**Anthis Reborn**

Shadow has reigned over mankind for countless generations. You have been born into slavery, toiling to further the inscrutable purposes of your inhuman masters. Hope was nothing more than a spark that vanished the same day as the sun that once warmed the planet.

However, with the coming of the Lantern Gods, hope burns anew. Light has returned to the land. The Gods are with you. It is time to shatter the chains of Shadow, drive them from Anthis, and take your rightful place as free men, walking under the sky.

Character Creation

Your character is a young hero living in a settlement that has just emerged from the final battle where Shadow was driven from Anthis. The world is still damaged, and much of the knowledge of the Old Empires has been lost. Thus, the skills and equipment available at the beginning of the game is heavily restricted -- at a level akin to the Stone Age.

##### *Character Creation Checklist*

*The steps to creating your Anthis Reborn character are as follows:*

* *Generate your 7 Primary Stats*
* *Choose your Campaign Role*
* *Calculate your Figured Stats*
* *Choose 4 Background Skills*
* *Choose 6 Tag Skills*
* *Choose 1 Starting Talent*

**Primary Stats**

Characters in Anthis have seven Primary Statistics. The starting value for each statistic is generated with a roll of 2d4+6 to give starting values between 8 and 14. All attributes allow for a bit of interpretation with regards to their meaning. Some characters with a high muscle stat might be big, bulky and muscular. Others might be wiry and vigorous, but the game effects will be the same.

#### Muscle (M)

Muscle represents your character's physical strength and the ability to effectively leverage that strength. Muscle tests are used to open doors, wrestle a struggling enemy to the ground, and to withstand being knocked over by a charging foe.

#### Skill (S)

Skill represents the agility and dexterity of your hero. Characters with a high skill statistic are good at using missile weapons and dodging blows. Skill tests are used to determine the success of tasks requiring hand-eye coordination or nimbleness.

#### Reflex (R)

Reflex measures the raw reaction-time of your hero and their ability to perceive danger and react to it in a timely manner. Reflex is used to determine your initiative in combat and to dodge many traps.

#### Toughness (T)

Toughness is a measure of your character's hardiness and their ability to withstand damage and other hardships. It determines your starting hit points and how resistant you are to poisons and diseases.

#### Wit (W)

Your wits are a measure of your intelligence and your perception. If you need to answer a riddle or spot a subtle clue hidden in a room, you will make a wit test.

#### Power (P)

Power represents your force of will, your luck, and your connection with the magical aspects of Anthis. Characters with a high power score make the best mages and priests.

#### Charisma (C)

Charisma is a measure of your character's looks, personality and connection to the divine. Many interpersonal skills rely on charisma, as do some magical ones.

##### *Character Creation Checklist*

* *Generate your 7 Primary Stats*

*To create your primary stats, roll* 2d4+6 *seven times and record the results. Now assign each of the values to one of the primary stats in whatever order you choose based on the type of character you intend to play. A powerful warrior will focus on Muscle and Toughness, while a cunning wizard will want Wit and Power*.

### Stat Bonuses

Each stat has a bonus associated with it based on its raw value. The bonus is used to calculate figured stats as well as the effective values of skills.

**Stat Bonus = (stat - 10) / 2**

With odd-valued stats, you will calculate a bonus with a 1/2. Keep the fraction and record it. If you apply two stat bonuses (which you do for skills), two half bonuses add up to an additional +1.

**Effect Dice**

Each stat also has an effect die based on your character’s score for that stat. When the result of an action isn’t simply pass or fail, you may be asked to roll one or more effect dice based on the stats involved in the task. The most common example of this is combat – when you hit your opponent, one of your damage dice is your muscle effect die.

|  |  |
| --- | --- |
| **Stat Value** | **Effect Die** |
| 0-3 | 1d3-1 |
| 4-5 | 1d3 |
| 6-8 | 1d4 |
| 9-12 | 1d6 |
| 13-15 | 1d8 |
| 16-18 | 1d10 |
| 19-20 | 1d12 |
| 21-22 | 1d12+1 |
| 23-24 | 1d12+2 |

Campaign Roles

The story of Anthis Reborn is centered around the growth and development of the enclave. The enclave gives the heroes a reason for adventuring, a place to which to return after their explorations, and a stable of recurring NPCs with which to interact.

##### *Character Creation Checklist*

* *Choose your Campaign Role*

*Choose one of the campaign roles listed below. Discuss the enclave effects with your GM so that you understand how your character fits into your settlement's society. Record the stat modifiers, and background skills listed in the template.*(Note: Background skills get a +1 bonus.) *Finally, choose one of the listed boons and record its effects.*

#### Chief's Son/Daughter

You are the firstborn child of the enclave chief. As such, you have the respect of your fellow villagers, but with that comes many obligations.

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| **Enclave Effects:**   * You get a vote in the Enclave's Council and can bring up possible policy changes by petitioning your father. * The rule of the enclave will fall to you in the event of your father's death. * People will generally assume that you are acting on your father's behalf and will thus follow your instructions.   Stat Mods: +1 Charisma, +1 any other stat of your choice  Skills: Administrate, Persuade  **Boons (Choose One):**   * Memory of Your Mother -- You remember all too clearly your mother's death at the hands of Shadow. You gain +1 personal inspiration and +1 team inspiration. * Shadow Slayer -- You get +1 attack, +1 defense and +1 damage when fighting agents of Shadow. * Voice of Authority -- You already carry yourself like a leader of men. You gain +1 Charisma and by spending an Inspiration, you can reroll any social skill check at a +2. * Young -- You start with 2 less background skills, but gain +1 to two additional stats and 1 extra free check each game session. |

#### Chief's Nephew/Niece

Your father is the brother of the enclave's chief. He is a powerful fighter, and a wise leader. You are his firstborn child, and much like him, you are fit to rule, even though you may never do so because of the outdated traditions of your tribe.

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| **Enclave Effects:**   * Your father gets a vote in the Enclave Council and you have his ear. * Your father is trying to get you a seat on the Enclave Council as well, but has had to luck as of yet.   Stat Mods: +1 Power, +1 any other stat of your choice  Skills: Administrate, Converse  **Boons (Choose One):**   * Malconent -- You begin the game with the Streetwise background skill and its effects are extended to include all who feel discontent with the current state of the enclave, and the decisions of its rulers. All social skill checks with these malcontents is at a +2. * Unfocused Anger -- You are an angry young man. By spending an inspiration, you can focus your rage to gain an edge in battle. You gain 4 temporary hit points, +1 AV, +1 attack and +1 damage for 3 rounds. * Unproven -- You still feel the need to prove yourself. You gain +1 personal inspiration and team inspiration. * Young -- You start with 2 less background skills, but gain +1 to two additional stats and 1 extra free check each game session. |

#### Hedge Wizard's Apprentice

During the reign of Shadow, men were not permitted to study magic. However, your master learned in secret and taught you the basics. When the demons finally learned of your master's forbidden knowledge, they tortured him to death. They never learned of you, and now that you are free, you have pledged to carry on your studies and bring mastery of magic back to mankind.

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| **E**nclave Effects:   * The enclave starts with a Hedge's Hovel, allowing you to take magic skills and learn tier 1 sorcery spells.   Stat Mods: +1 Power, +1 Wit  Skills: Sorcery, Spell Lore  Other: Your first talent must be Sorcery Apprentice from the Sorcery Tree. You also get one spell list and your choice of 4 first tier spells.  **Boons (Choose One):**   * Familiar -- You begin the game with the Familiar talent, and one additional level one talent from the Familiar tree. This does not count against your talent tree picks unless you choose more talents from this tree. * Learned -- You begin the game with a second spell list and one spell from that list. * Prodigy -- You begin the game with the Mana(1) talent. * Young -- You start with 2 less background skills, but gain +1 to two additional stats and 1 extra free check each game session. |

#### Priest Acolyte

For the longest time, men suffered without the guidance of the gods. When the Lantern Gods arrived, they brought hope and a means to destroy mankind's oppressors. Now that Shadow is gone, and you can worship freely, you are determined to learn as much as you can about the Lantern Gods and bring them glory.

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| **Enclave Effects:**   * The enclave starts with a Crude Shrine to its patron god. You are the keeper of that shring, allowing you to earn divine favor from that god and cast tier 1 invocations from your patron's spell list. * You get a vote in the Enclave's Council and can bring up possible policy changes when they involve the favor of the gods.   Stat Mods: +1 Charisma, +1 Power  Skills: Divine Invocations, Theology  Other: Your first talent must be Acolyte Priest from the Priest Tree. You also get access to your patron god's spell list and your choice of 4 first tier spells.  **Boons (Choose One):**   * Beloved of Your Patron -- You start each game with 1 divine favor. If you are reduced to less than 5 hit points, and you do not have a divine favor, you immediately gain one. * God Touched -- During the final battle versus Shadow, you came into direct contact with your patron god and now have a permanent ability because of it. * Learned -- You found and studied a holy symbol from a second god. You can gain divine favor from that god and can access the first tier spells of that god's spell list. * Young -- You start with 2 less background skills, but gain +1 to two additional stats and 1 extra free check each game session. |

#### Apothecary

Even with Shadow defeated, the world is still very dangerous. There are many dark corners that reward the curious with naught but greivous injury. You are a novice healer, hoping to ease the suffering of your fellow villagers through the use of medicine and the bounty of this new land.

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| Enclave Effects:   * The enclave starts with either an Herbalist Bench, or an Infirmary. Your choice.   Stat Mods: +1 Skill, +1 Wit  Skills: Herb Lore, Medic  **Boons (Choose One):**   * Empathic Healer -- You have the uncanny ability to take others' pain as your own. By spending an inspiration, you can give your hit points to an adjacent ally, and also take on their wound effects. You gain an extra free check any session you use this power to heal 4 or more hit points. * Herb Memory -- When you find herbs on the campaign map, you may mark the location. This type of herb will always appear in that hex in the future season allowing. To gather the herbs, you need only spend one of your enclave turns. * Taste Tester -- You start with the talents Resist Poison(2)and Resist Disease(2). You also get a +2 to identify substances, potions and herbs if you can taste them. * Young -- You start with 2 less background skills, but gain +1 to two additional stats and 1 extra free check each game session. |

#### Hunter

Hunters are tribesmen who use their skills with the spear and bow to hunt for the enclave, providing meat for the people, and clearing the nearby wilderness of dangerous wildlife.

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| **Enclave Effects:**   * You are a member of the Clan of Hunters, and as such are afforded some measure of respect from the citizens in the enclave.   Stat Mods: +1 Skill, +1 Toughness  Skills: Animal Lore, Combat: Bow or Spear and Shield  **Boons (Choose One):**   * Animal Companion -- You start the game with the Animal Companion talent. This does not count against your talent tree total unless you take another talent from this tree. (Note: This talent tree is otherwise not available in this campaign setting.) * Fortune Finder -- Once per game session, you may spend an inspiration while surveying the land to draw three cards from the exporation deck and choose the one you want to encounter. The rest are reshuffled into the deck for later. * Swift Hunter -- You get +1 Initiative, +1 to your Combat Move and +1 bonus to Dodge. * Young -- You start with 2 less background skills, but gain +1 to two additional stats and 1 extra free check each game session. |

#### Scholar's Apprentice

Your demonic masters made sure to keep your people ignorant of the world. However, some of you managed to keep knowledge alive through the telling of stories, and the carving of special marks hidden from the view of your captors. Now that you are free, you are determined to keep obtaining knowledge to use for the benefit of your tribe.

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| Enclave Effects:   * The enclave starts with a Scholar's Hovel.   Stat Mods: +1 Reflex, +1 Wit  Skills: Reading (RW), Scholar  **Boons (Choose One):**   * Historian -- You begin the game with the History skill, and the enclave does not need to recover a historical find to unlock it. * Secret Knowledge -- You begin the game with a piece of lore forbidden by your late evil masters. This map or tome leads to certain adventure, and possibly riches for you and the village. * Teacher -- You may use your Scholar skill to assist any administrative, lore, medical, or theology check. Your assistance is worth a +2 to the main actor's roll. You get a +1 to any such checks that you make (without needing an assist check). * Young -- You start with 2 less background skills, but gain +1 to two additional stats and 1 extra free check each game session. |

#### Warmaster's Apprentice

Your people are generally peaceful and industrious. However, defeating your slavers required violence, and surviving in this new world promises to be no safer. The Warmaster is the tribe's greatest warrior and he does what he can to keep your village safe, but he is but one man, and he is getting old. You are learning all you can from the Warmaster, because when he can no longer fight for the glory of your enclave, you hope to take his place.

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| **Enclave Effects:**   * None   Stat Mods: +1 Muscle, +1 Toughness  Skills: Choose Two: Athletics, Bow, Brawling, Climb, Great Weapon, One-Hand & Shield, Spear & Shield  **Boons (Choose One):**   * Blooded Weapon -- In the final battle, your weapon struck one of the major demons straight through the heart. The blood from that creature made the stone extremely sharp and resilient. This weapon does +1 damage, gets +1 wound die and never takes wear and tear checks. * Tough -- You get +1 Toughness and you begin the game with +4 additional hit points. * Weapon Master -- You have an uncanny talent with weapons. By spending an inspiration, you can swap out one weapon skill for another. This is permanent until you swap again. * Young -- You start with 2 less background skills, but gain +1 to two additional stats and 1 extra free check each game session. |

#### Builder's Apprentice

Your new freedom brought with it many needs that require tending. The people must be housed and fed. There are tools to be created, and weapons to be forged.

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| Enclave Effects:   * You are a member of the Builder Clan and are thus afforded a modicum of respect from your fellow villagers.   Stat Mods: +1 Skill, +1 Wit  Skills: Craftsman, Choose one from Administrate, Agriculture, Logging, and Mining  **Boons (Choose One):**   * Creation -- You start the game with the unique skill of Creation(SP). You can collect and store essence from extraordinary places, items and creatures. You can then fuse those essences into items to imbue them with special powers. * Instructor -- Because you give such clear instructions, you can assist units gathering or building without being present. You are also permitted to assist two units at once, but you must be present at one of the two sites. * Whistle While You Work -- By spending a point of inspiration, you can reroll any one enclave task (either building or gathering) with a +1 CH, even if you weren't assisting the task. |

**Figured Stats**

There are four figured stats that are used for combat, and these are either a set value, or based off of your primary stats.

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| --- | --- | --- | --- |
| **Hit Points (HP)** | How much damage you can take before being killed or seriously injured | Hit Points = Toughness + 1/2 Muscle + 1/2 Power | Round fractions of muscle and power up so that a 7 muscle would give you 4 additional hit points). |
| **Initiative (INI)** | Determines who goes first in a combat round | Initiative = Reflex Bonus + Wit Bonus | Remember that each bonus might have a 1/2 and that two half bonuses will add up to a +1. |
| **Combat Move (MV)** | The number of hexes you can move in a single full-move action | Combat Move = 6 Hexes/Combat Round |  |
| **Base Defense (BD)** | Your defenses degrade as you are attacked multiple times in a combat round. Your base defense is the lowest this value can ever go | Base Defense = 6 |  |

##### *Character Creation Checklist*

* *Calculate your Figured Stats*

*To calculate your figured stats, just follow the formulas listed above, paying close attention to the handling of fractions.*

### Skills

Skills are how you get things done in the world of Anthis. They cover a range of tasks from growing food, to killing dragons. The rules for using skills is covered in the Adventuring section. Here, we will discuss how you choose your skills and figure out their starting skill values.

#### Background Skills

Characters in Anthis Reborn will start the game with between 4-7 background skills. The values for background skills are calculated normally, but the character gets a +1 Background bonus when he tests them.

You get two background skills from your campaign role. In addition, you get to choose four background skills to round out your character unless you chose the Young boon for your campaign role. Young characters get two less picks, but make up for it with increased stats and experience gain.

##### *Character Creation Checklist*

* *Choose 4 Background Skills*

*Choose 4 skills from the skill list, and record the +1* Background *bonus for those skills. Figure the stat bonus for the skill by summing the bonuses for the two stats associated with the skill.*

#### Tag Skills

You start with six tag skills. Tag skills do not get the +1 Background bonus. Instead, tag skills determine how you level up. Each time you gain enough experience to increase a tag skill, you gain one Experience Point.

You can tag background skills, and if you do so, that skill will benefit from the +1 bonus to tests, and it will factor in your leveling. Alternately, you can use your tag skill picks to add new skills to your character.

##### *Character Creation Checklist*

* *Choose 6 Tag Skills*

*Choose 6 skills from the skill list, and record the fact that they are tagged and will contribute to your leveling.*

#### Skill Level

Every skill you select as either a background or tag skill gets a starting skill level of 8.

#### Skill Bonus

Every skill has two stats associated with it. When you make a test with the skill, you take your skill level, add the background bonus (if this is a background skill), and then the stat bonuses for the associated stats.

**Combat Skills**

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| --- | --- | --- | --- |
| **Skill Name** | **Stats** | **Default** | **Notes** |
| Bow | RS | 4 | Bows – features piercing, improved range and defensive options for archers |
| Brawling | MT | 8 | Unarmed, clubs and improvised weapons – features fast attacks and bonus damage with unarmed strikes |
| Dirty Fighting | RW | 0 | Knives, improvised weapons – features dirty tricks such as head butt, dirt in the eyes, groin kicks |
| Dual Wield | RS | 0 | Any two light/medium one-handed weapons – features fast attacks, mobility and whirlwind style moves |
| Dueling | RS | 4 | Single weapon – features some mobility and status attacks to wound and cripple your foe |
| Great Weapon | MS | 4 | Bulky two-handed weapons – features powerful damaging attacks, cleave |
| One-Hand & Shield | ST | 4 | Sword and board – features tanking and defensive options as well as shield attacks |
| Polearm | MS | 4 | Long spears, poleaxes and staffs – features powerful piercing attacks and reach attacks |
| Spear & Shield | ST | 4 | Spear and shield – features defensive moves, impaling attacks and taunts, and spear throwing |
| Spell | PR | 8/0 | Missile spells – features improved range, combat spell casting and spell enhancements |
| Staff | PS | 4 | Mage staffs – features defensive moves, spell enhancements |
| Thrown | MR | 4 | Thrown weapons – features fast attacks, ??? |

**Adventuring Skills**

|  |  |  |  |
| --- | --- | --- | --- |
| **Skill Name** | **Stats** | **Default** | **Notes** |
| Acting | CW | 4 | * Used to convincingly act like someone else or to hide your motives and true feelings * Used to disguise yourself to look like someone else * Can be used to thwart ***Converse, Interrogate*** * Can be used to convince someone you’ve been ***Persuaded*** |
| Animal Lore | PW | 0 | * Used to tame, train, treat animals * Also used to learn stats about beasts |
| Athlete | MT | 8 | * Used to run faster and jump higher than normal * Used in contests of physical prowess * Used to ***Swim*** * Opens access to acrobatic talent trees if given a bonus or tagged |
| Climb | RS | 4 | * Physical skill used to climb surfaces * Given the right talents, can be used to avoid fall damage from any height |
| Converse | CW | 4 | * Ability to gain information from conversation with other characters (usually NPCs) * Can be used to discern a character’s motives * Can be used to discern if a character is lying to you * Used to avoid social penalties for cultural differences * Used to quickly fit in/make friends in a new social environment |
| Craftsman | SW | 0 | * Used to create or repair simple items and devices * Used to repair wear and tear on weapons and armor |
| Diplomat | CW | 0 | * Used to negotiate deals and treaties between organizations * Can be used to discern the motives of the other negotiating parties * Used to understand the ramifications of agreements * Used to get better terms out of the deal |
| Dodge | RS | 8 | * Used to dodge missile/spell attacks * You cannot choose dodge as a background or tag skill |
| Herb Lore | PW | 0 | * Used to identify and find useful herbs in the wild * Used to cultivate herbs * Used to mix poultices that give small heals and buffs to teammates |
| Interrogate | CP | 4 | * Used to ascertain the truth of information coerced out of prisoners * Used to gain truthful information from interrogations |
| Medic | SW | 0 | * Used to heal damage and reduce or remove the effect of wounds * In combat, can stop bleeding and dying statuses * In 5 minutes, can heal 1d4 |
| Navigate | SW | 0 | * Used to travel overland without incident * Used to find specific locations within a region |
| Perform | CW | 0 | * Used to play instruments, sing, tell stories or otherwise entertain |
| Persuade | CP | 4 | * Used to convince other characters to take a certain course of action |
| Search | RW | 8 | * You cannot choose search as a background or tag skill * Used to search for secrets, or hide them from prying eyes |
| Sleight of Hand | RS | 0 | * Used to pick pockets, perform minor “magic” tricks, palm small items, escape from bonds |
| Seduce | CP | 4 | * The use of flirtation, attraction, and the promise or exchange of sexual favors to get what you want |
| Sneak | RS | 4 | * Used to conceal oneself from search, or to move quietly and unseen |
| Streetwise | CW | 0 | * Used to know about the seedy elements in a city * Can be used to gain access to criminals, fence stolen goods, and avoid trouble in the bad part of town * Can be used to gain information about criminal activity |
| Survival | ST | 0 | * Used to camp in hostile terrain to allow you to rest and heal * Used to avoid natural hazards * Used to forage for food and water |
| Theology | CP | 0 | * Used to know about the gods of the campaign * Used to understand the will of the gods – whether or not certain actions would please or anger them * Used to learn new divine invocations |
| Trade | CW | 0 | * Used to assay normal items and trade goods * Used to get better deals when buying/selling items |
| Track | RW | 0 | * Used to follow your quarry by the trail they leave behind |
| Traps | SW | 0 | * Used to disarm and possibly set traps |

**Magic Skills**

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| --- | --- | --- | --- |
| **Skill Name** | **Stats** | **Default** | **Notes** |
| Divine Invocation | CP | 0 | * Must have the talent ***Acolyte Priest*** before taking this skill * Used to invoke your patron god to cast divine spells * Taking this skill as a background, or focus grants 4 spells * ***Specializations*** used here grant 2 additional spells |
| Sorcery | CP | 0 | * Must have the talent ***Sorcery Apprentice*** before taking this skill * Used to cast sorcery spells |
| Spell Lore | PW | 0 | * Used to identify spellsYou you see cast * Used to learn spells |

**Administrative Skills**

|  |  |  |  |
| --- | --- | --- | --- |
| **Skill Name** | **Stats** | **Default** | **Notes** |
| Administer | PW | 0 | * Used to administer a business, or a fiefdom * Can be used to increase the profits from a holding * Can be used to decrease the time it takes to improve a holding * Can be used to ascertain the abilities of potential hires |
| Agriculture | MP | 0 | * Used to assist units gather food from farm sites |
| Logging | ST | 0 | * Used to assist units gather wood from logging sites |
| Mining | RW | 0 | * Used to assist units gather metal from mining sites |
| Scholar | PW | 0 | * Used to generate ideas * Ability to read and write * The prerequisite skill for many of the magic skills |

**Restricted Skills**

*Note: Unless otherwise noted, restricted skills must be unlocked using the rules in the technology section of these rules.*

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| --- | --- | --- | --- |
| **Skill Name** | **Stats** | **Default** | **Notes** |
| Alchemy | PW | 0 | * Used to identify and create potions |
| Blood Rituals | PW | 0 | * Used to cast blood ritual spells |
| Creation | SP | 0 | * Used to extract essence and use it to create magic items |
| Dungeon Lore | PW | 0 | * Knowledge of the dark places of Anthis * Used to learn of special conditions a dungeon might have before entering * Used to learn rumors about a dungeons * Can assist survival checks in dungeons |
| History | PW | 0 | * Used to understand knowledge about what existed before the ascent of shadow |
| Item Lore | PW | 0 | * Used to identify and use magic artifacts |
| Locks | RS | 0 | * Used to pick locks |
| Ride | MS | 0 | * Used to ride mounts in combat |
| Sailing | MS | 0 | * Used to sail and perform duties on sailing ships |
| Streetwise | CW | 0 | * Used to learn information about, and contact, seedy elements in a region |
| Tactics | RW | 0 | * Used to generate tactical points at the beginning of a battle |
| Words of Power | CP | 0 | * Used to cast songs and chants |

### Talents

Talents are special moves and powers characters use to turn the tables in battle, or while adventuring. Each character starts with one or more talents, and gains more as they level up.

##### *Character Creation Checklist*

* *Choose 1 starting talent*

*You get one talent and one talent tree at first level. Choose your talent carefully; you can only choose from three talent trees throughout your entire adventuring career.*

*Note: For now, I have left the talent trees in their own document, though they will need a pass for balance and completeness.*

**Equipment**

**Weapons**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Mat** | **Acc** | **Lev** | **Def** | **Ini** | **Len** | **Dur** | **Traits** |
| Axe | Stone | 0 | 1d4 | -1 | 0 | M | 10 | Limb Breaker, Shield Breaker |
| Cudgel | Wood | 0 | 1d4 | -1 | 0 | M | 12 | Concussion(2), Skull Smasher |
| Dagger | Bone, Stone | +1 | 1d3 | 0 | +2 | S | 10 | Shard(2), Fast(2/11), Sticky(2) |
| Spear | Stone | +1 | 1d4 | -2 | 0 | L | 10 | Anti-Cavalry(2), Thrust |
| Staff | Wood | 0 | 1d3 | +1 | 0 | L | 12 | 2H |

**Missile Weapons**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Acc** | **Dmg** | **Ini** | **Dur** | **Rng 0/-2/-4/-6/-10** | **Traits** |
| Bow, Light | 0 | 1d4 | -1 | 10 | 4/16/25/45 | Quick Firing |
| Javelin | 0 | MUS+1d4 | -1 | 12 | 4/8/16/24 |  |
| Sling | 0 | MUS+1d3 | -2 | 14 | 4/12/20/30 |  |
| Thrown | -1 | (MUS-1)+LEV | 0 | ? | 3/6/10/16 |  |

**Shields**

|  |  |  |  |
| --- | --- | --- | --- |
| **Shield** | **Def** | **Dur** | **Traits** |
| Buckler, Wood | +1 | 12 | No Missile |
| Shield, Wood | +1 | 12 |  |

**Weapon Traits**

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| --- | --- |
| **Trait** | **Description** |
| 2-Hands | The weapon requires to hands to use effectively |
| Anti-Cavalry(x) | You get a +x to-hit and damage versus mounted opponents |
| Bulky | This item counts as 2 things when calculating encumbrance |
| Bleeder(x) | * If you have ***Bleeder***, you increase the chance by 1 * Otherwise, you have an x/12 chance of causing Bleed(1) on a successful attack |
| Concussion(x) | * If you have ***Stunning Blow***, you increase the chance by 1 * Otherwise, if you hit an opponent in the head, you get a x/12 chance to stun them |
| Fast(x/y) | * If you have ***Fast***, you subtract x from the initiative roll required * Otherwise, you get an extra attack if you roll y or higher on your initiative |
| Knockdown(x) | * When you hit an opponent in the chest, you knock them prone on x/12 * When you hit an opponent in the legs, you knock them prone on x+2/12 |
| Limb Breaker | When you cause a wound in the arm or leg, you may roll an extra severity die |
| No Missile | You cannot block missile attacks with this shield |
| Quick Firing | This weapon takes 1/2 action to aim and fire |
| Reroll(x) | Using this weapon allows you to reroll damage dice that come up x or less. The second roll must be taken |
| Shard(x) | * If you have ***Impale***, you can increase your to-hit by (x) roll for purposes of procing impale, but if you do, you break the weapon * Otherwise, each hit that does damage has an x/12 chance of breaking off in the wound, imparing the target. Pulling the shard out takes a full action and causes bleed(1) |
| Shield Breaker | * If you have ***Shield Breaker***, You add 1 to the chance   Otherwise, you gain the talent Shield Breaker(12) |
| Skull Smasher | When you cause a head wound, you may add an extra severity die |
| Slash | * If you have ***Bleeder***, You add 1 to the chance * Otherwise, you can take a -2 to-hit and gain Bleeder(3) on the attack (3/12 chance to apply a bleed) |
| Sticky(x) | Poisons or oils on this weapon have x/12 chance to remain potent after being applied – stacks with character's sticky |
| Thrust | * If you have ***Thrust*** or ***Pierce***, You add 1 to the pierce chance * Otherwise, you can take a -2 to-hit and gain pierce(2) on the attack * You can ignore penalties for fighting in a constrained space so long as there is room to thrust |

### The Enclave

The game starts with the Pcs and their tribe having recently destroyed their Shadow overlords with the help of the Lantern Gods. The aftermath of the world wide battle left much devastation from which the world has just begun to recover.

The tribe wandered the wastelands for months barely surviving. But then, fertile land was found and at the orders of the chief, settled. In these green hills, you and your people will make your stand and create a new life.

It won't be easy. Your tribe is hungry and tired. They are questioning the Chief's leadership and wondering if the gods that freed them, have now left them to die in the wild.

**Start Position**

The enclave starts in the following state:

* 2 free manpower – used to take enclave actions
* 1 farming site (CH = 3) which is enclave's home hex
* 1 wood gathering site (CH = 2) next to the enclave's home hex
* A storehouse that can hold a hand of 10 resources
* A crude shrine to Aquae (or whichever god is chosen)
* A hedge's hovel
* A set of ministers and notable NPCs
  + Chief
  + Chief's Brother
  + 3 more TBD
* ***Test: Rumbling Stomachs*** – You need to store 2 food in 6 months or else the enclave enters ***Crisis: We Have Been Forsaken***

**Resources**

There are several different types of resources in the game. Each resource rolls up into a set of categories.

* Food (F)
  + grain, meat, fruits, mushrooms
* Building (B)
  + wood, stone
* Crafting (C)
  + hides, furs, wood, metal, bone
* Metal (M)
  + tin, copper, iron
* Luxury and Trade Goods ($)
  + gold, silver, gems

When a resource is needed to complete a task, the most specific category required is listed. For instance, if a building requires stone, then stone will be listed in the requirements. If building resources are listed, then either wood or stone will suffice.

**Enclave Turns**

The Anthis Reborn campaign consists of a series of enclave turns, each lasting approximately a month of game time. Each turn the players choose activities for their units and ministers, resolve these activities, and then any encounters uncovered by those activities.

Each manpower unit, minister and PC can take a single enclave action each turn.

The success of enclave actions is determined by a d12 roll. You want to roll less than or equal to the CH number to succeed. Base CH numbers are farily low, but there are many ways to modify them.

***Supporting Skills*** – The skills column lists skills that can be used to support the specific enclave action. The minister in charge of the enclave action rolls his skill against a DL of 12. A success increases the action's CH number by 1. Succeeding by 3 gives an increase of 2, and a success of 5 or more increases the CH by 3.

If a PC is not the minister in charge of an enclave action, he can help in one of two ways. If the assistant has the same skill as the minister, he can assist with the skill roll, adding 1-3 to the minister's result as normal. However, if the assistant has a different relevant skill as the minister, he can roll that skill and add an additional bonus to the CH number.

The administrate skill can almost always be used to increase the chance of success of an enclave action (GM's discretion). However, the DL of the administrate test is 10 + the current CH of the action, and the bonus can never be more than 1 additional CH regardless of the degree of success.

*Note: Only Pcs can assist enclave actions. NPC ministers cannot assist.*

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Action** | **Cost** | **WHO** | **Ch** | **Skill** | **Result** |
| Assist |  | N |  | Special | * Can add to the supporting skill roll of the main minister in his attempt to increase the CH number of the action (i.e. a normal skill assist) * Can roll a different skill than the main minister and thus add to the CH number of the action |
| Attract | 3F + 3B | N | 1 | Administer  Carouse | * If an opportunity is presented, gain 1 manpower * If no opportunity, you have a chance to spawn one for the next ***three turns*** * Resources are consumed even if no new manpower is gained * May substitute trade goods for any/all of the 6 resources |
| Build | Varies | NU | 3 | Administer  Craftsman | * Building roll made each turn * Building appears at the end of the turn if the roll is made * Cost depends on the building created |
| Craft | Varies | N |  | Crafting | * Create tools and or weapons for characters and named npcs * A number of items can be created in a turn equal to 1d4 + Wit Effect Die |
| Diplomacy | Varies | N | ? | Diplomacy | * Players state desired result and make diplomacy check * Other party might make counter offer * Desired results might not be attainable by NPC (the results of the diplo check might require an adventure) |
| Explore |  | P |  | Special | * Pcs explore ***two hexes*** on the map * Navigate, survival and search are possibly used * Pcs might have an adventure if there is anything of interest in the hex |
| Gather |  | U | ? | Agrigulture  Mining  Survival  Woodsman | * Roll gather chance to gain one resource |
| Implement | ? | N |  |  | * Takes an activated idea card and implements it * Must have all the prerequisites of the technology to be implemented, and pay its cost * Once the cost is paid, the listed skill test is made * If successful, the technology is implemented * If failed, the technology remains activated and can be retried in a later turn, but any resources are lost |
| Investigate |  | P |  |  | * When a gathering task fails two times in a row, the players can choose to investigate the situation at the site * This takes the players' entire turn * There is a 1/12 chance that the reason is that the site is depleted * There is a 2/12 chance that the reason is unavoidable delays * The rest of the results mean that there is some extraordinary circumstance that the Pcs can remediate by completing an encounter |
| Learn |  | N |  |  | * Learn a new skill by spending 10 free checks |
| Move | 1F | U |  |  | * Move one manpower to new site |
| Move Minister |  | N | ? | Navigate  Survival | * If an NPC has to cross dangerous territory to get to his mission, and must travel alone, he has to make a roll to arrive without incident * The general chance for a mishap is 1/12, but that can increase if the area moved through is dangerous due to terrain, or creatures in the vicinity * Once a minister moves, he can still take an action |
| Research | 1F or 1B | N |  | Scholar | * Character makes a skill roll to gain a draw from the deck of ideas * Each idea activated makes skill rolls higher to gain new ideas |
| Skill Test |  | N |  |  | * Allows a character to make one or more skill tests to perform some action that takes an extended period of time |
| Study |  | N |  | Scholar | * Can study any of the trophies in the trophy hall * A successful scholar roll puts an additional copy of the tech card related to the trophy into the technology deck, making that tech more likely to be discovered |
| *Tools* | *2B* | *N* |  | *Craftsman* | * *Unlocked by an idea* * *Creates tools for one manpower to give them a +1 to gathering chance for a specific resource* * *No CH roll, but the minister must make a craftsman check DL 12* |
| *Train* | *2f* | *NM* | *4* | *Agrigulture*  *Mining*  *Woodsman* | * *Unlocked by an idea* * *Creates a specialized manpower that gets a +1 to gathering rolls for the specific resource* * *Roll for success each turn until the unit is trained* |

**Explanation of Actions**

***Attract*** – The attract action allows your enclave to increase its population and thus gain new manpower. This action can be taken as the result of an opportunity presented to you by the GM (for instance, you might find a group of refugees) and if this is the case, success is guaranteed as long as you can pay the resource cost.

You can also take the attract action with no opportunity. In this case, you are building homes and stockpiling food in an attempt to convince people to settle in your enclave. Once the cost is paid, you have a chance (1/12) to gain a manpower each turn for three turns.

***Build*** – You can build new buildings and upgrades for your enclave, or one of its sites. The cost of building is determined by the particular structure you are trying to build. The time it takes to complete the upgrade is variable, and is determined by rolling each turn once the cost is paid. If a (3/12) is rolled, the building is completed at the end of that turn.

***Craft*** – You create tools and weapons for your people. This action is not used to equip manpower units, but individual NPCs. If you make a crafting check vs. DL 10, roll 1d4 + Wit Die and create that many mundane, normal quality items.

The DL increases as technology level of the desired items increases. Each level of tech increases the DL by 2.

***Diplomacy*** – You can negotiate with other groups on the map using this action. The players state their objectives and make a diplomacy skill test against a DL determined by the GM.

Every diplomacy check is modified by the ***Relations Modifier*.** This is a modifier (ranging from -10 to +10) that is determined as soon as the group is encountered on the strategic map. It is determined by the GM based on a number of factors, including racial makeups of both parties, alignment, and possibly a randomizer.

A failed roll means that the other group feels that the offer is bad, and/or that the Pcs are acting in bad faith. The result might be an outright refusal of the terms, or a harsh counter offer. In any case, the diplomatic relations modifier will decrease to reflect degraded relations between the two groups.

A successful roll means that the other party will consider the deal and might accept it outright, or make a reasonable counter offer. In any case, a successful deal will increase the relations modifier.

Pcs will have a better chance here, as they will be able to make their case, react to counter-offers more effectively, and possibly have an adventure segment to make their mission successful.

***Explore*** – Pcs pick two hexes on the strategic map, and the GM determines what encounters are there. If nothing of interest exists in the hexes, the GM just relays any stats/sites that are there.

However, if there are any monsters, or adventure locations in the hexes, the Pcs will have to deal with them appropriately. This might lead to combat, a quick encounter, or an entire dungeon crawl.

***Gather*** – I am guessing that this will be the most commonly used action. The gather action causes a manpower unit to attempt to collect a resource from a site. The base chance to gather on a hex ranges between 1-4 in 12 depending on the terrain and the richness of a site. Gathering wood from a random forest hex has a 1 or 2 chance, while specific logging sites will have a chance of 3 or 4 – these gathering sites are valuable indeed and should be protected and upgraded whenever possible.

If a minister is present, they may roll a skill test to increase the chance of gathering. The specific skill tested depends on what type of resource you are trying to gather.

If a 12 is rolled to gather resources, the players can choose to succeed and gain the resrouce, but face depletion of the site. A site with a CH of 1 is automatically depleted in this case. Sites with a CH of 2 or more roll a d12. A roll equal to or under the site's CH depletes it, reducing its base CH by 1 permanently.

Players can also choose to ***gather recklessly***. Doing so costs 1F each time and allows two gathering checks that turn. However, if a 12 is rolled while recklessly gathering, success is automatic, and any depletion checks are made at +2 to the CH.

Some buildings and upgrades have the ***Autogather(x)*** property. This means that if the enclave has the requisite technology to collect the named resource, this building will gather every turn without the use of an enclave turn, manpower, or minister. At the beginning of the turn, the GM will roll the chance of every autogather site and report on what resources were obtained.

***Move (Manpower)* –** If a unit of manpower needs to move to a new site, then it costs 1F and takes 1 turn to do so. This represents the logistics of moving a large number of people to the site and preparing it for the next task.

***Move (Minister)*** – When manpower is moved, any number of ministers can be moved with it without incident. However, if a minister needs to move alone, then there is a chance of a mishap. This chance is generally 1/12, but might be higher if the terrain between the minister and his destination is dangerous (probably due to the presence of monsters, or enemies). If a minister makes it to his destination, he can perform a second action when he arrives.

***Research*** – The enclave starts out nearly devoid of technology. Characters are using furs, stone and wood to get things done. The GM will have created an ***Ideas Deck*** that represents possible inventions that might be discovered by your people. Successful research allows you to draw from the ideas deck, and possibly implement the technologies on the cards.

Depending on how many scholar huts are build, multiple characters can make scholar rolls in a single turn, and all those that succeed allow a draw from the idea deck. However, only ***one*** idea can be activated each turn, chosen by the players. The other ideas must be returned to the deck.

**Technology**

As the enclave's scholars learn more about the world, new technologies will become available to your people. Research actions will uncover new ideas, and implementing those ideas will allow you to build new buildings and learn new skills.

**Research**

Researching new technologies requires a working scholar's hut and a PC or minister to perform a research action during an enclave turn.

A research action is simply a scholar roll against a DL 10 + the number of previously activated technologies. If the research action is successful, an idea is drawn from the idea deck and placed into the activated pile.

The activated pile lists technologies that are available to be implemented. You get no benefits for activating technologies. To have any effect, a technology must be implemented.

Implementing a technology requires a PC or minister to perform an implement action. To perform an implement action, you must have met all the prerequisites for the desired technology, and you must pay the technology's resource cost. Then, the character attempting the action, must make a skill roll vs DL 14.

A successful implementation means the technology starts benefitting the enclave the next turn. A failed skill roll means the resources are lost, but implementation can be retried later.

**Learning New Skills**

Many technologies will open up skills for the characters to learn. When new skills become available, any characters with the scholar skill can learn that new skill for free. They retain their scholar skill at its current level, and get the new skill at a base level of 8. Once they take a new skill in this fashion, they cannot do so again.

Otherwise, new skills can be learned by spending 10 free checks and taking a learn enclave action.

**Tagging New Skills**

Each character starts the game with 2 unused tags. When you learn a new skill, you can choose to tag it, using one of your unused tags. That skill will then count for purposes of leveling.

### Adventuring in Anthis Reborn

**Camping**

Camping allows a party to rest and recuperate from the trials of adventuring. When there are hazards, or the potential for enemies to attack the camp, a camp master must be designated, and he must roll a survival test against a DL based on the dangers of the region. Camping on a well-traveled road might be automatic, or have a low DL (4-8), while camping in a dark forest filled with predators might have a DL in the 20s.

A successful camping test means that the party has found a suitable area, has prepared camp, and can rest and do camp actions. A failed roll might mean a camp is set up, but is in an unsuitable location, leading to reduced benefits, or none at all. Alternately, it might mean that the camp is ambushed in the night, or that no camp is possible at all due to the dangers close by.

**Camping Benefits**

It is assumed that every member of the party helps prepare the site, does some of the cooking and takes part in a watch. On a successful roll, this amount of activity allows each camping character to do the following:

* Rest and remove any statuses pertaining to exhaustion or demoralization
* Heal and regain 1d4 hit points in natural healing
* Regenerate and return spell-casting levels
  + Divine Invocation – 2d4 each night
  + Spirit Calling – 2d4 each night
  + Words of Power – 1d3 each night

**Camp Actions**

In addition to the normal benefits of resting, each camper can take a single camp action and use their skills to benefit themselves, or the rest of the group.

|  |  |
| --- | --- |
| **Action/Skill** | **Effects** |
| Alchemy | * Can roll alchemy to create potions with the proper field kit * Can roll spell lore to identify a potion |
| Assist | Can assist anyone else making a check by rolling the same skill test as the main actor. If you succeed, that person gets a +1 to their check |
| Herb Lore | Can roll herb lore to wander from the camp and find herbs |
| Item Lore | Requires Talent – You can make one item lore roll during a camp to learn one of the item's attributes |
| Medic | Roll medical on *each* treatable member of the party, returning 1d4 hit points to them on a successful check |
| Meditate | Requires Talent – Make a spell lore check to gain benefits of meditation |
| Physician | Roll medical on *one* treatable member of the party who must take a rest camp action, returning 2d4 hit points to them on a successful check |
| Pray | On a successful meditate, gain 1d4 divine invocation, or gain one divine favor |
| Repair | On a successful crafting check, remove wear & tear points from the party |
| Rest | Take an additional hit point of healing and you can be the target of physician actions |
| ??? | Any single skill might have an appropriate camp action depending on the circumstances and the GM's discretion |

**Item Lore and Artifacts**

When you find magical weapons, armor, wands and the mysterious remnants of lost civilizations, they will start unidentified. You will not be able to unlock the items' powers until you research them using your item lore skill.

Item lore tests are typically done as part of a skill test enclave action. Each action allows you to take 2 item lore tests. Item lore tests are checked against the artifact's DL. A success unlocks one of the item's powers, or special traits.

Based on the item in question, and the circumstances, either history, craftsman or theology can be tested by an assistant.

**Armor, Muscle and Encumbrance**

Your muscle score determines the heaviest class of armor you can wear without penalty. If you exceed your cap on any piece of armor, you get a -1 to all skill checks and movement rate per AV you are over.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Muscle** | **Max AV** | **Spell Cast** | **Stealth** | **Athlete** |
| 0—9 | 2 | 0 | 0 | 0 |
| 10—13 | 3 | -1 | -1 | -1 |
| 14—17 | 4 | -2 | -2 | -2 |
| 18—22 | 5 | -3 | -3 | -3 |
| 23 | 6 | -4 | -4 | -4 |

The GM may make exceptions to this rule for characters that want to wear strange armor combinations. A character might want to wear robes and a really cool helmet with AV 5. In these cases, the GM might consider the average AV and allow the armor combination if the character's average AV does not exceed the cap.

Armor of 3 or more has an inherent spell casting penalty for all magic skills except those which are pre-cast (alchemy and blood magic).

In addition to armor, your muscle determines how many "things" you can carry. Armor and worn clothing does not count, but weapons, shields, and each piece of adventuring equipment does.

Containers and bundles can aggregate many items into a fewer number of "things" for purposes of encumbrance. So, a stash of 8 loose potions counts as 8 things. However, once those potions are put into a potion bag, or belt, the entire belt counts as a single thing. This is only the case if the container in question is made to carry the things in question – 2o loose potions in a sack still counts as 20 things.

**Wear, Tear, and Repair**

Anytime a character is using equipment for a skill check and rolls a 1, or the opponent rolls a 12 against them, that character records a ***"wear & tear"*** check on their character sheet.

Once each game session, the GM can call for a **gear check**. The check can be called in three circumstances:

* At the end of any successful camp, after all camp actions have been taken
* Directly after a failed camp attempt
* Before any tense (GM's discretion) check involving a piece of gear

On a **camp gear check**, all heroes with wear & tear choose a random piece of gear and rolls a durability check against **8 + the number of wear & tear checks** as the difficulty. On a successful check, the item is fine. On a failed check, the item is broken and is useless until it can be repaired, or reforged at a city.

On a **tense gear check**, the piece of gear is the one involved in the check, and only the hero who owns that piece of gear must roll. The rest of the check works the same as a camp check.

Once the check is complete, regardless of the outcome, all characters erase all wear & tear from their sheets and start over. The GM then awards one inspiration to the party's pool. Upon completing a tense gear check, the GM awards the PC making the check with an additional inspiration.

As a camp action, a craftsman can take a **repair action** to fix the party's gear. The difficulty is 10. A success removes 1d4 wear & tear check from the party. For every 2 points the check is made by, an additional check is erased. The erased checks must be split between characters at the craftsman's discretion.

**Experience and Leveling**

As you adventure through Anthis, your skills will increase and as they do, you will level up. This will make you more powerful and better able to face the challenge of rebuilding the world.

**Skill Checks and Improvement Points**

During your adventures, you will have many opportunities to use your skills. If you succeed in a skill check, you put a check next to that skill. Generally, you can earn one such check in a gaming session, but the GM might make an exception for a long session, sessions that represent many weeks or months of game time, or especially important scenes.

After the session ends, you can convert your skill checks into improvement points. To do this, you have to roll greater than the current skill level (excluding stat and background bonuses) on a d30. A successful roll turns the skill check into an improvement point for that skill. A failed check means the skill check goes away.

To be eligible for a check, your skill test must have some chance of failure, and some consequence for failure. A meaningless test gives you no experience. Also, if your total skill level (including bonuses) is 6 or more levels higher than the DL of the skill test, you are not eligible for a check.

**Leveling Skills and Experience Points**

Once you earn 3 improvement points in a skill, that skill improves and its level increases by 1. If this skill tagged, you also earn 1 experience point toward increasing your character level.

Once you earn 5 experience points, your character level increases and you get the following benefits:

* You gain 1 hit point
* You gain 1 stat point which will
  + Raise a stat 9 or less by 2 points
  + Raise a stat 10 to 19 by 1 point
  + Raise a stat 20 or more by 1/2 point
* You gain 1 or 2 talent points based on your level
  + When you gain an even level (2, 4, 6...), you get 1 talent point
  + When you gain an odd level (3, 5, 7...), you get 2 talent points
* You get 1 spell pick to spend on your spells
* At levels 5 and 9, you get 1 max inspiration

**Free Checks**

At the end of a gaming session, the GM can award the Pcs free checks for the night. The number of free checks ranges between 1-3 depending on the session's activity, and additional awards are at the GM's discretion.

Free checks are like regular skill checks except they can be rolled against any skill your character has regardless of whether you succeeded in a skill test that game session.

Free checks can also be saved and spent to learn new skill, spells and open new talent trees.

|  |  |  |
| --- | --- | --- |
| **Action** | **Max Times** | **Checks** |
| Gain a new spell pick | You can gain any number of additional spell picks | 3 |
| Increase base defense by 1 | You can increase base defense up to 3 points this way | 3 |
| Increase combat move by 1 | You can increase you move up to 2 points this way | 5 |
| Increase hit point total by 1 | You can gain a max 4 hit points this way | 3 |
| Learn a new skill | You can learn any number of new skills, but you can only have a total of 8 tag skills max | 6 |
| Unlock a new spell list | You can unlock any number of spell lists as long as you have the means to do so (trainer, magic artifact, or access to a site) | 6 |
| Unlock a new talent tree | You can have a maximum 3 talent trees  (Alternately, you can spend one talent to open a tree, but this is almost never a good deal) | 6 |

**Level 5 & 9 Talents**

To choose a level 5 talent, you must have three level 1 talents in the tree. To choose a level 9 talent, you must have three level 3 talents and no less than seven total talents in that tree.