

CORE (P)
VT #1
2026



MIGHT, MAGIC, & MASTERY:
[SUBTITLE]

TABLETOP ROLEPLAYING GAME



Questwood

This is where your character’s strengths are forged and refined — where might, magic, and mastery take form. Here, you will choose the techniques they practice and the powers they wield.

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LEGAL

Acknowledgments

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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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MASTERY

Recording a Mastery

When recording a **Mastery**, you will record its: category, subcategory, or both.

- *Refined/Primal Weapon* — Its category and subcategory (i.e. Refined [Engage]).
- *Defensive* — Only its category (i.e. Fitness).
- *Sleights* — Only its category (i.e. Sabotage).
- *Stunts* — Only its category (i.e. Command).
- *Spells* — Only its subcategory, its Domain (i.e., Amnesara or Wyldwood).

Rank and Tiers

Rank

Rank is the progress you character has made in that **Mastery**. A higher **Rank** increases your chance of success.

Tier

A **Tier** is the degree of **Mastery** according to their **Rank**. Its impact is specific to each **Mastery**.

| TIER | RANKS |
|--------------|-------|
| Unskilled | 0 |
| Elder | 1 – 3 |
| Grand Elder | 4 – 6 |
| Arch Elder | 7 – 9 |
| Master Elder | 10 |

Defensive

Defensive Mastery over how your character **avoids** or reduces harm. See [Focus], p# (Adventuring). Increasing the **Tier** *increases the size of the Brace Die used when reducing damage*:

| TIER | BRACE DIE SIZE |
|--------------|----------------|
| Unskilled | d4 |
| Elder | d6 |
| Grand Elder | d8 |
| Arch Elder | d10 |
| Master Elder | d12 |

Fitness

Fitness protects against all incoming **Melee** attacks.

Insight

Insight protects against all incoming **Range** attacks.

Resilience

Resilience protects against all incoming **Magic** attacks.

Refined Weapon

Refined Weapon Mastery covers trained, precise, and disciplined weapon use. Increasing the **Tier** *increases the number of dice allowed* by a weapon:

| TIER | MAX # OF DICE |
|--------------|---------------|
| Unskilled | 1 |
| Elder | 2 |
| Grand Elder | 3 |
| Arch Elder | 4 |
| Master Elder | 5 |

NOTE:

Having an **Elder Tier Mastery** for a **FA512 Refined** weapon means you would roll only 2 of the 5 dice for attacks (2d12).

Dueling

The **Dueling Mastery** focuses on **Refined Melee** combat:

- **Engage** — Direct contact, where precise technique and close control are most important.
- **Close** — Within immediate reach, allowing measured strikes without needing much movement.
- **Near** — Slightly outside direct reach, requiring a short step or controlled advance to attack.

Aiming

The **Aiming Mastery** focuses on **Refined Range** combat:

- **Away** — Outside melee, where controlled aim and proper spacing become effective.
- **Far** — Long distance, requiring practiced technique and ranged precision.
- **Very Far** — Extreme distance, where only specialized skill or extended reach remains effective.

Primal Weapon

Primal Weapon Mastery covers brutal, instinctive, and forceful weapon use. Increasing the **Tier** *increases the size of the die allowed* by a weapon:

| TIER | MAX DIE SIZE |
|--------------|--------------|
| Unskilled | d4 |
| Elder | d6 |
| Grand Elder | d8 |
| Arch Elder | d10 |
| Master Elder | d12 |

NOTE:

Having an **Elder Tier Mastery** for a **FA512 Primal** weapon means you would roll only d6s for attacks (5d6).

Mauling

The **Mauling Mastery** focuses on **Primal Melee** combat:

- **Engage** — Direct contact, where force, aggression, and physical dominance are most effective.
- **Close** — Within immediate reach, allowing heavy or instinctive attacks with little movement.
- **Near** — Slightly outside direct reach, requiring a short push or lunge to close in.

Hurling

The **Hurling Mastery** focuses on **Primal Range** combat:

- **Away** — Outside melee, where forceful ranged attacks begin to take effect.
- **Far** — Long distance, relying on power, pressure, or instinctive projection.
- **Very Far** — Extreme distance, where only the strongest or most specialized ranged attacks can reach.

Sleights

Sleights are alternative **Actions**, requiring **Vigor**, used to deceive and interfere with enemy combatants. The effects are often delayed and imposing negative effects. If your character's **Tier** is the *same, or less than*, that of the **Sleight**, *the Sleight takes an additional Basic Action to prepare*. See [Focus], p# (Adventuring).

Misdirection

Misdirection covers goading, distracting, and positioning opponents during combat.

Sabotage

Sabotage covers tampering, disruption, and causing things to stumble or fail.

Treachery

Treachery covers dirty tricks to gain the upper hand.

Stunts

Stunts are alternative **Actions**, requiring **Vigor**, used to create immediate advantages through forceful presence, movement, or assistance in combat. Their effects are often proactive, providing positive effects for your character and the Party. If your character's **Tier** is the *same, or less than*, that of the **Sleight**, *the Sleight takes an additional Basic Action to prepare*. See [Focus], p# (Adventuring).

Command

Command covers directing allies, asserting control, and influencing the flow of combat through presence or authority.

Momentum

Momentum covers movement, pressure, and building advantage through speed, force, or continued action.

Support

Support covers aiding allies, reinforcing positions, and creating openings or advantages for your side.

Spells

Spell Mastery affects which type of **Spells** your character can prepare with little to no risk. If your character's **Tier** is the *same, or less than*, that of the **Spell**, *the Spell takes an additional Basic Action to prepare*. See [Focus], p# (Adventuring).

Arcane

Practitioners seek to transcend reality by altering perceptions and space. The **Domains** for the **Arcane Study** are:

- *Amenesara* — 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 **Domains** for the **Corruption Study** are:

- *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 **Domains** for the **Devotion Study** are:

- *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 **Domains** for the **Nature Study** are:

- *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.

[Artwork]

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SKILLS

What is a Skill?

Skills represent broad areas of familiarity and knowledge that improve your character's chances when attempting related tasks and situations.

Skills are grouped by the **Ability Score** they fall under, showing which attribute **Ability Check** would be impacted by that **Skill**. See **Ability Scores, p4 (Characters)** and **[Focus], p# (Adventuring)**.

Toughness

Athletics

Climbing, swimming, lifting, jumping, and other feats of strength and endurance.

Balance

Keeping footing and bodily control while moving, climbing, or resisting falls.

Hunting

Tracking creatures, reading signs, and enduring the demands of pursuit.

Agility

Evasion

Dodging danger, escaping harm, and reacting quickly to threats.

Pilfering

Stealing, concealing, sleight of hand, and bypassing simple mechanisms.

Spellcraft

Shaping magic with precision and handling delicate or unstable arcane effects.

Focus

Investigation

Searching for clues, spotting details, and piecing together evidence.

Linguistics

Reading, writing, translating, and interpreting language or symbols.

Training

Using discipline, repetition, and practiced technique.

Reason

Alchemy

Mixing, identifying, and applying compounds, brews, and substances.

Artistry

Creating and interpreting music, visual art, writing, and design.

Crafting

Building, repairing, and modifying objects, gear, and structures.

Belief

Divination

Reading omens, signs, visions, and unseen truths.

Medicine

Treating wounds, diagnosing ailments, and applying remedies.

Religion

Understanding faiths, rites, doctrines, and sacred traditions.

Cooperation

Influence

Persuading, deceiving, leading, or otherwise swaying others.

Performance

Entertaining, presenting, acting, storytelling, and holding attention.

Society

Understanding etiquette, customs, status, and social structures.

WEAPON PROPERTIES

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ENCHANTMENTS

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ARCANE SPELLS

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CORRUPTION SPELLS

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DEVOTION SPELLS

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NATURE SPELLS

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ARCANE RITUALS

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CORRUPTION RITUALS

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DEVOTION RITUALS

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NATURE RITUALS

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