one *Gold Piece* is \$10,000, and lastly, one *Platinum Piece* is \$1,000,000. These may change based on the *Story's* setting.

Gems and Stones

In addition to normal currency, gems can be bought, sold, and found. Various gems exist, some have magical properties, some are used in *Rituals*, and some are just valuable.

EXAMPLE:

Gems include sapphires, rubies, opals, pearls, and so on. A couple stones are Dragonstone and Sunstone.

Starting Out

Let's see how many *Copper Pieces (CP)* your character has left after purchasing *Packs*. Roll 5d6 and multiple by 10.

5d6 × 10 CP

SHOPPING

So, coins, gems, and stones... but what is the cost of an item or service?

Purchasing Goods

Your character can buy or sell a good at face value (*Base Price*) or negotiate for a better price (*Haggling*).

Expense Categories *Lifestyle Coin*

All goods are given an *Expense Category* that groups them by their value (*Coin*) and who might purchase them (*Lifestyle*). This *Expense Category* is used to determine the price.

Average Price

During *Downtime*, and when no roleplaying occurs, your character will purchase goods for the *Base Price*. The *Base Price* of a good depends on its *Expense Category* (see below).

Lifestyle	Base
Meager	5 Pieces
Frugal	20 Pieces
Decent	45 Pieces
Lavish	80 Pieces

EXAMPLE:

Meager Silver goods cost 5 SP while Decent Gold goods cost 45 GP instead.

Haggle Price

Where would a good Adventurer be without some negotiating? Two things to consider when *Haggling*:

- *Haggling* can be beneficial or detrimental.
- The more extravagant the good, the more volatile its prices.

Here are the adjustments to the *Base Price* depending on the goods *Expense Category*.

Lifestyle	Haggle Price
Meager	5 ± d4 Pieces
Frugal	20 ± d6 Pieces
Decent	45 ± d12 Pieces
Lavish	80 ± d20 Pieces

Availability of Goods

Some goods can be difficult to find. In larger cities, your character is more likely to find what they need, but certain items may only be available in specific regions or through particular quests or ventures.

Selling Goods

If your character sells goods to a local shop, they are worth *half* the final *Price*.

$\frac{1}{2}$ of Price

NOTE:

The price can be after *Haggling* or not.

Purchasing Services

Services are bought and sold just like goods Here are some common services:

Service	Expense Category
Lodging	Decent Copper
Transcribing	Meager Silver
Tailoring	Frugal Silver
Healing	Lavish Silver
Smithing	Frugal Gold
Training	Decent Gold

NOTE:

Your character can *Haggle* or not.

Selling Services

What if your character offers a service? Unlike, selling a good, they can charge the full price.

NOTE:

For other services, use the *Expense Category* of a good with similar value.

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MAKING CHECKS

Difficulty Checks (DCs)

Not all challenges are equal, having different degrees of difficulty (shown below). *The Director* determines what the DC is depending on the likelihood of succeeding the task by an average Adventurer.

TASK DIFFICULTY	VALUE	%
Easy	8	65%
Average	12	45%
Challenging	16	25%
Hard	20	5%
Very Hard	24	<5%

EXAMPLE:

Climbing a ladder in the rain may require a DC8 (Easy) to succeed, while climbing the side of a cliff in heavy rain may require a DC16 (Challenging).

The Director will narrate significant success, success, hindered success, or outright failure according to the situation and result of Check. But what is a Check?

Ability Check

Ability Checks are used for nonspecific situations, requiring a generic, or raw, capability of your character.

- *Toughness* – for highly physical task or suffering from a physical trauma.

- *Agility* – for bouts of speed, athleticism, or quick wittedness.
- *Focus* – for when concentration or timing are important.
- *Reason* – for solving logical puzzles, and other challenges, or when devising crafty solutions.
- *Belief* – for performing or being affected by a *Ritual* or other supernatural source.
- *Cooperation* – for being perceived by or relying on others.

Roll a d20 and add your character's *Level Bonus*. If your result is at least the DC value, then your character succeeds.

$$1d20 + LB \geq DC$$

Additionally, if their *Ability Score Modifier* is seven or more, then roll with Advantage instead.

$$Mod \geq 7 \rightarrow ADV$$

Skills

Before we get to *Skill Checks*, what are *Skills*? *Skills* are specific skillsets used to accomplish different tasks. They are "grouped" by *Ability*

Scores, illustrating related approaches to common situations.

Toughness

- *Balance* – for physical and mental stability.
- *Dungeoneering* – for familiarity with caves and other structures.

Agility

- *Artistry* – for carpentry, masonry, blacksmithing, forgery, art, and so on.
- *Evasion* – for obscurity, avoidance, and concealment.

Focus

- *Investigation* – for searching a person or area.
- *Linguistics* – for reading and eavesdropping.

Reason

- *Alchemy* – for creating potions, elixirs, and other natural concoctions.
- *Spellcraft* – for using or enchanting magical items.

Belief

- *Nature* – for wilderness and other natural phenomenon.
- *Religion* – for deities, practices, traditions, and moral teachings.

Cooperation

- *Influence* – for affecting, persuading, or negotiating with others.
- *Society* – for cultural and political understanding (i.e. laws, processes, events, activities, etc.).

Skill Checks

Skill Checks are for situations requiring a specific skillset. When making a *Skill Check*, your character can choose to lean on their *Mastery Rank* or *Level*.

NOTE:

Unlike *Ability Checks*, there is NO *LB* restriction.

Mastery Rank

Using your character’s *Mastery Rank* is a riskier approach to performing a task. They might stumble (rolling low) or surpass expectations (rolling high). This gives your character a chance to succeed tasks more beneficially or where success seems impossible.

Roll a d20 and the *Bonus Dice* (see below) for that *Skill*.

NAME	BONUS DICE
Unskilled	–
Elder	1d4
Grand Elder	2d4
Arch Elder	3d4
Master Elder	4d4

If the roll is at least the *DC*, the roll succeeds.

Mastery Level

Using your character’s *Mastery Level* leans on their expertise, and average degree of skill.

Roll a d20 and add their *ML* for that *Skill*. If the result is at least the *DC*, it succeeds.

$$1d20 + ML \geq DC$$

Other Methods

So far, we have explored *Ability* and *Skill Checks*

attempted by your character.

What if there is opposition?

Or help? Or more to do?

These are *Contests*, *Group Checks*, or *Basic Encounters*, respectively.

Contest

In a *Contest* you will make an *Ability* or *Skill Check*, but you will compare your roll against someone else instead of a *DC*. All participants roll a d20 and add their character’s *Modifier* or *ML*. The task or action with the highest roll succeeds (is performed).

$$1d20 + Mod \text{ vs. } 1d20 + Mod$$

OR

$$1d20 + ML \text{ vs. } 1d20 + ML$$

NOTE:

Party members win ties.

Group

When performing the same task in a group, the group may make an *Ability* or *Skill Check* together. Each participant rolls a d20 and adds their *Modifier* or *ML*. Add each result to get the final result.

This result is compared against a *Group DC (GDC)* instead. While performing a task together, and success depends on all participants, – add 10 to the *DC* for each participant beyond the first.

$$GDC = DC + 10 * (Participants - 1)$$

DISCLAIMER:

The Director determines the *GDC*.

Just as before, the task is successful if the final result is at least the *GDC*.

$$Total \geq GDC$$

DISCLAIMER:

Although the *GDC* increases with each participant, succeeding the task gets easier.

Basic Encounter

Sometimes working as a group requires everyone to take different actions. This becomes a *Basic Encounter*.

Each *Player* will choose an action and make the *Ability*

or *Skill Check* for it. Each success is determined separately with each one counting towards the success of the *Basic Encounter*.

EXAMPLE:

The Party is running from a mindless horde of skeletons

The Party stops just before falling into a pit. Quickly, the Cleric shines a bright light dazing the horde and the Rogue passes the end of a rope to the Warrior. If the Rogue throws the rope well, the Warrior catches it, pulls it taut, and the Cleric dazes the

whole horde, the horde will fall into the pit. If someone drops the ball – or rope – then some skeletons fall in, but the others remain. If everyone stumbles, then well...

REPUTATION QUALITIES

As your character interacts in the world, they will stake and alter their *Reputation* – a measure of the opinion of others.

How will your character be introduced to others? What will people say of them? Will it invoke fear or respect? Worry or hope?

A strong *Reputation* will grant your character access and assistance from some and contempt and reluctance from others. Having a neutral *Reputation*, gives your character some general sway with a larger group of people; however, each person will be less helpful.

Fundamental Qualities

We have already discussed *Fame*, *Infamy*, *Lawful*, and *Unlawful* when choosing the *Background* for your character. The values listed in their *Background*

serve as the starting point for your character's *Reputation*.

Derived Qualities

There are four broader qualities, called *Derived Qualities*, that are the highest of two *Fundamental Qualities*. Here's an overview:

	Lawful	Unlawful
Fame	Orderly	Moral
Infamy	Disorderly	Immoral

Let's look at what they cover and how to calculate them.

Orderly

An *Orderly* character is hailed as the one who always takes the straight path – following laws, not matter the situation.

Your character's *Orderly* value is the greatest of their *Fame* and *Lawful* values.

Orderly equals higher of Fame and Lawful

Disorderly

A *Disorderly* character ignores the spirit of the rules, instead seeking to maximum their utility – not illegal, just questionable. Some see this as taking advantage of the system, while others see it as just playing the game.

Your character's *Disorderly* value is the greatest of their *Infamy* and *Lawful* values.

Disorderly equals higher of Infamy and Lawful

Moral

A *Moral* character seeks to do right – by any means necessary. They are revered for addressing problems, but it would be better if they did so legally. For them, the legal system is either too slow or inadequate.

Your character's *Moral* value is the greatest of their *Fame* and *Unlawful* values.

*Moral equals higher of
Fame and Unlawful*

Immoral

An *Immoral* character sees laws as arbitrary or not applicable and are often characterized as society's worst. They will keep promises or break them. Fundamentally, they are survivors, considering each situation and acting as they see fit.

Your character's *Immoral* value is the greatest of their *Infamy* and *Unlawful* values.

*Immoral equals higher of
Infamy and Unlawful*

DISCLAIMER:

Reputation is NOT a measure of good or evil.

Opposing Qualities

Fame vs. Infamy

Fame and *Infamy* rarely go hand-and-hand. Whenever your character gains one or more points in *Fame* or *Infamy*, they reduce the opposing category by the same number.

NOTE:

Here's a trick: *Fame* and *Infamy* should add up to zero.

EXAMPLE:

If *Fame* is 5, *Infamy* must be -5 since $5 + (-5) = 0$. If your

character gains 2 points of *Infamy*, then *Fame* would be 3 and *Infamy* would be -3 ($5 - 2 = 3$ and $-5 + 2 = -3$).

Notice *Fame* plus *Infamy* is still zero ($3 + -3 = 0$).

Fame + Infamy = 0

Lawful vs. Unlawful

This one is too easy. It works exactly like *Fame* and *Infamy*.

Lawful + Unlawful = 0

NOTE:

Adding points to *Fame* and *Infamy* will not affect *Lawful* and *Unlawful*, and vice versa.

How its Used

How does your character use their *Reputation*? Well... they can lean on it, or it will precede them.

Restricted Access

The simplest use is to gain access to something, someone, or somewhere. *The Director* may ask for the value of one or more *Reputation* qualities (choose the one you think is best). If your character's *Reputation* is not enough, you will need to find a different solution.

EXAMPLE:

You want to speak to the King, but they won't let near him. After all, what if you

kidnapped or worse? High *Fame* may allow you an audience. Don't be surprised if an *Immoral* character, has trouble getting to the King.

Staking Reputation

Adventurers may lean on their *Reputation* from time to time, giving them an opportunity to improve or harm their *Reputation*.

Before attempting an *Ability* or *Skill Check*, your character may *Stake their Reputation*, adding the value of a *Reputation* quality to the roll instead of their *Modifier* or *Mastery Level*.

Add Reputation Instead

If the roll fails, then reduce that quality by one point (to a minimum of zero).

F. Quality - 1 (Min 0)

If you succeed, you will be given an objective. Once your character completes the objective, add or subtract two from that quality. In this case, the affected quality may become negative.

± 2 to F. Quality

NOTE:

Whether you add or subtract the roll depends on the outcome of the objective.

NOTE:

When using a *Derived Quality* adjust the higher of the two *Fundamental Qualities* (i.e., the higher of *Infamy* and *Unlawful for Immoral*).

EXAMPLE:

Let's say your character's *Orderly* value is 1 with *Lawful* as the higher value. Roll a d20 and add 1. You succeed and need to bring back an artifact before the next full

moon. Unable to find the artifact in time, your character subtracts 2 from *Lawful*. Afterwards, your character's *Lawful* and *Unlawful* values become -1 and 1, respectively.

Reputation Limit

As your character goes on more and more adventures, they will gain visibility and strengthen their *Reputation*.

How strong your character's *Reputation* can be depends on where they are in their journey. Your character's *Reputation Limit* is equal to twice their *Level Bonus*.

Up to Twice LB

ASPECTS OF ADVENTURING

The circumstances of your character's adventures will vary, but here are some common aspects you may see.

Darkness

Whether in a dark dungeon, thick canopies, or the cover of night, your character may find it difficult to see.

Dim

There is some light, but it is hard to gather any real detail. Your character has *Disadvantage* on all rolls.

Poor

There is practically no light, relying on other senses. Your character has *Disfavor* on all rolls.

NOTE:

Darkness will change with location and time.

Dim → D-ADV

Poor → D-FAV

Weather

Much like *Darkness*, *Weather* can have a significant impact. Although there is a wide range of storms and natural phenomenon, there are only two categories.

Mild

A storm is just beginning. In most cases, *Mild Weather* means your character has *Disadvantage* on rolls.

Dangerous

Truly in the thick of the storm, your character

struggles. They have *Disfavor* on all rolls.

Mild → D-ADV
Dangerous → D-FAV

Supernatural

This is a large category. From magical creatures, items, and places to actual *Deities*, there are many *Supernatural* aspects to a fantasy style game – who knew?

Interacting with the *Supernatural* is not different mechanically; however, it may have much longer or more adverse effects. Some characters may interact with the *Supernatural* somewhat regularly (i.e., a *Cleric* and their *Deity*).

The Journey Begins

AS YOU DIVE DEEP INTO YOUR ADVENTURES, YOUR CHARACTER WILL GROW AND RISE TO PROMINENCE, SHAPING THE LANDS AND LIVES AROUND YOU.

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WHAT IS A CLASS?

What is your character's responsibility? What are they best at? What role do they play in the *Party*? The *Class* is their main direction of development.

Skillset

As part of your character's *Class*, they develop a specific *Skillset*. This *Skillset* marks extensive expertise in one specific *Skill* depending on the everyday habits of their *Class*. When rolling a *Skill Check* that uses their *Skillset*, you gain Advantage on that roll.

ADV on Skillset

NOTE:

Each *Class* has multiple *Skillset* options for choosing their *Skillset*.

Proficiencies

Proficiencies are *Class* benefits for your character's expertise in types of:

- *Armor* – such as *Brace and Mesh*.
- *Weapons* – such as *Longsword* and *1-Handed*.
- *Other* – such as *Skills*, *Spells*, *Tactics*, and so on.

Aptitude

Your character will grow and improve in different areas, known as *Aptitudes*. Each *Aptitude* is a unique way of addressing *Encounters*.

Weapon

- *Tactics (Specific)* – are strategic Actions.
- *Stances (General)* – help to prepare, or ready, before Actions.

Magic

- *Spells (Specific)* – are fantastical Actions of magical energy.
- *Cantrips (General)* – are weaker forms of magical energy.

Specific vs. General

Specific Aptitudes are detailed capabilities that must be chosen as your character progresses.

By contrast, *General Aptitudes* allow your character to improvise in each situation. As a result, it is up to you as the *Player* to determine the effect.

DISCLAIMER:

General Aptitude effects should be no more than your character's *Level Bonus* without a significant drawback. *The Director* may

deny a suggestion and request an alternative.

Types

The *Class Type* is the main direction of your character, determining which *Aptitudes* are important to them.

- *Martial* – use solely their physical prowess, focusing on *Tactics* and *Stances*.
- *Spellblades* – use their physical prowess and minor magic, focusing on *Tactics* and *Cantrips*.
- *Battlemages* – use magic and some physical tricks, focusing on *Spells* and *Stances*.
- *Casters* – use solely magical means, focusing on *Spells* and *Cantrips*.

DISCLAIMER:

Spellblades and *Battlemages* are labelled by their *Generic* then *Specific Aptitude*.

Subtypes

Each *Class* cultivates their magical capabilities in different ways. This is known as their *Subtype*.

- *Prepared* – leverage vast knowledge and resources. Twice per *Recovery Time*, they can *Upcast* a *Quick Spell* as a

Planned Spell. The *Upcasted Spell* CANNOT be defended.

2 *Upcasts (No Defend)*
per RT

- *Spontaneous* – leverage raw, internalized power. Twice per *Recovery Time*, they can *Downcast* a

Planned Spell as a *Quick Spell*, spending twice the *Vigor* to prepare it.

2 *Downcasts*
(2 × *Vigor* to Prepare)
per RT

- *Hybrid* – limit their studies, preferring a deeper understanding.

Between *Recovery Times*, they can *Upcast* one *Quick Spell* and *Downcast* one *Planned Spell*.

1 *Upcast (No Defend)*
and
1 *Downcast (2 × Vigor)*
per RT

PROGRESSION

All characters start with a 1st Level *Class*, gaining levels with each *Encounter* and adventure.

1st Level

At 1st Level, your character receives their *Class Feat* – the cornerstone of their *Class*, illustrating its primary role and playstyle.

1st Level → *Class Feat*

As your character gains levels, they become more capable as an Adventurer, gaining new *Traits*, *Abilities*, *Specialties*, and other benefits along the way.

To gain a level (*Level Up*), your character must accumulate enough *Experience Points (XP)* and complete a *Worthy Challenge*.

Experience Points (XP)

XP is a measure of incremental progress withing your character’s *Class*. Each *Encounter* is an opportunity to gain *XP*; how much *XP* will depend on its difficulty, your creativity, how successful it was, and some other factors addressed by *The Director*.

Gaining XP

After one or more *Encounters*, *The Director* will award characters *XP*, providing a value to that group. Each character in the group will roll a d6, add five, and subtract any penalties. Then multiply this result by the value given by *The Director*; this final number is the *XP*, your character has gained from those *Encounters*.

$$XP_{Player} \text{ (No Max Out)} = (d6 + 5 - \text{Penalty}) \times XP_{Director}$$

NOTE:

You CANNOT *Max Out* when gaining *XP*.

DISCLAIMER:

We will cover some *XP* penalties later.

XP Thresholds

As your character gains *XP*, they will pass different thresholds, unlocking that level. Gaining *XP* is cumulative, meaning your character retains their *XP* and needs only enough *XP* to reach the next threshold (the difference between thresholds).

Here is the *Total XP* required for each level.

Level	Experience Needed
1 st	–
2 nd	1,000
3 rd	3,000
4 th	6,000
5 th	12,000
6 th	21,000
7 th	33,000
8 th	48,000
9 th	66,000
10 th	87,000
11 th	111,000
12 th	138,000
13 th	168,000
14 th	201,000
15 th	237,000

EXAMPLE:

A 1st Level character needs 2,000 XP to have enough for 2nd Level. At 2nd Level, they will need 4,000 more XP for 3rd Level (6,000 - 2,000).

Leveling Up

Once your character has enough XP, ask *The Director* if your character is worthy of *Leveling Up*. *The Director* will determine if a *Worthy Challenge* was completed when gaining the needed XP, or not.

If your character completed a *Worthy Challenge*, according to *The Director*, then your character

Levels Up (Improving and Advancing); otherwise, they must complete a *Worthy Challenge* first.

DISCLAIMER:

Advancing is NOT *Class* specific; therefore, it is discussed later.

A Worthy Challenge

A *Worthy Challenge* is any substantial event or moment that advances the *Story*. *The Director* will give your character a task to complete. Once *The Director* agrees the *Worthy Challenge* is completed successfully, your character *Levels Up*.

NOTE:

A *Worthy Challenge* may need to change if your character is unable or fails to complete it.

Leveling Up

As your character *Levels Up*, they acquire new capabilities:

- *Feats* – are unique characteristics or special Actions.
- *Traits* – are inherent, passive capabilities (or what they *have*).

- *Abilities* – are active capabilities featuring new Actions (or what they do).
- *Specialties* – are path specific features to tailor their approach.

Improving

When your character progresses to the next level, they receive the benefit corresponding to that level. Below illustrates the types of benefits for each level.

Level	Level Benefit
1 st	CLASS FEAT
2 nd	TRAIT
3 rd	ABILITY
4 th	SPECIALTY
5 th	TRAIT
6 th	ABILITY
7 th	SPECIALTY
8 th	CLASS FEAT
9 th	TRAIT
10 th	ABILITY
11 th	SPECIALTY
12 th	TRAIT
13 th	ABILITY
14 th	SPECIALTY
15 th	CLASS FEAT

NOTE:

Each *Class* has different *Feats*, *Traits*, *Abilities*, and *Specialties*.

THE ADVENTURER'S JOURNAL

All the *Tactics* and *Spells* known by your character are kept in a *Journal*:

- *Tactics* – are dynamic, physical maneuvers.
- *Spells* – are time-consuming, flexible, magical effects.

Adding to the Journal

As your character *Levels Up*, they will learn *Tactics* or *Spells* according to their *Class Type* for the new level. While below 5th Level:

- *Martials or Spellblades* – gain *one Tactic*.

1 Tactic per Level

- *Battlemages or Casters* – gain *one Spell*.

1 Spell per Level

At 5th Level and beyond:

- *Martials or Spellblades* – gain *one Tactic* or *one Ritual*.

1 Tactic or 1 Ritual per Level

- *Battlemages or Casters* – gain *two Spells* or *one Ritual*.

2 Spells OR 1 Ritual per Level

NOTE:

A *Journal* has enough space for all *Tactics* and *Spells* learned by your character.

Mastery Limitation

When adding a new *Tactic* or *Spell* to your character's *Journal*, the *Tactic* or *Spell* must have a *Mastery Rank* at or below your character's *Mastery Rank* for that area.

Changing the Journal

When *Leveling Up*, your character may need to adapt their *Journal*. a number of *Tactics* or *Spells* up to twice your character's *Level Bonus* for:

- *Martials or Spellblades* – *Tactics* only.

Tactic/Spell → Tactic
Up to 2 × LB

- *Battlemages or Casters* – *Spells* only.

Tactic/Spell → Spell
Up to 2 × LB

Losing the Journal

When a character loses their *Journal* – whether by theft, damage, or some other catastrophe – they are unable to perform those *Spells* or *Tactics*.

No Journal →
No Spells/Tactics

Replacing the Journal

A character can recreate their *Journal* by gathering something to write on and with. They can recreate the *Journal* in 30 minutes during their *Recovery Time*.

30 minutes in RT

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DEFINING SIMPLE ITEMS

Grade

One of the most important aspects of an item is its *Grade*, defining:

- Is awkward is it to use?
- How well is the item made?

The *Grade* is written:

- *1st Digit (Letter)* – what *Build* it fits best.
- *2nd Digit (Letter)* – what *Stature* it fits best.
- *3rd Digit (Number)* – number of dice rolled.
- *4th and 5th Digits (Grouped Numbers)* – the size of the dice rolled.

EXAMPLE:

FA206 Short Sword – Fair, Average, 2d6 Damage.
BT410 Scalemail – Big, Tall, 4d10 Armor Points.

Comfort

To use an item, your character must have the same *Build* or *Stature* as the item (from the first two digits – the letters).

Match Build OR Stature to use item

If your character matches *both* the *Build* and *Stature* of

the item, then you reroll any “1s” for it.

Match Build AND Stature → Reroll 1s

EXAMPLE:

Comfortable weapons grant rerolls on hit and damage rolls. Comfortable armor grant rerolls on Avoid and Brace rolls. Comfortable staves and wands grant rerolls when preparing Spells.

Effectiveness

The last three digits – the numbers – are the *Effectiveness* of an item, representing the number and size of dice to be rolled. These dice, when used for:

- *Weapons* – attack damage.
- *Armor* – gaining *Armor Points* each *Recovery Time*.

Name

The *Name* of the weapon references specific several properties:

- *Mastery* – the expertise used for making attacks.
- *Strike Distance* – the effective distance.

- *Damage Source* – how damage is inflicted.

while Armors have:

- *Style* – the flexibility and damage prevention.
- *Craftsmanship* – the maximum durability.

NOTE:

The named item will have a description and list any other benefits or restrictions.

Longevity

Items are consumed at different rates:

- *Durable (D)* – NOT consumed by use.
- *Breakable (K)* – consumed with poor use.

EXAMPLE:

Failing an Ability or Skill Check using the item or missing with an arrow, will “break,” or consume, the item.

- *Expendable (X)* – consumed with every use.

NOTE:

The *Inventory* quantity of consumed items reduces by one.

USING MASTERY

Your character will improve in:

- *Melee* – fighting face-to-face.
- *Range* – striking a faraway foe.

Melee

Melee Mastery restricts the number of dice rolled for damage.

Rank	Levels	# of Dice
Unskilled	0	1
Elder	1 – 3	2
Grand Elder	4 – 6	3
Arch Elder	7 – 9	4
Master Elder	10	5

EXAMPLE:

A 1-Handed weapon with an Effectiveness of 408 does 4d8 damage. With Elder Mastery in 1-Handed weapons, you roll 2d8 (2 dice max) for damage instead.

The *Melee Masteries* are:

- *1-Handed* – a shorter, lighter weapon, requiring one hand. With the free hand your character can wield a shield, an *Offhand* weapon, interact with objects, or use *Spells*.

Free hand

- *2-Handed* – are longer, heavier weapons, requiring both hands. Roll an additional 1d4 when rolling for damage.

Add 1d4 to Damage

- *Versatile* – are usable as 1-Handed or 2-Handed weapons, gaining a free hand or 1d4 additional damage, respectively. *Versatile* weapons also deal one less damage on attacks.

*– 1 to Damage
AND*

*Free Hand OR Add 1d4
Damage*

Range

Range Mastery restricts the size of dice rolled for damage.

Rank	Levels	Max Size
Unskilled	0	d4
Elder	1 – 3	d6
Grand Elder	4 – 6	d8
Arch Elder	7 – 9	d10
Master Elder	10	d12

EXAMPLE:

A Missile weapon, with an Effectiveness of 408 and a Missile Mastery of Elder, does 4d6 damage (instead of 4d8). This is different than

Melee, which deals 2d8 damage.

The *Range Masteries* are:

- *Missile* – a two-handed weapon that attacks *silently*, at a distance of at least 5 FT, with *Breakable* projectiles.

*Beyond 5 FT, Silent
Breakable Projectiles*

- *Firearm* – a two-handed weapon that attacks *loudly*, at a distance of at least 5 FT, with *Expendable* projectiles. When *Maxing Out* increase the die size by one.

*Beyond 5 FT, Loud,
Expendable Projectiles*

EXAMPLE:

When *Maxing Out* a d4, roll a d6 for the bonus die instead of a d4.

NOTE:

To increase the size of a d12, use d12 + 2.

- *Thrown* – smaller, one-handed meant to be hurled at a target as *Ranged* attack. The weapon can also be used for a *Melee* attack;

however, this attack CANNOT Max Out.

*Melee (No Max Out) or
Range, Free Hand*

NOTE:

Once the weapon is *Thrown*, your character must pick it to use it again.

- *Exotic* – require finesse with one hand.

Free Hand

NOTE:

Some *Exotic* weapons are used in *Melee*, limiting die size instead of die count.

DISCLAIMER:

The *Max Out* system slightly favors *Range* attacks. On average, *Range* attacks deal more damage than *Melee* attacks with the same *Grade* of weapon; however, a character can make twice as many *Melee* attacks per *Wave*.

STRIKE DISTANCE

Each melee and range weapon, *Spell*, and *Tactic* has a *Strike Distance*, which is how close a creature must be to possibly hit, or strike, them.

Melee and Tactics

Weapons usable in face-to-face situations have:

- *Close* – can strike a target *within* 5 FT.

< 5 FT

- *Standard* – can strike an adjacent target, one that is *at* 5 FT.

5 FT

- *Reach* – can strike a target *beyond* 5 FT, up to 10 FT.

> 5 FT (Max 10 FT)

DISCLAIMER:

Reach weapons have Disadvantage for 5 FT or less.

Range for Spells, and Tactics

Range weapons and *Spells* have:

- *Limited* – can strike a target *within* 30 FT.

30 FT

- *Nearby* – can strike a target *within* 60 FT.

60 FT

- *Away* – can strike a target *within* 120 FT.

120 FT

- *Far* – can strike a target *within* 240 FT.

240 FT

- *Very Far* – can strike a target *within* 480 FT.

480 FT

NOTE:

Very Far is only used for long distance *Spells* and *Artillery*.

DISCLAIMER:

Range weapons have Disadvantage for 5 FT or less.

OUTFIT SLOTS

Some items are worn or frequently used, making it unlikely that they would be tucked away in your character's *Inventory*. These items are part of your character's *Outfit*.

As with *Inventory*, your character has 10 *Slots* to "hold" items of any *Bulk*. These *Slots* are separated according to locations on the body:

Category	Slots
Head	1
Armor	1
Equipment	2
Waist	1
Feet	1
Accessory	4

where:

- *Head* –for helmets, crowns, and similar items.
- *Armor* – for Armor and items that fit the back, chest, and shoulders.
- *Equipment* – for a primary and secondary weapon, a two-handed weapon, or a weapon and a shield.

NOTE:

Spellcasters need an empty *Equipment Slot*, or a suitable item, to use *Spells*.

- *Waist* – for items that can be easily tied to belt loops or fit in pockets.
- *Feet* – for footwear.
- *Accessory* – for carrying items like an extra sword, quiver, small pouch, pendent, ring, and so on.

NOTE:

Accessory Slots cover a wide range of physical locations: neck, fingers, wrists, arms, toes, ankles, legs, nose, ears, eyes, etc.

OUTFIT WEAPON

All right, it is time to choose your character's weapon! Consider their *Class* and fighting style. Here's a recap of the categories:

Strike Dist.	Mastery	Source
Close	1-Handed	Blunt
Standard	2-Handed	Cut
Reach	Versatile	Pierce
Nearby	Missile	–
Away	Firearm	–
Far	Thrown	–
–	Exotic	–

Choose one weapon for one

of your character's *Equipment Outfit Slots*. Then, you can purchase *one* additional weapon for 50 *CP*.

Melee Weapons

The starting *Melee* weapons are:

- *Dagger* – a small, sharp weapon for close combat and stealth attacks.

Strike Dist.	Mastery	Source
Close	1-Handed	Pierce

- *Battle Axe* – a balanced, double-edged axe designed for slashing.

Strike Dist.	Mastery	Source
Standard	2-Handed	Cut

- *Short Sword* – a compact, easy-to-handle blade suited for quick strikes.

Strike Dist.	Mastery	Source
Standard	1-Handed	Cut

- *Spear* – a polearm with a pointed head, effective for thrusting and keeping enemies at a distance.

Strike Dist.	Mastery	Source
Reach	Versatile	Pierce

Range Weapons

The starting *Range* weapons are:

- *Bow* – a ranged weapon that launches arrows with precision and power.

Strike Dist.	Mastery	Source
Away	Missile	Pierce

- *Rifle* – a ranged weapon that uses gunpowder to shoot projectiles with high impact.

Strike Dist.	Mastery	Source
Nearby	Missile	Blunt

- *Hand-Axe* – a small, one-handed axe ideal for throwing or melee combat.

Strike Dist.	Mastery	Source
Close/ Limited	Thrown	Cut

NOTE:

Use *Close* for *Melee* combat and *Limited* for *Ranged* combat.

Choose Weapon Effectiveness

Next, we need to choose its *Effectiveness* from the following:

- *Melee* – cost more per die.

Eff.	Mastery	Cost
104	Unskilled	–
106	Unskilled	30 CP
108	Unskilled	40 CP
204	Elder	40 CP
206	Elder	50 CP
304	Grand Elder	50 CP

- *Range* – cost more as the size increases.

Eff.	Mastery	Cost
104	Unskilled	–
204	Unskilled	40 CP
304	Unskilled	50 CP
106	Elder	30 CP
206	Elder	50 CP
108	Grand Elder	40 CP

Determine Weapon Comfort

Let's see if the weapon is *Comfortable* for your character. Roll a d6:

Roll	Comfort
1 – 3	Different <i>Build</i> Same <i>Stature</i>
4 – 5	Same <i>Build</i> Different <i>Stature</i>
6	Same <i>Stature</i> and <i>Build</i>

NOTE:

If the *Build* or *Stature* is different, then you choose one of the remaining *Builds* or *Statures*.

EXAMPLE:

Rolling a 2 for a Fair (Build) and Average (Stature) character, means the weapon can be either Petite and Average OR Bulky and Average, matching Stature and NOT Build.

Recall the weapon's *Grade* is its *Comfort* and *Effectiveness*.

EXAMPLE:

A Comfort of Fair and Tall with an Effectiveness of 108 gives a Grade of FT108.

Relay Weapons

Relays are specialized weapons attuned to magic, making the use of *Spells* easier for the wielder. You can purchase a starting *Relay* weapon for 100 CP; they are:

- *Wand* – a small, often wooden stick used for magic and quick strikes.

Strike Dist.	Mastery	Source
Close	–	Pierce

- *Rod* – a short, wooden or metal pole used for magic and direct strikes.

Strike Dist.	Mastery	Source
Standard	–	Blunt

- *Staff* – a long, often wooden pole, used for magic and sweeping strikes.

Strike Dist.	Mastery	Source
Reach	–	Blunt

NOTE:

These weapons do NOT have a Grade like other weapons and are treated as *Improvised Weapons* instead.

NOTE:

Talismans and other relics can aid in casting *Spells*.

OUTFIT ARMOR

Your character will need armor as well.

Armor Properties

How will your character protect themselves? Will they prefer weak, yet flexible armor? Or something more rigid?

Style

- *Cloth* – soft, flexible materials like fabric or padded armor, offering minimal protection. Roll with Favor when *Defending* and Disfavor when *Bracing*.

Defending → FAV
Bracing → D-FAV

- *Hide* – sturdy leather or tanned animal skin, providing moderate protection with flexibility. Roll with Advantage when *Defending* and Disadvantage when *Bracing*.

Defending → ADV
Bracing → D-ADV

- *Mesh* – interlinked chains or woven materials, balancing mobility and enhanced protection. *Defending* and *Brace* rolls are normal.

None

- *Shell* – rigid plates or sections covering key areas, offering partial but strong protection. Roll with Disadvantage when *Defending* and Advantage when *Bracing*.

Defending → D-ADV
Bracing → ADV

- *Plate* – fully encasing metal or rigid armor, delivering maximum protection at the cost of mobility. Roll with

Disfavor when *Defending* and Favor when *Bracing*.

Defending → D-FAV
Bracing → FAV

Craftsmanship

Craftsmanship limits an armor's *Effectiveness*:

- *Basic* – is limited to *three* dice of any size.

Up to 3 Dice

- *Advanced* – is limited to *five* dice of any size. The wearer has *Damage Reduction 2* from *Physical Damage Sources*.

Up to 5 Dice and DR 2 (P)

NOTE:

These topics will be explained in detail later.

Choose Armor

The starting armors are:

- *Cloak* – a light, flexible garment, suitable as *Cloth* armor.
- *Leather* – a flexible, durable material, suitable as *Hide* armor.
- *Chainmail* – interwoven metal rings, suitable as *Mesh* armor.
- *Breastplate* – a solid metal torso piece, suitable as *Shell* armor.
- *Splint* – a rigid armor of metal strips, suitable as *Plate* armor.

NOTE:

All armors have *Basic Craftsmanship*.

Choose Armor Effectiveness

Next, we need to choose its *Effectiveness* from the following:

Effectiveness	Cost
104	–
106	50 CP
108	100 CP
204	120 CP
206	150 CP

Armor Points

Roll the *Effectiveness* of your character twice. The result is your character’s starting *Armor Points*.

NOTE:

Armor Points CANNOT be more than twice the *Effectiveness*.

EXAMPLE:

Rolling 308 gives a maximum *Armor Points* of 48 (2 × 3 × 8).

Determine Armor Comfort

Comfort for Armor is the same as weapons. Roll a d6:

Roll	Comfort
1 – 3	Different <i>Build</i> Same <i>Stature</i>
4 – 5	Same <i>Build</i> Different <i>Stature</i>
6	Same <i>Stature</i> and <i>Build</i>

MAKING IMPROVISED ATTACKS

Sometimes your character is without their standard weaponry and must improvise. When using a:

- *Broken Graded weapon* – half its damage.

Half Total Damage

- *Unarmed Strike* – deals damage equal to 1d4 plus your character’s *Level Bonus*.

1d4 + LB

- *Improvised Weapon* – deals damage equal to 1d4 plus your character’s *Level Bonus*.

1d4 + LB

TACTICS AND SPELLS

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TACTICAL AND SPELL MASTERY

Tactical and Magical Mastery provide strategic options for many situations. Each *Mastery* has different areas of emphasis.

Tactical

Tactical Mastery encompasses the art of battlefield control through:

- *Cunning* – deceptive and resourceful maneuvers.
- *Leadership* – inspiring and directing allies.
- *Melee* – wielding *Melee* weapons to dominate the frontlines.
- *Range* – using *Range* weapons with extraordinary precision and skill.

Spell

Spell Mastery has different *Domains* consisting of specific *Quick* and *Planned Spells*. Similar *Domains* are grouped into *Studies*.

Arcane

Practitioners seek to transcend reality by altering perceptions and space. The *Study of Arcane* consists of:

- *Amnesara* – focusing on memories and perception.
- *Novus* – focusing on harnessing imagination to shape reality.
- *Portallo* – focusing on energy gateways and traversing great distances.

Corruption

Practitioners embrace darkness, pain, and suffering to obtain their desires – for better or worse. The *Study of Corruption* consists of:

- *Evernight* – focusing on shadows and darkness.
- *Neverborn* – focusing on the necessity of death and its utility.
- *Plagueworn* – focusing on pestilence and scarcity, balancing survival and sacrifice.
- *Soulforge* – focusing on wayward souls, imprisonment, and deals.

Devotion

Practitioners seek to heal, cure, and embolden themselves and others. The *Study of Devotion* consists of:

- *Luminia* – focusing on hope and illumination.
- *Solara* – focusing on fire purity, and healing.
- *Starlume* – focusing on dreams and visions.
- *Utopa* – focusing on the bonds that unite individuals and communities.

Nature

Practitioners harness the raw power of natural phenomena. The *Study of Nature* consists of:

- *Seafall* – focusing on manipulating water and staying adaptable.
- *Stoneward* – focusing on drawing strength from solid foundations and traditions.
- *Thunderron* – focusing on wind and lightning, especially their quickness and spontaneity.
- *Wyldwood* – focusing on using primal forces to revitalize, restore, communicate, and protect life.

TACTICS

Tactics are critical to building momentum by improving, or capitalizing, on a situation.

Choosing a Tactic

Select a *Tactic* from your character's *Journal* where the:

- *Strike Distance* – covers the space between your character and the target(s).
- *Action Type* – can be completed by your character.
- *Vigor* – is less than or equal to your character's *Vigor*.

We will go into these in detail later.

Using a Tactic

When your character takes an *Action*, they can use a *Tactic* instead of that *Action*.

SPELLS

Getting the most out of your character's *Spells* is essential to keep pace. Although *Spells* are powerful, they are slower.

Using a Spell

Using a *Spell* requires time and consideration. To ease the process, it is separated into two steps, while:

- *Preparing* – choose a *Spell* from their *Journal* and spend the base *Vigor* for it.
- *Casting* – choose a location, choose an output, spend the additional *Vigor*, the roll *Acting*.

Without a Relay

When *Preparing a Spell* without a *Relay* weapon, your character faces your choice of:

- *Unstable Cast* – roll with Disadvantage to *Act*.
- *Restricted Cast* – *Spell Range* is *Standard* (5 FT) and *1st Degree Outputs* only.

No Relay:

D-ADV on Acting
OR
Standard and 1st Degree

Spell Range

For now, your character is able to target a space that is *Limited* (within 30 FT) in distance and within *Line of Sight (LoS)*. The chosen *Spell Output* starts from this location.

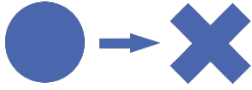
Limited (30 FT) with LoS

Line of Sight

To have *Line of Sight (LoS)* there must be a clear, unobstructed path between your character and a location or target. Obstacles, elevation, lighting, and so on can hinder or disrupt *LoS*.

Single Target Spells

Your character can always cast their *Spell*, without *Vigor*, by targeting a single creature within the *Spell Range*.



Degrees and Outputs

All other *Outputs* can be scaled, increasing the *Degree* and its *Effective Distance*. With each *Degree*, the *Spell* will be more powerful, affecting more and more creatures.

Vigor Cost

When *Casting a Spell*, your character may spend *Vigor* equal to the *Degree* to *Cast* that *Spell* with an *Output* up to the *Effective Distance*.

$$\text{Cast} \rightarrow \text{Spend Vigor} = \text{Degree}$$

Effective Distance

All *Outputs* have maximum *Degree* of *four*. With each *Degree* increasing the:

- *Fork* – number of targets, from *two* to *five*.
- *Burst, Cone, and Line* – furthest point for the effective area.
- *Chain* – total distance between targets.

Here are the *Effective Distances*:

Degree	1 st	2 nd	3 rd	4 th
Burst	5'	10'	15'	20'
Cone	10'	20'	30'	40'
Line	15'	30'	45'	60'
Chain	20'	40'	60'	80'

EXAMPLE:

Burst increases by 5 FT per *Degree*. A 3rd *Degree Burst* would cost 3 *Vigor* and have an *Effective Distance* of 15 FT.

Quick vs. Planned

There are two main types of *Spells*:

- *Quick* – faster, preventable, and flexible.
- *Planned* – slower, reducible, and scalable.

We will dive into speed and prevention later. For now, know that *Casting a*:

- *Quick Spell* – can have any 1st *Degree Output*.
- *Planned Spell* – can have any *Degree Output*.

$$\text{Quick} \rightarrow \text{1st Degree Only}$$

$$\text{Planned} \rightarrow \text{Any Degree}$$

Output Forms

Each form allows spellcasters to focus their *Spell* on key areas and targets.

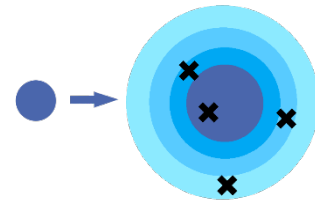
Fork is similar to *Single Target Spells*, specifically:

- *Fork* – targets multiple creatures within the *Spell Range*.

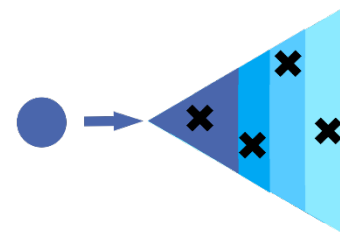


The *Burst, Cone, Line, and Chain Outputs* start from a location, or point, within the *Spell Range* and extends in one or more directions depending on the specific *Output*:

- *Burst* – affects all creatures within a radius equal to the *Effective Distance*.



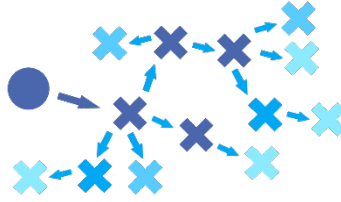
- *Cone* – affects all creatures within a uniform triangle, extending outward to the *Effective Distance* on both sides.



- *Line* – affects all creatures within a straight path that is 5 FT wide and an *Effective Distance* long.



- *Chain* – affects a target within the *Spell Range*, then any number of targets whose total distance between one another – the sum of distances between targets – is no more than the *Effective Distance*.



NOTE:

The distances between targets do NOT need to be the same.

EXAMPLE:

A Chain Layer 2 Spell has 40 FT for targets. The first target is at 20 FT from your character. The second is 10 FT from the first. The third and fourth targets are each 5 FT

from the second. The total distance is 40 FT (20 + 10 + 5 + 5), the max for Layer 2.

Concentration

Some *Spells* can be maintained or manipulated after *Casting* with *Concentration*. If your character stops *Concentrating*, intentionally or otherwise, the effect of the *Spell* ends.

NOTE:

Your character may *Concentrate* on multiple *Spells*. Losing *Concentration*, ends all *Spell* effects.

BOONS AND CONDITIONS

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STRUCTURE AND DEFINITION

Many *Tactics* and *Spells* will impose:

- *Boons* – bolstering a creature’s survivability.

EXAMPLE:

Mending, Aura, and so on.

- *Conditions* – inhibiting a creature’s capabilities.

EXAMPLE:

Bleeding, fearing, sickening, burning, and so on.

Structure

Each *Boon* and *Condition* is listed as:

Impact Intensity (Keyword)

Think of it this way:

- *Impact* – is “How is your character affected.”
- *Intensity* – is the “How good or bad is your character affected.”
- *Keyword* – is “What affected your character.”

EXAMPLE:

Helpless 1 (Burning)

Protected 2 (Aura)

Impact

Impacts are commonly applied effects for a myriad

of different *Spells, Tactics,* and so on.

Severity

Conditions have a *Severity*, marking just how dangerous it is for your character. They are:

- *Minor* – short-term effects that wain quickly over time.
- *Major* – sustained or significantly harmful effects, requiring significant healing, time, or other means to recover.

Increasing Severity

After each minute, if your character has a *Minor Condition* with an *Intensity* of 5 or more, then they gain a *Major Condition* according to the *Minor Condition*.

Minor (5+) → Gain Major

NOTE:

This does NOT remove the *Minor Condition*.

Intensity

Intensity represents the potency and duration.

Increasing

Repeated exposure to an existing *Boon* or *Condition* on your character will increase its *Intensity*. If the new instance has a:

- *Higher Intensity* – replace existing *Intensity*.
- *Lower Intensity* – increase existing *Intensity* by half of the new *Intensity*.

Add $\frac{1}{2}$ new I to current I

Reducing

Each minute the *Intensity* of all *Boons* and *Minor Conditions* reduces by one.

DISCLAIMER:

Addressing a *Condition* can reduce its *Intensity*.

Intensity – 1 per minute

Keyword

The *Keyword* that illustrates what happens to your character and how they might address it.

EXAMPLE:

A Condition with the Burning Keyword could be put out with water.

IMPACTS FOR BOONS

The *Impacts* for *Boons* are separated into pairs, differing in commonly and threat. These pairing are:

Stabilize

Stabilize Boons focus on incremental recovery and protection. These consist of:

- *Ward [DR, Resist]* – increasing *Damage Reduction* or *Resistance* by the *Intensity*.

EXAMPLE:

Boons like shield, barrier, and protect.

DR + Intensity
OR
Resistance + Intensity

- *Regenerate [Vigor, Protection]* – each minute gain *Armor Points, Health, or Vigor* equal to *Intensity*.

EXAMPLE:

Boons like mending, bolster, and invigorate.

Gain Intensity each minute

Fortune

Fortune Boons focus on improving the odds of success. These consist of:

- *Lucky [Mastery]* – add *Intensity* to any roll using the specified *Mastery*.

EXAMPLE:

Boons like grace, assist, and guidance.

Mastery Roll + Intensity

- *Blessed [Mastery]* – roll with Advantage when using the specified *Mastery*.

EXAMPLE:

Boons like bliss, divinity, and support.

Advantage for Mastery

Surge

Surge Boons focus on enabling quick, decisive *Actions*. These consist of:

- *Swift* – gain a 5 FT move that does NOT take an *Action*. This can be used once every 20 seconds, or *Wave*.

EXAMPLE:

Boons like quickened, flight, and fleetfooted.

1 Free Move per Wave

- *Haste [Action Type]* – reduces one *Action* needed by one category. *Double* becomes *Normal*, *Normal* becomes *Simple*, and *Simple* becomes *Free*. This can be used once every 20 seconds, or *Wave*.

EXAMPLE:

Boons like charged, jolt, adrenaline, and energize.

Double → Normal,
Normal → Simple,
OR
Simple → Free

IMPACTS FOR CONDITIONS

Conditions pose *Minor* or *Major* risks to your character.

Minor Impacts

Just like *Boons*, *Minor Impacts* are paired:

Charm

Charm Conditions focus on influencing a creature's actions. These consist of:

- **Hinder [Mastery]** – subtract *Intensity* to any roll using the specified *Mastery*.

Example:

Conditions like *sickened*, *nauseated*, and *unlucky*.

Mastery Roll – Intensity

- **Compel** – each *Wave*, the creature attempts an *Ability* or *Skill Check*. They act normally if the result, after subtracting *Intensity*, is at least the *DC*.

Example:

Conditions like *dominating*, *frightening*, *confusing*, and *dazing*.

*Act Normally if
Check – Intensity ≥ DC*

Impair

Impair Conditions focus on imposing *Disadvantage*.

These consist of:

- **Expose** – gives *Disadvantage* related to the *Condition's Keyword*.

Example:

Conditions like *incapacitated* (i.e., *Unconscious*, *asleep*), *impaired* (i.e., *blind*, *deaf*), and *poor position* (i.e., *prone*, *clumsy*, *flat-footed*).

Situational D-ADV

- **Anchor** – prevents *Movement* and imposes *Disadvantage* related to the *Condition's Keyword*.

Example:

Conditions like *restrained*, *paralyzed*, and *held*.

No Movement, D-ADV

Peril

Peril Conditions focus on inhibiting a creature from continuing. These consist of:

- **Injury** – takes damage equal to the *Intensity*.

Example:

Conditions like *bleed*, *burn*, *corrode*, and *frost*.

Damage equal to Intensity

- **Drain** – reduces the number of *Actions* a creature can take in a *Round* by the *Intensity*.

Example:

Conditions like *fatigue*, *slow*, and *stagger*.

Reduce Actions by Intensity

Major Impacts

Major Impacts are the result of two possible *Minor Impacts* with high *Intensity*.

- **Cripple** – severe *Anchor* or *Injury*.
- **Helpless** – severe *Compel* or *Expose*.
- **Weaken** – severe *Drain* and *Hinder*.

NOTE:

Major Impacts have both *Minor Impact* effects using the *Intensity* for the *Major Condition* instead.

Resting and Major Conditions

The *Intensity* of *Major Conditions* depends on *Resting* between *Recovery Time*:

- **No Rest** – *Intensity* increases by one.
- **Rest (Risky)** – *Intensity* stays the same.
- **Rest (Safe)** – *Intensity* reduces by one.

COMPLEX ENCOUNTERS

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INITIATING A COMPLEX ENCOUNTER

Complex Encounters vary wildly in their initial setup. Some questions that arise are:

- Who notices and when?
- What are the others doing?
- Are the others hostile or friendly?

And so on. These questions are addressed by *The Director* during the *Initiation Phase* at the start of the *Complex Encounter*.

First Impressions

When encountering an unexpected group, *The Director* will narrate situation. Is the group:

- hostile, afraid, or friendly?
- on guard, imprisoned, or simply going about their day?

Starting Distance

Sometimes the group will open a door and someone – or *something* – is on the other side. Other times, a scout notices a far-off group. *The Director* will narrate the distance between your group and others.

Initiative

Initiative is a way to determine *when* each group acts. Generally, each *Player* of a group rolls 3d6. The group's *Initiative* is the amount of the highest value rolled by the group.

The *Initiative Order* is from the highest value to the lowest. If there is a tie:

- *Same Value, Different Amount* – the group with more dice with that value go earlier.
- *Same Value, Same Amount* – the group with more total dice rolled go earlier.

1) Roll 3d6

2) Count highest value dice

3) Compare dice

a) Higher Value

b) Same Value, Larger Amount

c) Same Amount, Higher Quantity

EXAMPLE:

Two Players in a group each roll 3d6. Player A gets 2, 3, and 5. Player B gets 4, 4, and 5. The group's Initiative would be "Two 5s". Groups with one or more 6s, three or more 5s, or two 5s and more dices rolled act before these two Players. These Players

act before groups with one 5, two 5s and less dices rolled, or any number of 4s, 3s, 2s, or 1s.

Encumbrance

Remember those *Encumbered Inventory Slots*? For each used *Encumbered Slot* use a d4 instead of a d6 when rolling for *Initiative*.

Slot Used	Roll
0	3d6
1	2d6 + 1d4
2	1d6 + 2d4
3	3d4

While using one or more *Encumbered Slots*, you do NOT *Max Out* when rolling for *Initiative*.

*d6 → d4 per
Encumbered Slot
No Max Out on Initiative*

Surprise

If you *Max Out* when rolling for *Initiative*, you have *Surprise* and may:

- Take a *Simple Action*
- Gain 1 *Encounter Point*
- Add *Bonus Die* from *Max Out* to first *Action*

NOTE

The Director may permit or deny *Surprise* regardless of the roll.

RESOLVING A COMPLEX ENCOUNTER

Understanding Actions

Actions are used in *Complex Encounters* to illustrate the limitations of time, effort, and capability performed by your character before another creature. These *Actions* are:

These *Actions* are:

- **Free** – for performing reasonable tasks alongside other *Actions*.

EXAMPLE:

Brief communication, reloading a weapon, ending Concentration, and so on.

- **Simple** – for preparation, recovery, or reactions.

EXAMPLE:

Movement, shove, dive, disengage, Stances, Cantrips, Concentration, changing weapons preparing Quick Spells, Unarmed Strike, and so on.

- **Normal** – for performing straightforward tasks.

EXAMPLE:

Melee attacks and casting Spells of lower Mastery Rank.

- **Double** – for performing time-co tasks.

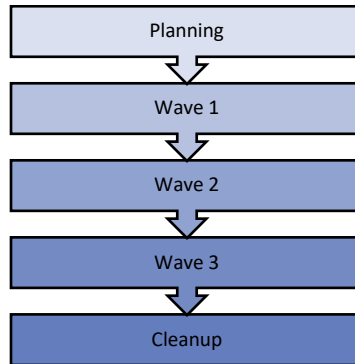
EXAMPLE:

Ranged attacks, preparing Planned Spells, and casting

Spells of the same Mastery Rank.

Rounds

Each *Round* contains *Planning*, three *Waves*, and *Cleanup*. Here's an overview:



- **Planning** – is where all groups, simultaneously, discuss strategy for the *Round*.

NOTE:

There are NO *Actions* or “In-Game” behaviors during *Planning*. *Planning* decisions may be ignored.

- **Waves** – are where the *Actions* happen, following the *Initiative Order*.

EXAMPLE:

If Group A has a higher Initiative, then Group A acts before Group B in each Wave: Wave Starts, Group A, Group B, Repeat.

DISCLAIMER:

Multiple characters in a group should act together.

In a *Wave*, each acting character can take a *Simple Action* and either:

- two *Normal Actions*.
- two *Simple Actions*.
- one *Simple* and one *Normal Action*.
- one *Double Action*.
- gain one *Encounter Point*.

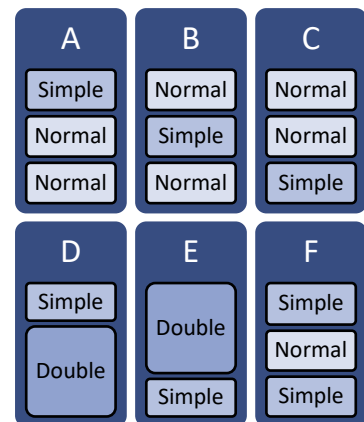
NOTE:

A character could take one *Normal Action* and no more, either by choice or not.

NOTE:

To gain an *Encounter Point*, the character must be able to take a *Double Action*.

Some examples are:



- *Cleanup* – for addressing various activities before the next *Round* begins.

EXAMPLE:

Reducing Condition Intensity and Encounter changes (i.e., environmental, character presence, impressions, special actions, etc.).

NOTE:

Each *Round* has *Planning* followed by *Wave 1*.

Moving

During each *Wave*, your character may move up to their *Movement* without

using an *Action*. Additionally, they can use a *Simple Action* to *Move*.

NOTE:

Their *Movement* can split up between *Actions*.

Encounter Points

Encounter Points (EPs) are used to influence the *Complex Encounters* based on your character’s readiness. Afterall, they don’t just stand by and do nothing, right?

How their Used

Each *EP* can be by your character to have them:

- gain *Level Bonus* of *THPs*
- gain *Level Bonus* of *Temporary Vigor*
- gain *Advantage* on a *Skill* or *Ability Check*
- reroll one die
- move 5 FT
- reduce a *Minor Condition* by half

Duration

Sadly, any *Encounter Points* your character gains during a *Complex Encounter* “disappear” at the end of it.

ACT, REACT, AND DEFEND

Sometimes your character needs to defend themselves in a *Complex Encounter*.

Defensive Mastery

Depending on the nature of the situation, your character will use:

- *Fitness* – represents your character’s hardiness and nimbleness, and is for defending against direct actions, such as a *Melee Attack*.

Direct

- *Insight* – represents recognition and

anticipation, and is for defending against actions from a distance, such as a *Range Attack*.

At a Distance

- *Resilience* – represents mental and spiritual resistance, and is for defending against anything magical such as *Spells*.

Magical

Level and Rank

Your character’s *Defensive Mastery Level* affects their chance of avoiding an effect

altogether, while their *Rank* mitigates the consequences. The *Rank* also determines the *Brace Die* used to reduce damage from a *Glancing Hit*.

Rank	Levels	Brace
Unskilled	0	d4
Elder	1 – 3	d6
Grand Elder	4 – 6	d8
Arch Elder	7 – 9	d10
Master Elder	10	d12

The Process

Most actions start with one or more creatures taking an action, followed by one or more creatures trying to respond, and, lastly, the outcome of the action.

- *Act* – taking an action with Initiative.
- *React* – taking an action in response to an opposing action.
- *Defend* – preventing, mitigating, or taking the full consequences of an opposing action.

Acting

To *Act*, choose an action, roll a d20, and add your character's *Mastery Level* for that action.

$$1d20 + ML$$

Reacting

When another creature *Acts*, a number of creatures equal to that group's *Level Bonus*, according to the group's average level, may attempt to *React* with a *Simple Action* before the opposing action happens.

To try to *React*, a creature rolls a d20. Compares the results of just the dice, without *Mastery Levels*, of all characters *Acting* and *Reacting*. If the highest result includes:

- *Any acting creatures* – there are no reactions.
- *Only reacting creatures* – each reacting creature may react.

If your character can *React*, they can spend *Vigor* equal to their *Level Penalty* to take a *Simple Action*.

$$1d20$$

$$\text{Vigor} = LP \rightarrow \text{Simple Action}$$

Defending

After reactions, any affected creatures roll a d20 and add their *Defensive Mastery Level* to defend.

$$1d20 + ML$$

NOTE:

If a creature attempted to react, that roll is used to defend.

Compare the results of all characters *Acting* and *Defending*. There are three outcomes:

- *Direct Hit* – the attacker's result is at least 5 more than the defender's result, applying the full damage or effect.

$$\text{Attacker} \geq 5 + \text{Defender}$$

$$\text{Full Damage/Effect}$$

- *Miss* – the defender's result is at least 5 more than the attacker's result, applying no damage or effects.

$$\text{Defender} \geq 5 + \text{Attacker}$$

$$\text{No Damage/Effect}$$

- *Glancing Hit* – the result is anything else, reducing damage by the *Brace Die* and reducing the effects.

$$\text{Attacker} - \text{Defender} < 5,$$

$$\text{Defender} - \text{Attacker} < 5$$

$$\text{Damage} - \text{Brace Die},$$

$$\text{Reduced Effect}$$

NOTE:

Spells and Tactics have different effects depending on the type of hit.

DISCLAIMER:

It can be helpful to roll both a d20 and your character's *Brace Die* when defending.

PUTTING IT TOGETHER

There is quite a lot in a *Complex Encounter*. Don't worry, it's easier than looks. Once you start using it, it will become second nature. Now that we have covered the details, let's summarize the process.

NOTE:

All group members do NOT have to act in all *Waves*. *Initiative* passes through all groups before moving onto the next *Wave*.

DISCLAIMER:

Combat *Encounters* are the most complex and are detailed here; however, the same system can be used for complex social *Encounters* (i.e., negotiation).

1. Preparation Phase

- a. First Impressions
- b. Starting Distance
- c. Group Initiatives

2. Resolution Phase

- a. Start Round
 - i. Planning (all Groups)
 - ii. Wave 1 (per Group)
 1. Act
 - a. React
 - b. Defend
 - c. Damage and Effects
 2. Repeat for each member
 - iii. Repeat Steps 1 and 2 for Wave 2 and 3
 - iv. Cleanup (all Groups)
 1. Increase Major Conditions
 2. Reduce Minor Conditions
 3. Adjust Scene
- b. Repeat for Rounds until *Encounter* is resolved

EXTENDED EXAMPLE

Two brothers: a Wizard and
Fighter vs Archer and Rogue.

SURVIVING, OR NOT

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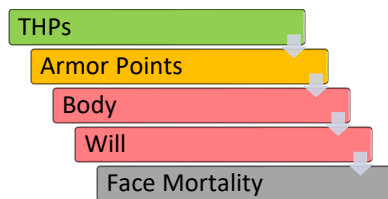
PROTECTION

Layers of Protection

When taking damage, you will reduce your character's:

- *Temporary Hit Points (THPs)* – from *Spells, Abilities, Items, Rituals*, and so on. This is the 1st layer of protection.
- *Armor Points* – from *Armor*. This is the 2nd layer of protection.
- *Health* – from *Body* and *Will*. These are the 3rd and 4th layers of protection.

The order is as follows:



After each pool is emptied, damage reduces the next pool.

Be Careful! When your character runs out of all pools, they *Face Mortality*.

NOTE:

When restoring *Health*, recover *Will* then *Body*.

EXAMPLE:

Your character has 3 THPs, 5 Armor Points, 8 Body, and 10 Will. Taking 20 damage would reduce their THPs, Armor Points, and Body to zero. The damage is reduced from 20 to 17 (20 – 3), to 12 (17 – 5), to 4 (12 – 8). They would have 6 Will left (10 – 4). With six more damage, they would Face Mortality.

DISCLAIMER:

How much protection your

character needs will depend on their role and how encounters are navigated. Rushing in, weapons first, will require *a lot* more protection.

Regaining Protection

Each layer, except *THPs*, recuperates:

- *Armor Points* – each *Recovery Time* up to twice its *Effectiveness*.

EXAMPLE:

A 308 gives a maximum Armor Points of 48 (2 × 3 × 8).

- *Body* – with *Risky* or *Safe Rests*.
- *Will* – each *Recovery Time* and with *Safe Rests*.

FACING MORTALITY

Hopefully, you and your character navigate the world with wit, skill, determination, and unwavering courage. And hopefully that is enough. But sadly, *Dying* is an all-too-common fate for many Adventurers.

How did your character die? Did they heroically

sacrifice themselves? Were they poisoned? Or did some poor decisions – and worse luck – do them in?

More importantly, what happened *as* they died? What were your character's last words? Their last effort?

Mortality Check

A *Mortality Check* is used whenever your character might die. First, roll a d20 and add your character's *LB* and any number of *Encounter Points* they had.

$$1d20 + LB + EP$$

If the result is:

- *20 or more* – your character is *Unconscious*, barely breathing, and at *1 Will*. But not dead!

20 or more → *Alive, at 1 Will, and Unconscious*

- *Less than 10* – your character is lost without a final farewell. No words, just memories.

Less than 10 → *Just Dead*

- *Otherwise* – your character gets a *Dying Moment* before passing on (see below).

Otherwise → *Dead after Dying Moment*

NOTE:

All *Encounter Points* are lost after the Check.

DISCLAIMER:

The Director determines if, when, and under what circumstances to roll a *Mortality Check*. It could be right away or not.

Dying Moment

Whether it's a last attack, passing on vital information, or offering words of encouragement, how will your character's final moment be remembered?

With luck – and a well-timed die roll – you will get to roleplay the death of your character. Use this moment to advance the *Story*, aid those around you, and prepare yourself to move on to your next character.

DISCLAIMER:

Dying is a challenging part of the game with each *Player* handling it differently. We can get quite attached to our characters; after all, we watch them grow, know how they think, and spend a lot of time creating and playing them. Although losing a character is heartbreaking, it adds significance to your choices, adds to the *Story*, and encourages players to try new things.

Dying Gift

Don't worry; your character won't die in vain! Others will likely seek revenge for their death, and you can seamlessly create a new character to continue the adventure. Consider how your new character connects to your last character. Are they an apprentice, an old friend, or something else?

When creating your next character, you can pass on some resources from your

previous character. Choose *one* from below:

- All Coins
- All other Treasure (i.e., Gems, Stones, etc.)
- One item of any Volume

NOTE:

Utility items CANNOT be gifted.

What did your previous character teach your new one? Choose *one* from below:

- One *Spell*
- One *Tactic*
- One *Class Trait*
- One *Class Ability*
- One *Talent*
- One *Ritual*
- One *Story Feat*
- Their chosen *Kin Ancestry*
- Their chosen *Origin Heritage*
- Their chosen *Origin Lineage*
- One *Language*

NOTE:

A Class Feats, Class Specialties, and Bloodlines CANNOT be gifted.

DISCLAIMER:

Anything not gifted, CANNOT be given to, or taken by, other characters. These are assumed to be given away, in their "Will," to others.

RESTING

A great Adventurer knows when to *Rest* and when to push onward. In general, *Resting* helps your character to recuperate, reducing the *Severity* of their *Conditions* and regaining *Body* and *Will*. Once rested, your character can continue adventuring, ready for the perils ahead.

On Watch

Given the dangerous of adventuring, it can be difficult to find sufficient shelter without fear of interruption. What if your character is tired and there is no safe place? Well, you get support from the other characters in the *Party*.

In this situation, characters can split into two shifts – one *On Watch* and one *Resting*. The duration needed for each watch depends on the type, and length, of *Rest*.

The first time you make a roll while your character is *On Watch*, add their *Level Bonus* to that roll.

Add LB to Next Roll

Rests

Each *Rest* requires some accommodations, from minimal to more

extravagant. The most important of which is food. It takes one *Ration* per hour of *Rest* in a *Risky* environment. A *Safe* environment takes one *Ration* per two hours of *Rest* instead.

1 Ration per Hour (Risky)
1 Ration per 2 Hours (Safe)

In addition to food, your character may need bedding and other supplies. These are listed as *Needs*. Your character CANNOT take that *Rest* if their *Needs* are not met.

NOTE:

The *Needs* listed for each *Rest* are the minimum requirements.

The last thing is safety. In general, shorter *Rests* can be taken in *Riskier* environments, with or without watch. By contrast, longer *Rests* require *Safe* environments without watch.

Risky vs. Safe

What is the difference between *Risky* or *Safe* environments? A *Risky* environment is anywhere where your character has a high chance of being disrupted or put in a harmful,

tense, or otherwise precarious situation. A *Safe* environment is where they will be left alone to *Rest*.

EXAMPLE:

A sealed off cave or tavern would be a Safe place to Rest. The open wilderness or near a goblin encampment would be considered Risky.

Relax

If your character just needs a brief moment to gather themselves, then they can simply *Relax* for a bit. While *Relaxing* your character does simple activities such as: eating, drinking, reading, and tending to wounds.

- RELAX -

Time (One): 1 Hour
Time (Watch): 2 Hours
Rations: 1
Safety: Risky
Needs:
- None
Benefits:
- Gain Body equal to Toughness Modifier

Nap

When your character is just a little tired, they can take a *Nap*. During this time your character is not alert, but they are easily startled.

- NAP -

Time (One): 2 Hours

Time (Watch): 4 Hours

Rations: 2

Safety: Risky

Needs:

- Bedroll/Pillow

- Campfire

Benefits:

- Gain Body equal to

Toughness Modifier

- Gain Will equal to

Level Bonus

Sleep

Your character will want to go to *Sleep* each night, if possible. During *Sleep* your character is *Unconscious*, recovering from a long day of adventuring.

- SLEEP -

Time (One): 6 Hours

Time (Watch): N/A

Rations: 3

Safety: Safe

Needs:

- Bedroll/Pillow

- Campfire

- Tent

- Cookware

Benefits:

- Gain Body equal to

Toughness Modifier

- Gain Will equal to

Level Bonus

- Reduce Intensity of one

Major Condition by 1

Bedrest

When adventuring becomes too taxing, your character may need some *Bedrest*. During *Bedrest*, your character is both *Unconscious* and difficult to wake.

- BEDREST -

Time (One): 8 Hours

Time (Watch): N/A

Rations: 4

Safety: Safe

Needs:

- Campfire

- Cookware

- Room with Bed

Benefits:

- Gain Body equal to

Toughness Modifier

- Gain Will equal to

Level Bonus

- Reduce Intensity of one

Major Condition by 1

- Reduce Intensity of one

Major Condition by 2

Resting Without Food

When it is time to *Rest*, your character should be prepared. After all, it is hard to *Rest* on an empty stomach.

Not having enough food, does NOT prevent your character from taking a *Rest*; however, it is not without

consequence! For *each* missed *Ration* your character has two options: gain one less *Benefit* of your choice or reduce your character's *XP Percentage* by five.

- 1 to XP roll per missed

Ration

OR

- 1 Benefit per missed

Ration

NOTE:

The percentage reduction is only for the *next* time your character gains *XP*.

Resting and Recovery Times

If you are wondering: "What happens if my character *Rests* through their *Recovery Time*?" then well done. Let's make this simple. *Resting* by its very nature is restorative; therefore, your character will receive all the same benefits of their *Recovery Time* whether they are asleep or not.

GROWTH AND TRAVEL

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CHARACTER DEVELOPMENT

Now that your character has *Leveled Up*, gaining their new *Class* benefits, let's see how else they have improved.

Development Points

When gaining a level, your character gains 4 *Development Points (DP)* to address weaknesses or enhance their strengths.

In general, you will be able to improve your character's *Ability Scores*, improving their *Attributes* and *Capacities*, gain additional *Spells* or *Tactics*, and other more specialized improvements.

Spending DP

You can spend *Development Points* to have your character:

- *Blessing (1 DP)* – gain one Reroll to be used at any time this *Level*.
- *Contact (1 DP)* – increase a *Connection Status* by 1.
- *Forget (1 DP)* – remove a *Talent*, *Ritual*, or *Connection* they know.
- *Knowledge (1 DP)* – request some guidance or other information from *The Director*.

- *Respect (2 DP)* – improve *Reputation* by 1.
- *Changes (2 DP)* – change *Lifestyle* and *Utility Items*.
- *Finances (2 DP)* – gain *Silver Pieces* equal to.

Level	Silver Pieces
1 st – 5 th	1 × Level
6 th – 15 th	5 × Level
16 th – 30 th	10 × Level

- *Diligence (3 DP)* – Increase an *Ability Score* by 1.
- *Learning (3 DP)* – Progress *Complex Task* by 2 *RTs*.
- *Retrain (3 DP)* – reduce a *Mastery Level* by one and increase another *Mastery Level* by one.
- *Exchange (4 DP)* – swap a *Tactic*, *Spell*, or *Ritual* for one of the same type.

NOTE:

The *Ranks* can be different.

- *Perform (5 DP)* – add a *Ritual* to their *Journal*.
- *Study (5 DP)* – add a *Tactic* or *Spell* to their *Journal*.

NOTE:

You do NOT have to use all of

your *AP* each level and save unused *AP* for future use.

Increasing an Ability Score

When increasing an *Ability Score*, your character receives:

- *Toughness* – *Will* equal to their new *Modifier*.

Add Mod to Will

- *Agility* – *Vigor* equal to their new *Modifier*.

Add Mod to Vigor

- *Focus* – increase any *Mastery Level* by one.

Increase Mastery Level by 1

- *Reason* – can have *Talents* up to their new *Modifier*.

Talents ≤ Mod

- *Belief* – can have *Rituals* up to their new *Modifier*.

Rituals ≤ Mod

- *Cooperation* – can have *Connections* up to their new *Modifier*.

Connections ≤ Mod

REVISITING CAPACITIES

Let's revisit your character's capacities. Their *Modifiers* for:

- *Reason* – limit the number of *Talents*.
- *Belief* – limit the number of *Rituals*.
- *Cooperation* – limit the number of *Connections*.

Talents

Talents are the specialized *Skills* developed by your character.

Gaining Talents

Whenever your character makes a *Skill Check*, there is a chance they will gain a *Talent*. If you *Max Out* on the *Skill Check*, and the bonus die roll is at least 10, then they gain a *Talent* related to that *Skill Check*.

*Max Out and
Bonus Die ≥ 10*

EXAMPLE:

A *Dungeoneering Skill Check* used to disable a trap could give a *Disable Trap Talent*.

Using a Talent

Your character can use a *Talent* to perform a task requiring a *Skill Check* over a period of time until successful. The time taken, in

minutes, depends on the *DC* of the task:

DIFFICULTY	DC	TIME (MIN)
Easy	8	8 – d4
Average	12	12 – d6
Challenging	16	16 – d8
Hard	20	20 – d10
Very Hard	24	24 – d12

NOTE:

All *Talents* take at least one minute to complete.

DISCLAIMER:

To use a *Talent*, your character must have the right gear, such as a *Kit* or other item.

Rituals

Rituals are powerful forms of old magic, relying on traditional performances to pull energy from the surrounding environment.

Gaining Rituals

In general, *Rituals* are gained through *Complex Tasks* or by *Leveling Up as a Battlemage* or *Caster*.

Casting a Ritual

Select a *Ritual*, roll a d20, and add your character's *Belief Modifier* (up to twice their Level Bonus).

The *DC* is:

DIFFICULTY	DC	BASE TIME
Easy	8	5 Minute
Average	12	10 Minutes
Challenging	16	20 Minute
Hard	20	40 Minutes
Very Hard	24	60 Minutes

If the result is:

- *At least the Ritual's DC* – the *Ritual* succeeds after the *Full Time* (*Base Time* plus *Variable Time* from *Ritual*). The Components are consumed.

*1d20 + Belief Mod ≥ DC →
Full Time & Components*

- *Below the Ritual's DC* – the *Ritual* fails after the *Base Time*. NO components are consumed.

*1d20 + Belief Mod < DC →
Base Time (Fail)*

NOTE:

Whether your character succeeds or not, they will have spent one of their uses.

Unlike *Spells*, *Rituals* require time and specific components – one or more objects and a show of:

- *Arcane – Dedication.*
- *Corruption – Death.*
- *Devotion – Value.*
- *Nature – Life.*

DISCLAIMER:

Rituals do NOT use *Vigor*, can be performed by any character, and may have other restrictions.

Connections

Have you ever run into someone you've met before? Or needed to call in a favor? *Connections* represent the different relationships and their quality established by your character.

Gaining Connections

To gain a new *Connection*, give a name for a *Non-Player Character (NPC)* and briefly describe them. Then roll a d6:

- *On a 1* – the NPC is not who you think it is, and your character does NOT get the *Connection*.

No Connection

- *On 2 or More* – your character knows the *NPC*, record the result as the *Connections Status*.

Connection with Status equal to result

Using Connections

When making a *Skill Check* involving one or more *Connections*, add your *Connection Status* to the roll.

Add Status to Skill Check

Number of Uses

Your character may use *Talents*, *Rituals*, and *Connections* each up to their *Level Bonus* between *Recovery Times*.

LB uses per RT

KITS

Kits are the gear needed to use some *Talents*, and often provide some benefit when performing using a specific *Skill*.

Here's a list:

- *Accessory (35 SP)* – is *Breakable*, requires glass or valuable materials, contains glassmaking and engraving tools, and allows crafting jewelry and accessories.
- *Art (5 SP)* – is *Breakable*, requires canvas, contains paint, brush, charcoal, pencils, paper, and allows creating art, sketches, and paintings.
- *Bait (15 SP)* – is *Expendable*, requires a way to fish, contains baits, lures, filet knife, and weights, and provides Advantage with fishing.
- *Brewer (20 SP)* – is *Expendable*, requires herbs and water, contains flask, stirring rod, and beaker, and allows creating potions, ales, and medical supplies.
- *Cartographer (15 SP)* – is *Durable*, requires writing materials, contains compass, pencil, ruler, protractor, and compass, and provides Advantage for maps, directions, and travel.
- *Forgery (5 SP)* – is *Expendable*, contains ink, brushes, fabric, and makeup, and provides Advantage when deceiving.
- *Hunting (30 SP)* – is *Breakable*, requires nothing, contains snares, skinning knife, and camouflage, and provides Advantage with hunting.

- *Smithing (45 SP)* – is *Durable*, requires a workstation and raw materials, contains hammer, studs, pins, and fasteners, and allows making items like armor, saddles, and weapons.
- *Tailor (15 SP)* – is *Breakable*, requires cloth and dyes, contains thread, needle, and

scissors, and allows crafting disguises, clothes, and fabric repairs.

- *Thieves (20 SP)* – is *Breakable*, contains lockpicks, a small file, pliers, and allows lockpicking.
- *Woodworking (30 SP)* – is *Breakable*, contains saw, sandpaper, and whittling

knife, and allows making furniture and wooden goods.

NOTE:

When using a Breakable Kit for a Talent, roll for the Skill Check. If the Check fails, the Kit is consumed. Regardless of the result, the task succeeds.

DOWNTIME ACTIVITIES

At the end of each *Session*, or when significant time elapses during an adventure, *The Director* will reward your character with *Downtime*, consisting of:

- *Brief* – simple activities, requiring minimal time to complete.
- *Extended* – challenging and time-consuming tasks.

Opportunity

Opportunity relates the amount of support, resources, and civilization needed to complete an *Activity*. These includes:

- *Personal* – limited resources, reliant on personal skills; tasks are small and self-contained.

- *Local* – limited resources with local contacts; tasks focus on small community needs and services.
- *Communal* – broader resources and connections; tasks include community projects and local infrastructure.
- *Societal* – extensive resources and networks; tasks include large-scale projects, trade, and governance.

Activities

The *Brief Activities* are:

Minimum Opportunity	Activity
Personal	Item Use
Personal	Relax
Personal	Repair
Local	Gamble
Local	Gossip

Local	Rumors
Local	Sales
Local	Work
Communal	Delivery

- *Delivery* – send out gifts, letters, debts, and so on.
- *Gamble* – wager something of value with hopes of a return.
- *Gossip* – gather some minimal info from those around.
- *Item Use* – use an item from your *Inventory*.
- *Relax* – gain a minor bonus.
- *Repair* – gain additional *Armor Points*.
- *Rumors* – spread information or falsehoods, changing the opinions of others.
- *Sales* – sell an item for a reasonable price.

- *Work* – collect a small fare.

The *Extended Activities* are:

Minimum Opportunity	Activity
Personal	Innovate
Personal	Ritual Casting
Personal	Train
Local	Buying
Local	Deed
Local	Trade
Communal	Network
Societal	Labor

- *Buying* – purchase an item befitting the *Opportunity*.
- *Deed* – affects reputation more significantly.

- *Innovate* – progress a *Complex Task*.
- *Labor* – collect a reasonable fare.
- *Network* – gather important info for a specific purpose.
- *Ritual Casting* – prepare and cast a *Ritual*.
- *Trade* – exchange an item for another of similar value.
- *Train* – gain some additional *Experience Points*.

Using Downtime

Choose the *Downtime Activities* for your character, figure out the details, and be ready to communicate your

decisions to the *Director* at the beginning of the next *Session*. The *Director* will guide you and your character through the effects of those decisions.

NOTE:

More can be accomplished with the same *Activity* in an area with more *Opportunity*.

EXAMPLE:

Your character repairs their armor a bit and works their profession. The *Director* has you roll the *Effectiveness of the armor*, adding it to the *Armor Points*, and gives your character 50 *Copper Pieces*.

PRACTICE

Each situation is an opportunity for your character to further develop their skillset. Specifically, each time your character uses their *Mastery* there is a chance that it will improve.

When *Maxing Out* with one or more d20s, if the result of the additional die (from the *Max Out*) is 10 or more, then your character increases the *Mastery Level* –

of the *Mastery* used – by one.

*Max Out on d20:
If Bonus Die ≥ 10 →
Increase ML by 1*

TRAVEL

At times your character, along with others in the *Party*, will need to *Travel* great distances as part of their adventure. Keep in mind, getting somewhere

can be just as difficult as the task that lies there.

Each time the *Party* begins to *Travel*, they choose the:

- Destination

- Path
- Pace
- Responsibilities

Destination

Where is the *Party* heading? Is it far away? And just how dangerous is it?

Distance

There are three distances used for *Travel*:

- *Long* – a moderate journey, generally taking a week to complete.
- *Distant* – an extensive journey, generally taking a couple weeks to complete.
- *Remote* – a significant journey, generally taking several weeks to complete.

Facing Encounters

As the *Party Travels*, they will face one or more *Encounters* depending on the *Distance*:

Distance	Encounters
Long	1
Distant	2
Remote	3

NOTE:

Encounters can be anything: weather changes, finding ruins, getting lost, being ambushed, food spoiling, finding a wayward traveler, and so on.

EXAMPLE:

The Guard fended off a Bear while two Scavengers gathered some food.

DISCLAIMER:

This is a baseline for the number of *Encounters*. *Terrain*, *Pace*, and *The Director* will affect the number of *Encounters* the *Party* will face while *Traveling*.

After an Encounter

After each *Encounter*, the *Party* can choose to:

- *Continue* – taking the same *Path* towards the same *Destination*, while changing the *Pace* and/or *Responsibilities*.

Same Path & Destination Can change Pace and Responsibilities

- *Redirect* – *Traveling* anew by taking a different *Path* or heading to a new *Destination*.

New Travel

Path

Usually, *The Director* will give two options for making the journey:

- *Direct* – the trip takes *less* days to complete but has a *higher* chance of dangerous *Encounters*.
- *Cautious* – the trip takes *more* days to complete but has a *lower* chance of dangerous *Encounters*.

Terrain

Terrain affects the chance of getting lost and the *Pace* (excluding *Mounted*):

Description	DC	Max Pace
Maintained	–	Forced
Traveled	8	Forced
Overgrown	12	Regular
Untamed	16	Trepid

NOTE:

Mounted Travel depends on the nature of the *Terrain* (i.e., Snow vs. Underbrush) and the type of *Mount* (i.e., land, air, sea).

Specifically, if the *Party Travels* at a faster *Pace* than the *Max Pace* set for the *Terrain*, then there is a chance they will be lost – deviating from their current path.

Revisiting

Taking a path that your character has taken before, is not always safe. Who knows how things have changed?

Depending on the time between *Travel*, changes in the world, and any preparations, the *Encounters* on the trip can be ignored, deliberately chosen, or decided by *The Director* once again.

Pace

The *Pace* of the *Party*, how fast they are *Traveling*, is either:

- *Trepid* – slow and cautious travel.
- *Regular* – standard, balanced travel.
- *Forced* – rapid, exhausting travel.
- *Mounted* – travel by horseback or similar *Mount*.

These *Paces*, aside from *Regular*, have the following implications:

- *Trepid* – face one *more Encounter*.

+1 *Encounter*

- *Forced* – face one *less Encounter* and increase *Exhaustion Intensity* by one.

-1 *Encounter*,
+1 *Intensity to Exhaustion*

- *Mounted* – face one *less Encounter*.

-1 *Encounter*

Exhaustion

Exhaustion is a new *Major Condition*, caused by overexertion or prolonged activity.

While *Exhausted*, your

character CANNOT *Max Out*. Additionally, any rolls for your character are reduced by the *Intensity*.

*No Max Outs and
Reduce Rolls by Intensity*

Resting and Recovery Times

Since time progresses normally, each character will need to *Rest* and will have their *Recovery Time*.

Days Passed

The number of days passed by *Traveling* is the number of *Encounters* faced plus a d6 for each one.

*# of Encounters +
1d6 per Encounter*

DISCLAIMER:

The Director typically makes this roll and may change the die size or count.

Responsibilities

During *Travel*, your character has some *Responsibilities*, encompassing the activities they accomplish and challenges they must address along the way.

At the start of the journey, and after each *Encounter*, each character may reselect their *Responsibilities*:

- *Dreamers* – gain the benefits of *Sleep* once.

- *Foragers* – have Advantage for finding *Rations*.
- *Guards* – have Advantage on *Initiative*.
- *Laborers* – progresses their *Complex Task* by two.
- *Navigators* – have Advantage against getting lost.
- *Scouts* – have Advantage on *Starting Distance*.
- *Trackers* – have Advantage for finding hidden paths, areas, or tracks.
- *Others* – complete one *Personal Brief* or *Extended Downtime Activity*.

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COMBAT

Damage Sources

Damage Sources

represent *where* the damage comes from and how it affects your character or another creature.

Physical (P)

Physical Damage Sources typically come from weapons, unarmed strikes, and *Spells* that mimic them. Here is a list:

- *Blunt (B)* – Impact damage from heavy strikes that can crush, break, or pulverize.
- *Cut (C)* – Slicing or tearing damage from edged weapons meant to cut or rend.
- *Pierce (R)* – Concentrated damage aimed at a single point to puncture or penetrate.
- *Force (F)* – Concussive energy, creating powerful shockwaves that affect the physical and ethereal.

Elemental (E)

Elemental Damage Sources are common amongst *Spells*, *Rituals*, and

natural phenomenon. Here is a list:

- *Chill (L)* – A cold, necrotic energy that draws out warmth and life force.
- *Shock (H)* – Electrical or psychic energy that jolts and disrupts normal function.
- *Solar (S)* – Radiant and fiery energy of light and heat.
- *Toxic (T)* – Poisonous and corrosive energy causing degradation and harm.

Resistances and Vulnerabilities

Some characters are affected by *Conditions* differently, depending on its *Damage Source*. Specifically:

- *Resistances* – reduce the *Intensity* more quickly.
- *Vulnerabilities* – make it harder to reduce the *Intensity* normally.

Revisiting Intensity

Each minute, reduce the *Intensity* of a *Condition* by the *Resistance* value plus one (from earlier).

EXAMPLE:

An *Injury 3 (Burning)* would reduce to 0 against a *Resistance (Solar +2)* ($3 - (2 + 1)$).

$$\text{Intensity} - (\text{Resistance} + 1) \\ \text{per minute}$$

Each minute, reduce the *Condition* if the result is at least a 10 when rolling a d20 and subtracting the *Vulnerability* value.

$$d20 - \text{Vulnerability} \geq 10 \\ \text{per minute}$$

EXAMPLE:

An *Injury 3 (Burning)* and *Vulnerability (Solar -2)* with a roll of 13 would reduce to *Injury 2 (Burning)*, since $11 (13D - 2)$ is at least 10.

Damage Reduction

Damage Reduction represents a certain level of protection. There are many variations of this protection, some protect against all:

- *DR # (A)* – *Damage Sources*
- *DR # (P)* – *Physical Damage Sources*
- *DR # (B)* – *Blunt Damage Sources*
- *DR # (E)* – *Elemental Damage Sources*
- *DR # (T)* – *Toxic Damage Sources*

When taking damage from a *Source* matching one or more of your character's

Damage Reductions, reduce the amount by the *Damage Reduction* number.

NOTE:

There are other *Damage Reduction* options, and your character may have more than one.

*Damage – DR #
Depends on Damage Source*

EXAMPLE:

An attack of 4 Blunt damage against a DR 3 (B) would result in 1 damage (4 – 3).

Shields

Your character may wield a *Shield* in one hand and a *One-Handed* or *Versatile* weapon in the other.

Shields have a *Dice Pool* representing how much use it has before becoming ineffective. Each time your character *Avoids* or *Braces* you may use dice from the *Dice Pool* to add to the roll.

Dice Pool → Avoid or Brace

EXAMPLE:

A Shield has a Dice Pool of 3d6. Your character Braces and uses their Shield. You choose to add 2d6 to the roll, leaving 1d6.

Running Out

When the *Dice Pool* is depleted, the *Shield* CANNOT be used to improve your character's *Avoid* or *Brace* rolls until their next *Recovery Time*.

Improvised Shield

Sometimes your character will protect themselves using an object like a *Shield*.

The *Dice Pool* of an object used this way, depends on how well it covers – or shields – your character.

Object Covers	Dice Pool
Partially	1d6
Mostly	2d6
Completely	3d6
Excessively	4d6

Improvised Shields have two main differences from regular *Shields*: they must use their *Dice Pool* when hit, and it is “destroyed or broken” when the *Dice Pool* is depleted.

*Must Use Dice Pool
Destroy/Break if Depleted*

Dual Wielding

Your character may wield an *Offhand* weapon in one hand and a *One-Handed* or *Versatile* weapon in the other – just like a *Shield*.

As a *Simple Action*, your character may make an

attack with their *Offhand* weapon. For this attack, use the *Grade* of the weapon *without* adding your character's *Mastery Level*.

*Simple → Offhand Attack
Use Grade, No ML*

Critical Effects

When *Maxing Out* on a *Melee* or *Range* attack using a *Physical Damage Source*, you may choose to roll the additional die or apply a *Critical Effect* instead:

- *Knockback (Blunt)* – the damaged creature is pushed back 10 FT.

Push 10 FT

- *Sweep (Cut)* – another creature that is adjacent to the damaged creature, takes damage equal to your character's *Level Bonus*.

LB dmg to adjacent creature

- *Impale (Pierce)* – the damaged creature gains Injury (Bleed) with an *Intensity* equal to your character's *Level Bonus*.

Injury LB (Bleed)

FORMATIONS

Squads

Squads are groups of the same creatures that act in unison.

Size

These similar creatures can form a *Squad* with a *Size* equal to a *Die Size*. This die is called the *Squad Die*.

Squad = any Die Size

EXAMPLE:

Seven creatures can contain a *Squad* of 4 (equal to a d4) or 6 (equal to a d6).

Movement

A *Squad* can *Move* independently – even separating the *Squad* – or move together, as much as possible, as one entity.

Coordination

Coordination is the degree of organization and combat readiness in a *Squad*. *Squads* that are a:

- *Mob* – are disorganized and act awkwardly.
- *Platoon* – are reasonably organized and act with some consistency.
- *Hive* – are hyper-organized and act in perfect unison.

Making an Attack

Start by selecting an *Attack* that all creatures in that *Squad* can make. Roll the *Squad Die* and determine damage according to *Coordination*:

- *Mob* – Roll a number of *Attacks* equal to the result of the *Squad Die*.

Squad number of Attack Rolls

- *Platoon* – Multiply *Attack Die Size* and *Count* by *Squad Die* result minus one. Then add the *Attack* for one creature.

One Attack Roll + Size × Count × (Squad – 1)

- *Hive* – Roll one *Attack* and multiply by *Squad Die* result.

Squad × One Attack Roll

Swarms

Swarms are groups of the same creature, all of which are *Tiny*, *Diminutive*, or *Fine*. Attacking a *Swarm* is the same as attacking a single target. As the *Swarm* is damaged, its damage output and *Scale* may diminish.

Mounts

Your character can ride a *Mount* suited for:

- *War* – a battle-ready animal, trained for combat and endurance.
- *Carrier* – a sturdy animal, suited for transporting supplies and equipment.

While riding a *Mount*, your character:

- Moves at the speed of the *Mount*.
- CANNOT use *Close Weapons*.

and

- *War* – deal double damage.
- *Carrier* – gain two bonus *Inventory Slots*.

Mounting and Dismounting

Willingly *mounting* and *dismounting* requires a *Simple Action*.

Simple Action

If a rider would be forcibly *dismounted*, they can attempt a *Skill* or *Ability Check* to hold on.

NOTE:

If the rider would fall, become unstable, or lose control may *dismount* them.

ENVIRONMENTAL

Positioning

In any *Encounter*, using terrain, cover, and other environmental features to your character’s benefit may be the difference between success and failure.

Coverage

If a creature is obstructed (see *LoS*) – has *Coverage* – that creature can only be targeted by a source within the *Distance* below.

Coverage	Targetable
Substantial	Limited
Moderate	Nearby
Partial	Away
Minimal	Far
None	Far Away

EXAMPLE:

A Range attack from a Far distance CANNOT target a creature with Partial, Moderate, or Substantial Coverage.

Elevation

When fighting with Elevation, add 5 FT to the *Strike Distance* or *Range* of the *Action*. Your character can target a creature or object within this new distance.

EXAMPLE:

A target is 5 FT above and in front of your character –

effectively, 10 FT with Elevation. Your character could attack with a Standard Strike Distance weapon (10 = 5 + 5).

Fall Damage

When your character falls from a height of more than 10 FT, they will take damage from the impact. How much damage depends on the surface and nature of the impact, and the distance of the fall.

$$\leq 10 \text{ FT} \rightarrow \text{No damage}$$

The Director will determine the Size of the dice (up to a d12) rolled based on the danger posed to your character.

The number of damage dice rolled depends on the height of the fall. For every 30 FT, add one die (as seen below).

Distance	# of Dice
11 – 30 FT	1
31 – 60 FT	2
61 – 90 FT	3
91 – 120 FT	4
121 – 150 FT	5
151 – 180 FT	6
181 – 210 FT	7
211 – 240 FT	8
241+ FT	9

Additionally, your character takes 10 damage for every 10 FT fallen, ignoring the last 10 FT.

$$(\#)d(\text{Size}) + (\text{Height} - 10)$$

EXAMPLE:

Falling 50 FT onto a thin bale of hay might be 2d4 + 40. Whereas falling 90 FT onto some jagged rocks might be 3d10 + 80 ... ouch.

Difficult Terrain

Difficult Terrain is challenging for any Adventurer. Your character CANNOT move through *Difficult Terrain* with a *Simple Action*, using a normal *Action* instead.

$$\text{Min. Normal Action}$$

Afflictions

Afflictions are serious problems for your character, where a:

- *Disease* – weakens the body or mind, possibly leading to death.
- *Hex* – inflicts misfortune or pain, with consequences beyond death.
- *Poison* – causes damage, usually leading to death if untreated.

As a Major Impact

These *Afflictions* have a new *Major Condition Impact* that does NOT come from any *Minor Conditions*. It is:

- *Afflicted* – *Bedrest* no longer helps to reduce its *Intensity*, and any other *Resting* (or lack of) increases the *Intensity* by one.

Bedrest → No change
 Otherwise → Increase
Intensity by 1

Each source of the *Affliction* will have its own consequence for reaching an *Intensity* of five, effects while being *Afflicted*, and way to cure it.

Hazards

During your character’s adventures, they will face many challenges including *Hazards*. These are often dangerous, or precarious, situations caused by some action by your character. Each *Hazard* is defined by its:

- *Trigger* – how and when it starts.
- *Sensitivity* – how easy it is to trigger.
- *Risk* – how visible and deadly it is.

- *Effect* – the consequence or series of event that unfold.

Trigger

Each *Hazard* is set off by:

- *Mechanism* – interacting with an object.
- *Pressure* – a change in weight.
- *Zone* – entering or leaving an area.

Once *triggered*, the effect will be:

- *Instant* – happening immediately, providing only a single chance to *React*.
- *Delayed* – happening at some future time, acting as a countdown, giving time for your character to address the situation.

Sensitivity

Each *Hazard* has a different chance to *trigger* based on setup, age, neglect, and so on. These *Sensitivities* are:

- *Faulty* – prone to frequent failure or malfunction under most conditions.
- *Unstable* – inconsistent performance, with an equal chance of success or failure.

- *Reliable* – dependable, succeeds under normal circumstances with occasional minor flaws.
- *Certain* – nearly perfect, succeeds almost every time with no notable issues.

Risk

Risk has two components:

- *Visibility* – how easy it is to find.
- *Danger* – how bad it is to trigger.

Here are the degrees of *Risk*:

Risk	Visibility/ Danger
Trivial	High Visibility, Low Danger
Troubling	Low Visibility, Low Danger
Threatening	High Visibility, High Danger
Terrifying	Low Visibility, High Danger

Effect

There are many effects caused by *Hazards*, including dealing damage, applying conditions, imposing obstacles, setting off alarms, and so on. Some effects can even worsen over time – whether by staying in the trap or after escaping it.

COMPLEX TASKS

How does your character complete other necessary or interesting tasks while out adventuring? More importantly, what if the task spans multiple days or weeks? This is where *Complex Tasks* come in.

Areas of Work

Each area of work has an average number of *Recovery Times* it will take to complete. From most to least, they are:

- **Researching** – gaining new knowledge through study and experimentation.

EXAMPLE:

New Spells, Rituals, or Tactics

- **Crafting** – creating or modifying items.

EXAMPLE:

Weapons, Armor, Accessories

- **General** – learning simple concepts, making changes, or performing other broad tasks.

EXAMPLE:

Languages, Swap Spells, Rituals, or Tactics

- **Enchanting** – infusing objects with magical properties.

EXAMPLE:

Equipment, Potions, Scrolls

Starting the Task

When starting a task, your character will estimate the time for completion according to its area of work and their level of support.

NOTE:

One *Complex Task* can be done at a time.

Work

Each area of work reduces the number of *RTs* required to complete the task by:

Work	Die Size
Researching	d4
Crafting	d6
General	d8
Enchanting	2d4

Support

Having a tutor, a partner, or extensive instructions reduces the time it takes to complete the *Complex Task*. Specifically:

- **No Support** – takes a maximum of 15 *RTs*, reduced by the task's complexity.

15 – Work (Min 1)

- **Supported** – takes a maximum of 10 *RTs*,

reduced by the task's complexity.

10 – Work (Min 1)

NOTE:

All *Complex Tasks* take at least 1 *RT* to complete.

Checking Progress

Now that we know how long it could take, we should see if your character struggles or not.

First Check-in

Halfway through the estimated time, rounded down, your character will need to check-in to see if they are on track or falling behind.

If your character succeeds on an *Ability* or *Skill Check* (provided by *The Director*), then the *Complex Task* is completed at the estimated time. If not, the *Complex Task* is delayed, and they will need to check-in again at the estimated time.

Halfway → Make Check

At Estimated Time:
Succeed → Complete
Fail → Check-in

EXAMPLE:

If the estimated time was 11 RTs, then the first check-in

is on the 5th RT ($11 \div 2 = 5.5 \rightarrow 5$). If successful, the task is completed on the 11th RT; otherwise, you will check-in again on the 11th RT.

Second Check-in

At the estimated time, your character makes another *Ability* or *Skill Check* (same as before). If the successful, then the *Complex Task* requires more time to

complete. This extra time is equal to half of the estimated time, rounded down. If not, the *Complex Task* they will need to start over.

Est. Time → *Make Check*

Succeed → *Add ½ Est. Time before Completing*

Fail → *Start Over*

EXAMPLE:

On the 11th RT you check in. If successful, the task is completed on the 16th RT ($11 + 5$); otherwise, your character must start over.

Note:

Your character can always abandon a *Complex Task*, choosing to start over or begin a different task instead.

MAGIC

Descriptors

Each *Spell* has a Descriptor, describing its nature:

- *Alteration* – changes the properties, appearance, or nature of a target.
- *Creation* – brings something into existence by conjuring objects, creating illusions, or summoning.
- *Destruction* – breaks down, damages, dispels, or terminates something.
- *Motion* – manipulates movement and position.
- *Psychic* – influences the mind and emotions of targets.
- *Recovery* – focuses on healing, restoration, and protection.

Impossibilities

A *Spell* CANNOT affect a target with a Descriptor’s Impossibility:

Descriptor	Impossibility
Alteration	Stable
Creation	Confined
Destruction	Necrotic
Motion	Bound
Psychic	Mindless
Recovery	Unnatural

These are straightforward:

- *Alteration* CANNOT – change a constant state (Stable).
- *Creation* CANNOT – create if there is not enough space (Confined).
- *Destruction* CANNOT – destroy something that

cannot be killed or harmed (Necrotic).

- *Motion* CANNOT – move or transport something trapped or imprisoned (Bound).
- *Psychic* CANNOT – affect the mind of something that cannot think (Mindless).
- *Recovery* CANNOT – heal or restore the undead or unliving (Unnatural).

Extending Spells

Previously, spellcasters focused on manipulating the *Output* of their *Spells*. As they develop their magic, they learn to *extend* their *Spells*, bridging distances between enemies and allies.

When casting a *Spell*, you may spend *Vigor* (as seen

below) to set its starting point.

Vigor	Type	Distance
–	Limited	≤ 30 FT
+ 1	Nearby	≤ 60 FT
+ 3	Away	≤ 120 FT
+ 5	Far	≤ 240 FT
+ 7	Very Far	≤ 480 FT

EXAMPLE:

A Forked Spell might be extended to target 3 creatures (Layer 2) within 120 FT (Away). The additional Vigor cost would be 5 (2 + 3).

Disruptive Casting

Your character may get disrupted while preparing, casting, or holding a *Spell* or *Ritual*.

NOTE:

Anything that inhibits, interrupts, or stops the process of channeling magic can disrupt it.

EXAMPLE:

Attacks, Spells, tackling, distracting, and so on will disrupt a spellcaster.

Mastery Over

If your character has *Mastery Over* the *Spell*, they may:

- *Maintain* – the *Spell* by spending half the *Vigor Cost*.
- *Check* – Make an *Ability* or *Skill Check* to maintain the *Spell*, have it falter, or fizzle entirely.

+ ½ Vigor Cost
OR
Ability/Skill Check

Same Mastery

Unfortunately, if your character is *disrupted* while using a *Ritual* or a *Spell* with the same *Mastery Rank*, then they make an *Ability* or *Skill Check* to maintain the *Spell*, have it falter, or fizzle entirely (same as above).

Ability/Skill Check

Summoning

Summoning involves either:

- *Calling* – bringing forth a creature from another

location, plane, or dimension.

- *Manifesting* – creating a form from magical energy.

If a *Summoning Spell* or *Ritual* calls creature or object, then its details are defined by that *Spell* or *Ritual*.

Calling → Defined by
Spell or Ritual

When adding a *Summoning Spell* or *Ritual* that *manifests* creature or object, you will define its details. Whenever, your character uses this *Summoning Spell* or *Ritual*, it *manifests* the defined creature or object.

Manifesting → Set when
added to Caster's Journal

Creating a Creature

TBD?

Creating an Object

TBD?

ADDITIONAL ITEMS PROPERTIES

Your character may come across special items that have unique properties.

Kin

Elven blades and *Dwarven* hammers each have their own unique properties.

DISCLAIMER:

These, and others, are described in the *Items and Journal Entries* book.

Enhancements

Enhancements are magical properties added to items that grant unique capabilities, features, or traits. The nature of the *Enhancement* depends on how the magical energy is integrated into the item:

- *Infused* – direct bonding of the material during its creation, often from stone dust.

- *Enchanted* – imbued with energy after its creation, often from a magical source, such as a stone.
- *Adorned* – decorated with magical pieces, often from a cut stone.

DISCLAIMER:

Stones will be covered in detail in the next section.

STOP HERE

The Rise

**NOW A POWERFUL ADVENTURER, YOUR CHARACTER SHALL ESTABLISH THEIR LEGACY,
PERMANENTLY ETCHING THEIR STORY AMONG OTHER LEGENDS.**

PREPARING FOR ADVENTURE

- CURRENCY** ERROR! BOOKMARK NOT DEFINED.
- SHOPPING** ERROR! BOOKMARK NOT DEFINED.
- INVENTORY** ERROR! BOOKMARK NOT DEFINED.
- RESOURCE PACKS**..... ERROR! BOOKMARK NOT DEFINED.

MAKING DECISIONS

- MASTERY BASICS** ERROR! BOOKMARK NOT DEFINED.
- SKILLS** ERROR! BOOKMARK NOT DEFINED.
- REPUTATION CATEGORIES**..... ERROR! BOOKMARK NOT DEFINED.
- ASPECTS OF ADVENTURING** ERROR! BOOKMARK NOT DEFINED.

DOWNTIME

- DEGREES OF CIVILIZATION** ERROR! BOOKMARK NOT DEFINED.
- ACTIVITIES** ERROR! BOOKMARK NOT DEFINED.

THE RISE

DEGREES OF CIVILIZATION ERROR! BOOKMARK NOT DEFINED.

ACTIVITIES ERROR! BOOKMARK NOT DEFINED.

TBD

Strongholds?

Magic Items

Magical Rating

For truly powerful magical items, there will be a *Magical Rating* listed at the end. Since it should be a while before your character uses such powerful items, we will revisit this part later on.

Stones

Rituals and Stones

Multiclassing

Counter Spells

Resurrection

Curses

Corruption

Mighty Deed

Wounds & Scars?

Modifying Spells & Tactics

PREPARING YOUR LEGACY

DEGREES OF CIVILIZATION ERROR! BOOKMARK NOT DEFINED.
ACTIVITIES ERROR! BOOKMARK NOT DEFINED.

TBD

Kingdoms?

Loyalty???

Archaic Magic???

Enchanted Items

Selling and Buying

Realms & Planes

Preparing for your
legacy?????

Beyond 15th Level

At this point your
character has survived and

developed significantly. Now it is time for them to define their *Legacy*. What has their journey led them to? How will the world remember your character? Will they be seen as one of the greatest, bring up the next generation, seek retribution, or live become the villain?

This book is meant to be a detailed introduction to the first half of your character. The *Comprehensive Rulebook* and *Character Development Guide* covers *Legacies* in detail.

For some awareness, you will have a few *Legacies* to choose from according to your character's highest *Ability Score* and *Reputation* quality. Taking a *Legacy* is similar to a new *Class*.

Building a Legacy

**NOW A POWERFUL ADVENTURER, YOUR CHARACTER SHALL ESTABLISH THEIR LEGACY,
PERMANENTLY ETCHING THEIR STORY AMONG OTHER LEGENDS.**

PREPARING FOR ADVENTURE

CURRENCY ERROR! BOOKMARK NOT DEFINED.
SHOPPING ERROR! BOOKMARK NOT DEFINED.
INVENTORY ERROR! BOOKMARK NOT DEFINED.
RESOURCE PACKS..... ERROR! BOOKMARK NOT DEFINED.

MAKING DECISIONS

MASTERY BASICS ERROR! BOOKMARK NOT DEFINED.
SKILLS ERROR! BOOKMARK NOT DEFINED.
REPUTATION CATEGORIES..... ERROR! BOOKMARK NOT DEFINED.
ASPECTS OF ADVENTURING ERROR! BOOKMARK NOT DEFINED.

DOWNTIME

DEGREES OF CIVILIZATION ERROR! BOOKMARK NOT DEFINED.
ACTIVITIES ERROR! BOOKMARK NOT DEFINED.