

THE CHECK

The result of player actions are determined through the Check mechanism. Every time a character attempts an action where a chance of failure is involved the character must make a Check. If the check is successful, the action is accomplished, otherwise it fails.

MAKING A CHECK

To make a Check a character rolls 2D6 then adds modifiers and if the result is equal to or greater than the Difficulty Class for the task the Check is a success and the task is completed. The Difficulty Class for a task is set by the DM based on how hard it is to accomplish and is often referred to as the DC. Skill bonuses are the most common things that modify checks. No more than two skills can modify a single Check and the skills must be logically relevant to the task at hand.

Check = 2D6 + bonuses

♣ If *Check* ≥ DC, Success

♣ Else Failure

Square brackets mean make a Check with the specified bonuses. For example [*Athletics*] is an instruction to roll a Check with a bonus equal to *Athletics*. Often only a single skill is specified in which case another skill may be added if appropriate.

Difficulty	DC	Chance of failure	Description	Example Task
Easy	4	10		
Moderate	7	40		
Hard	10	85		
Challenging	12	97		
Formidable	14			
Heroic	16			
Legendary	18			

2D6 probability table.

Dice Score	Result exactly	Result or less	Result or more
2	2.77	2.77	100
3	5.55	8.33	97.22
4	8.33	16.66	91.66
5	11.11	27.77	83.33
6	13.88	41.66	72.22
7	16.66	58.33	58.33
8	13.88	72.22	41.66
9	11.11	83.33	27.77
10	8.33	91.66	16.66
11	5.55	97.22	8.33
12	2.77	100	2.77

CRITICAL SUCCESS & FAILURE

If two 6's are rolled on a Check, a critical success is scored. The creature may choose between, automatically succeeding or doubling the effect of the action if it would normally succeed. For example if the critical success is scored in combat the character can choose to either automatically hit its opponent or double the damage dice if the check result would normally hit. If two 1's are rolled on a check, a critical failure is encountered. The character may choose between automatically failing the check or doubling the severity of the failure if the check results would normally fail (the details are left to the DM). As an example, if a critical failure is encountered while reducing falling damage, the character might take double damage if they chose not to auto fail.

ADVANTAGE & DISADVANTAGE

Oftentimes beneficial circumstances can give a character the edge, an opponent might be blinded by dust, or maybe the adventurers saved the Princess from a dragon before asking the Lord for a favor. Whatever the reason, the character may roll one extra D6 for every degree of advantage it has on the check. Then choose the highest results plus bonuses and use that as a result.

Likewise, when a character makes a check with disadvantage, it rolls extra D6's equal to the degree of disadvantage and *must* use the two lowest results.

Character Creation

Starting characters are the scene 35 XP to spend on attributes skills feet and mystical powers

Characters usually received about 10 XP for the standard 2 to 3 month adventure or one XP every two months if in training between the adventures. XP earned on adventures or training should probably be spent on the types of things that the character needed during the adventure however this is after the GM and players.

XP

SKILLS

MAGIC

EQUIPMENT

ADVANCEMENT

CHARACTER

DETAILS

PERSONALITY

GOALS

BACKGROUND

Skills

Skills are what define a character, their strengths weaknesses and areas of expertise. Skills also provide bonuses to related checks. Whenever a Check is made up to two skills may be added to the result, as long as they are logically relevant. There is often quite a bit of flexibility as to which Skills are used for a particular task.

Survival or *Herbology* might be used to tell the difference edible and poisonous berries and is it *Arcana* or *Astrology* to discern if the celestial alignment is right are for a particular ritual. At that the end of the day the use of a *Skill* is really only limited by your ability to convince the DM of its relevance.

LEARNING SKILLS

Learning skills costs XP and the better a character becomes a skill the more XP it cost to improve.

Skill cost

Stat Value	From Zero	Next Value
0	0	1
1	1	4
2	5	9
3	14	16
4	30	25
5	55	36
6	91	49
7	140	64
8	204	81
9	285	100
10	385	111

PRACTICING A TRADE

Many skills may lower character to earn some coin between or during their adventures. The Trade skill in particular allows characters to make a living the other skills might as well. *Performance* might allow for work as a musician or entertainer, *Alchemy* as an alchemist, and *Herbology* as an apothecary. However, some skills may pay better than others. *Brawling* my allow for work as a bouncer, but a physician will likely make far more.

To practice a Trade a character must be able to find gainful employment. Usually certain tools are required. And if coin is to be made an employer or market willing to buy the services is needed. While practicing a trade a character can usually earn 1 gold coin for each *Skill Point* in the trade each week. Academic professions usually earn twice as much as skilled labor and unskilled labor, like bouncers, earn one fifth.

CRAFTING ITEMS

Characters with the relevant training tools and materials may also wish to craft items. Crafting requires half the cost of the item in materials and may only create non-mystical items. Characters may craft twice their skill value in gold coins each week. Character may craft any item whose cost is at most five times the characters *Skill* in the Trade. Items with greater value require a [Trade vs 1/10 cost] at the end of the crafting to successfully create. While *Trade* is often used for crafting, other skills may be used as well. Apothecaries often makeup poultices and stir up noxious drafts, an archer might Fletcher arrows, and sell swords patch their armor.

SKILLS	Common Task
Combat	
Long blade	
Short blade	
Fencing	
Axe and Hammer	
Bludgeoning	
Archery	
Brawling	
Polearm	
Casting (Arcana)	
Firearmes	
Social	
Insight	
Persuasion	
Deception	
Intimidation	
Academic	
History	
Medicine	
Herbology	
Beast Lore	
Alchemy	
Astrology	
Arcana	
Potionry	
Physical	
Endurance	
Athletics	
Agility	
Stealth	
Pickpocket	
Will	
Cunning	Play Chess
Miscellaneous	
Trade	
Animal handling	
Survival	
Awareness	

THE SKILLS

COMBAT SKILLS

Combat Skills are often more limited in used in other Skills, but far more deadly. However, if you can convince the DM that the *Skill* is appropriate for a Check, go ahead! Combat Skill bonuses can be added to attack and damage checks made with their respective weapon types. Other combat skills may be possible but should be about has Limited in scope.

- ❖ **Long blade:** *Strength* based blades Single and Two handed swords.
- ❖ **Short Blade:** Daggers, Knives, etc.
- ❖ **Fencing:** *Dexterity* based blades.
- ❖ **Axe and Hammer:**
- ❖ **Bludgeoning:** Hammers, Flails and Quarterstaves.
- ❖ **Archery:** Bows and Crossbows.
- ❖ **Brawling:** Unarmed, improvised melee, trips, grappling, and really any underhanded combat tactic.
- ❖ **Polearm:** Long weapons including pikes, halberds, and pole axes.
- ❖ **Firearms:** Flintlock and matchlock muskets, blunder busts, and pistols.

SOCIAL SKILLS

The social skills cover most things that can be attempted while conversing with others. Social Skills are rarely modified by an attribute but it could happen. Each Social Skill typically modifies a certain class of tasks. But as usual there is some flexibility. Other Social Skills are possible, Teaching for example however this might fall under *Persuasion*.

- ❖ **Insight:** Discern true intentions, spot a lie.
- ❖ **Intimidation:** Convince a drunkard to back off, stare down and guard dog.
- ❖ **Persuasion:** Make a convincing argument.
- ❖ **Deception:** Lie.

ACADEMIC SKILLS

The academic skills cover the fields of knowledge that characters might engross themselves in. If it is uncommon for Social Skills to be modified by an *Attribute*, it is almost unheard of for the Academic Skills to be. Academic Skills can help characters translate ancient runes in the depths of a haunted forest, provide a means of income as a physician, or even spot the telltale signs of the mystical Heffalump. Academic Skills can usually aid in research in their field. Often the Academic Skills are broader and less defined than other *Skills*. Thus convincing the GM of their relevance to a particular Check is often crucial.

- ❖ **History:** Translate an old document, recall a historical fact.
- ❖ **Medicine:** Treat a wound, perform surgery.

- ❖ **Herbology:** Forage for rare herbs, recall plant facts.
- ❖ **Beast Lure:** Recognize tracks or droppings, recall specific information about natural beasts.
- ❖ **Alchemy:** Craft alchemical elixirs, handle dangerous chemicals.
- ❖ **Astrology:** Determine if the stars are aligned, ____.
- ❖ **Arcana:** Examine mystical items, weave sorcery.
- ❖ **Potionry:** Craft and research potions.

MEDICINE

Healers and herbalists are found all across the lands of men, with varying degrees of skill. But those who call themselves physicians and have read the works of Galen hold them selves to a higher standard. Or so they would have you believe.

Giving care:

Treating an Injury: Simple bandages can be applied by anyone, but a skilled hand can do much more. This might involve stitching up deep gashes cleaning out infected wounds, removing an arrowhead, or simple knowing how to treat a bad concussion. With an hour per injury degree and a successful [*Medicine* vs injury degree] the injuries degree can be reduced by half rounding up. An injury may only be treated once. Proper medical equipment is usually needed surgical tools, herbal poultices, and a clean working environment. Things can go wrong. A critical failure may double the injuries degree.

PHYSICAL SKILLS

The physical skills cover a wide variety of activities often relating to exploration. Attributes almost always modify these skills.

- ❖ **Endurance:** (Constitution). Resisting exhaustion after a long march.
- ❖ **Athletics:** (Strength). Running, jumping a chasm, climbing a cliff.
- ❖ **Acrobatics:** (Dexterity). Balancing on a tight rope, backflipping.
- ❖ **Stealth:** (Dexterity). Sneaking, being quiet.
- ❖ **Pickpocket:** (Dexterity). Stealing a deck, picking a lock, cutting a purse.

TRADE

When adventuring is over there are still bills to pay. And you must make a living somehow. In order to scrape by while the dragon hunting opportunities are scarce many adventures pick up a trade and you're no exception.

When you add a point to *Trade* you must choose a craft. You may choose a different craft each time you add a point and each craft counts as a different skill when determining the cost of more skill points. Crafts can be almost anything that earns coin and requires training. Blacksmith, Brewer, Clerk, Notary, Musician, Portrait Painter, Stonemason, Carpenter, Bard, Dancer, Sculptor, or merchant are all examples of possible crafts. Even Witch Hunter, Sell Sword, or Gambler might be possible professions the list is endless. As usual training in a *Trade* allows the character to add its bonus to relevant checks. A trained character may also practice a trade between or sometimes during adventures to earn extra coin. Truly skilled individuals may even want to employ their knowledge to craft items.

ANIMAL HANDLING

You have a way with animals. Maybe you grew up a stable boy, or maybe spent years as the lord's master of hound either way animals like you. *Animal Handling* can aid a character calm a horse in the heat of battle, help a cow to give birth, train a young pup, urge a garron through a long march, etc.

SURVIVAL

You have learn to recognize the edible berries and fruit from those that would likely render your bowels a war zone. The survival skill can help you forage for food in the wilderness, track a beast to its den, locate freshwater, or any other endeavors that seems appropriate. During the warmer seasons you can often locate [*Survival*]/2 servings of food with an hours forage or hunt, [*Survival*]/4 in barren terrain: rocky mountains slopes, bleak winter woods, or sweltering desert sands.

PERCEPTION

Keeping an eye on things going on around you is important even life-saving. Whether you're searching the skies for Eagles keeping an eye on the side of the road for brigands, or top Castle wall watching for intruders in the night, you have a keen eye. Perception can help with tasks that involve searching and general awareness. These might include searching searching for a secret passage or clues to a murder, spotting a spy cloaked in shadow, more waking as an intruder searches your room.

MYSTICS

During character creation or anytime afterward a character may choose to acquire the *Mystical* property (mystical creatures are more easily affected by magic than non-mystical creatures, due to their own mystical nature). Some learn of their unique abilities as children while for others it takes a life changing event to unlock their inner power.

SORCERY POINTS

The character is now a creature of magic and can spend and purchase Sorcery Points. Sorcery Points can be used to channel mystical power and cast magic. Spent sorcery points are not permanently lost. Sorcery Points spent on First Order sorcery are recovered at a rate of 1 per day, 1 per week for Second Order, and 1 every month for Third Order.

Should Sorcery Points be bought at the same price as skills or a flat cost? If at a flat cost you could have some effect that permanently burns sorcery points.

CORRUPTION

Not only does the social and political power Mystics often attain corrupt them, magic by its very nature is a corrupting force. Every time a Mystic spends Sorcery Points its Temporary Corruption increases by the number of Sorcery Points spent. At the end of any turn on which a mystic's total corruption increased, it must make a [*Will vs Total Corruption*]. On a fail, one of the temporary corruption becomes Permanent Corruption. If a Mystic fail one of these Checks while their Total Corruption is greater than their *Corruption Threshold* they go insane, transform into some grotesque monster, or suffer some other life ending tragedy. A Mystic may spend more Sorcery Points than it has, the cost is one Permanent Corruption per extra Sorcery Point. A Mystic may draw a maximum number of Sorcery Points equal to its *Will* at any given time, using this method.

If a Mystic's *Total Corruption* exceeds their *Will* they may suffer from a minor form of madness or show the visible and off-putting signs of their ailment. They also suffer from one level of exhaustion for every *Corruption* that exceeds their *Will*. Every day a Mystic's temporary Corruption decreases by 1. Permanent Corruption is permanent.

Corruption Threshold = $2 \times Will$.

OVER CASTING

If a mystic fails a check need to successfully cast the sorcery it may spend one Sorcery Point to reroll the check.

LEARNING SPELLS

While some Mystics prefer the flexibility of weaving sorcery on-the-fly, others like to hone their craft with long practice and study. Mystics may choose to learn spells. Once learned spells are easier to cast, the trade-off is they provide the Mystics less adaptability. To learn a spell a Mystic must successfully cast the spell as usual, meeting all requirements. However, the effect does not take place. The Mystic can only ever recover half the Sorcery Points spent in this casting (half the points are permanently gone). Mystics may weave sorcery they have learned for only half the Sorcery Points typically required: 1 for First Order, 3 for Second Order, 6 for Third Order.

Learning a spell takes time and practice. The process typically requires two weeks of study for trivial, two months of practice for First Order and a year of toil for Second Order. Third order spells take an extraordinary amount of time to learn, decades often if it is even possible, and it rarely is. During to study the mystic must be able to meet all the casting requirements of the sorcery.

TARGETING

When casting sorcery the mystic must target objects, creatures, or an area which it intends to affect. Sorcery targets something if it directly affects that thing. For example turning a foe's blood to acid directly targets them, while turning an area of ground to mud causing the enemy to slip or dislodging a boulder to fall on their heads, instead targets the ground and boulder respectively.

Inanimate objects and areas: Mystics can easily exert their will over inanimate objects. Sorcery almost always succeeds if it targets an area or nonliving object. Only in the rarest of circumstances is

a check ever required. Examples include, turning the air in a region to poison, leaching the light from a room making it dark, or breaking the ice on a frozen river so everyone falls in.

While sorcery that targets nonliving objects usually succeeds without a check, creatures effected by the sorcery's result may often attempt to avoid its effect. For example, dislodging a boulder from a cliff automatically succeeds, but those underneath may attempt to dive out of the way.

Living Organism: All natural life strongly resists the meddling of sorcery. When targeting a living organism, or targeting a worn or carried object with the intent to cause *direct* physical harm, an additional [Will vs Will + Arcana] check is required for the sorcery to be successful. Also, living organism that do not possess the *Mystical* quality automatically roll 12, but not a critical, on the check dice when resisting the effects of sorcery. For most plants, and animals this translates to a DC of 12 to 14 for the tampering mystic, for humans this is usually 14 to 16.

To circumvent this difficulty, many Mystics simply don't bother trying to affect their opponent directly. Instead they turn their enemies' swords to water or cause their armor to fuse immobilizing them.

CONCENTRATING

Weaving certain sorcery, especially when in battle, may require the mystics to concentrate. A mystic must spend its action each turn to maintain concentration. Concentration is broken if the Mystic is damaged and fails [Will vs damage]. If the sustained effect directly targets living organisms, the Mystic must succeed a [Will vs Will] on its turn for each organisms or lose the effect on that organisms. A satinet creature may use its action to attempt to throw off the effect of sorcery, [Will vs Will] against them. Ongoing effects targeting worn or carried objects may be sustained without a check.

TYING OFF A WEAVE (AKA WHEEL OF TIME PLAGIARISM)

While concentrating to maintain a mystical affect a sorcerer may spend one sorcery point to Tie Off The Weave. Once tied the mystical effect continues no longer requiring concentration. Organisms may still attempt to throw off the effect with a [Will vs Will] opposed by the mystic. And the effects automatically dissipate after 10 minutes or so.

Maybe the [Will vs Will] should only be required when the organism attempts to throw off the effect rather than every turn of the Mystic?

CIRCLE CASTING

Second and Third Order sorcery is often cast in by a number of Mystics in a circle working in unison. Circle casting enhance sorcery making truly world shaking events possible. Circle Casting increases spells area of affect. For example, if a spell normally affects 1 square mile circle casting it another sorcerer would increase the spells effect to 2 square miles. Circle casting does not increase the intensity or power of sorcery. If a spell calls now and lightning bolts circle casting it would bring down more lightning bolts but each individual lightning bolt can be no more powerful than the original. For every additional mystic the sorcery's area of affect is doubled. This is cumulative, so for three mystics the sorcery is quadrupled in affect. Circle casting is not without costs. Each Mystic must perform the sorcery successfully satisfy all requirements and making all checks. If any of the mystics fail to cast the spell the entire process fails. Coordinating such an endeavor between the mystics it is difficult and requires an additional check: [Arcana vs Number of Mystics] for Second Order and [Arcana vs 4 x Number of Mystics] for Third Order sorcery. While powerful, circle casting in unison does have some limitations circle casting second order sorcery can never match the power of even a single mystic casting third order sorcery.

SKILLS AND MAGIC

Often a mystic must succeed on a skill check in order to successfully weave sorcery. When this is true, the mystic must use the skill most closely related to the sorceries affect. The mystic may not simply use Arcana and Will, the one of these may be chosen as the second skill. For example when making a scale check for healing a wound *Medicine* must be one of the modifying skills. When bewitching a chicken *Beast Lore* must be one of the modifying skills. Arcana can be the most relevant skill. For example, when teleporting Arcana would likely be used. if it is unclear which skill is most relevant the mystic simply choose this one.

MAGIC IN COMBAT

Can magic only be used on your turn? Can it be used as a reaction? Can it be used in response to only certain actions? Can it be used in response to another mystic weaving sorcery? Can you counter spell other mystics?

Mystical Powers

Mystical powers falls into one of four categories, *Trivial*, *First Order*, *Second Order*, and *Third Order*.

Should probably break mystical powers into 5 categories. Trivial, *First Second Third* and *Fourth* order?

Trivial Sorcery

This is basic sorcery which allows the Mystic to slightly tweak reality. Conjuring a brief pool of light, the distant sound of laughter, or a spark to light a flame are all examples of trivial sorcery. Other examples might include making a coin vanish, causing a rope to slither up a castle wall or distracting a guard with an imagined sound. Trivial sorcery usually requires a *Will* check. Arcana is usually used however a social skill might be appropriate if attempting to deceive or distract. If the sorcery directly target a creature they oppose with *Will*. Trivial sorcery costs the mystic one sorcery point unless the check is successful.

Banning Trivial Sorcery. Certain DMs and gaming groups may wish to entirely remove Trivial Sorcery from the game. This further reduces the amount of magic in the world so that when it is use, it will be all that much cooler. Making magic something rare and powerful helps maintain its mysterious aura and can be quite useful in creating an interesting world.

Free Trivial Sorcery: making trivial sorcery free, costing zero sorcery points, what have someone of the opposite effect trivializing Magic, making it commonplace. For certain groups this may also be of interest.

First Order Sorcery

This sorcery allows the Mystic to directly affect the world but rarely permanently change it. Typical First Order sorcery allows the Mystic to accomplish tasks that a normal person *could* do, with appropriate training and tools. This might mean landing gracefully from a long fall, summoning a momentary shield, blasting an enemy with fire, or simply severing their spine with a look. It can also be used to change the properties of objects. Including weight, temperature, color, slipperiness, but these changes are almost never permanent.

When creating a First Order Sorcery the following guidelines should be followed and one casting requirement *must* be chosen.

GUIDELINES

- ❖ Costs 2 Sorcery Points.
- ❖ Typically only affects things in the general vicinity (1/2 miles) of the Mystic.
- ❖ The Mystic must succeed a [*Will* vs *Will*] check if directly targeting a living organism or directly targeting their worn possessions in order to cause *direct* physical harm.
- ❖ First Order sorcery may be used to tend wounds, but it can do little more than an experienced physician.
- ❖ If targeting nonliving matter the sorcery normally succeeds, but any affected creature may react to the consequences.
- ❖ Sustain First Order affects required concentration.

Miscellaneous.

- ❖ Add a +6 bonus to a task (may require a check if affecting a creature).
- ❖ End another Mystic's First Order sorcery, Check required.

Damage Effect

- ❖ 6 damage to a target, often ignores armor.
- ❖ 3 damage including Check Dice for concentration.
- ❖ 10 attribute damage including Check Dice distributed among targets.
- ❖ Simulate any basic attack with a standard weapon, *Arcana* is used as the combat skill.
- ❖ Give a creature a condition, blinded, paralyzed, frightened, deafened, etc.

Typical Effect Size

- ❖ 100 pounds of material chosen by the mystic.
- ❖ 100 cubic feet of volume chosen by the Mystic.
- ❖ Everything within a 50 or so foot radius centered on the Mystic including allies.
- ❖ Everything within a 20 foot radius not centered on the Mystic.
- ❖ Any number of living organism and every extra organism beyond the first incurs a -2 penalty to all Checks, Including damage, required in the casting.

CASTING REQUIREMENTS

- ❖ The sorcery entails 1D6 x 30min of meditating, chanting, dancing, or inscribing runs to cast.
- ❖ The sorcery may only be spun at a particular time of day (30 minute window) and that time is not now.
- ❖ The sorcery takes its toll. The Mystic takes 1 damage.
- ❖ A piece of the target is required for effective casting (often extends the range).
- ❖ The mystic must perform a ritual cleansing, bathing in clean water and essential oils and shave all the hair from his or her body.
- ❖ The Mystic must perform lengthy research before acquiring the knowledge needed to weave the sorcery.
- ❖ The mystic must have line of sight to the target(s).
- ❖ Requires a certain potion.

Second Order Sorcery

This is truly powerful sorcery allowing the Mystic to bend reality to their will. It can level buildings, turn men to frogs, summon vengeful storms, give glimpses of the future, and even control minds. Second Order sorcery can accomplish tasks no single person could ever do but often requires a bit of planning. Where First Order sorcery might smash an old outhouse Second Order sorcery could level the whole inn.

Second Order sorcery

GUIDELINES

- ❖ Costs 6 Sorcery Points.
- ❖ Often requires a successful [*Skill vs Hard*] to perform correctly. The skill should be relevant to the type of sorcery being woven.
- ❖ Requires a Check [*Skill vs Hard*] a failed check prevents the Mystic from casting the spell for 1D6 Weeks.

TYPICAL EFFECTS

- ❖ Turn a few men into frogs.
- ❖ Send an invisible assassin kill a man.
- ❖ Bless a location for a year or so.

CASTING REQUIREMENTS

- ❖ The sorcery entails 2D6 hours of meditating, chanting, dancing, or inscribing runs to cast. [*Performance or Arcana vs Hard*] to perform successfully.
- ❖ The sorcery can only be woven at a specific phase of the moon, [*Astrology vs Hard*] to perform successfully and must wait until that moon phase.
- ❖ An animal at least the size of a lamb must be ritually sacrificed directly before casting.
- ❖ The Mystic must fast before entering the appropriate mental state cast sorcery. Every day the Mystic rolls 1D6 each day it fasts when the total reaches ____ the proper mental state is achieved. One exhaustion is gained per day. All progress is lost if the mystic stops fasting.
- ❖ The sorcery requires a rare item (herbs, minerals, a specimen from a rare animal). Whatever the item, [*Skill vs Hard*] if in an appropriate place to gather the material. Or it can be obtained with coin in cities in 1D6 weeks.
- ❖ The Mystic must be in a certain type of place, hallowed ground, a permanent Magic Circle or a blessed Grove for example.
- ❖ Requires the lengthy creation of a potion of the Second Brewing.

- ❖ The casting takes a severe toll on the mystic's mental faculties. The Mystic is reduced to 0 *Health* but is stable and received a 6th degree mental trauma.

Third Order Sorcery

This is the stuff of legend. It can forge mystical weapons. And even bend fate
Third order sorcery is often mostly permanent. Often requiring a true sacrifice.

Asking an enchanted sword.

GUIDELINES

- ❖ Costs 9 Sorcery Points.
- ❖ Requires a Check [*Skill* vs *Heroic*]

CASTING REQUIREMENTS

- ❖ **Personal Ordeal:** The Mystic must undertake permanent and horribly disfiguring ritual scarring and/or mutilation to achieve the right frame of mind for casting.
- ❖ **Human Sacrifice:** A sentient being, often multiple, must be ritually slaughtered for the sorcery to take affect. Often the sacrifice must be a particular type of person, someone whose veins run with a royal blood, a true friend of the Mystic, an enemy of the Mystic, a newborn child. The costs of powerful sorcery are real and the sacrifice can really be a random present.
- ❖ **Heavenly Alignment:** The spell may only be cast when the heavens are aligned. This may take place every year on the winter or summer solstice or maybe every few years requiring a total Solar eclipse. Usually an Astrology check is required to determine the appropriate time.
- ❖ **Place of Power:** There is only one place known to man where such sorcery can be woven and that place is not close.
- ❖ **Terrible Transformation:** The natural order is not meant to be broken in such a way. Weaving this sorcery permanently (or maybe not) transforms the mystic often mentally and physically. Sometimes the transformations are immediate. Other times they take place in the weeks and months after the casting. Either way, the Mystic is left a grotesque shell of its former self, something unnatural in the shadows between life and death physically horrifying and mentally scarred. After such an event or maybe because of it most mystics end up insane — often cackling with mad laughter and vile plots — though some argue they were already mad to have cast such sorcery. Sorcery that causes this sort of damage include the rituals that return a lich to its body.

First order sorcery can typically accomplish tasks that alter the world but don't fundamentally change it. It can rarely directly kill living creatures. And is rarely permanent.

Second order sorcery can fundamentally change the world. And can be somewhat permanent

Third order sorcery and do almost anything

GUIDELINES

Increasing or decreasing an objects weight (First Order), vanishing or conjuring the object (Second Order). Turning the ground into thick slippery mud (First Order), turning the battlefield into a deep lake (Second Order). Causing a number of man to lose their strength of a moment (First Order), turning them in to sheep (Second Order).

Causing a house to light on fire (Second Order).

Sample Mystical Powers

CURE WOUND 1

What use are surgeons when you can weave flesh back together with your mind?

Casting Requirement: The Mystic must chant over the injured creature for a number of minutes equal to the injury degree x 30.

Effect: When the casting is complete the Mystic makes a [Medicine vs injury degree] with a +6 bonus to the check. On a success the injuries degree is reduced by one half rounding up, 5 is reduced to 3. First Order Sorcery nor medicine can be used to heal the injury any further.

INCREASE WEIGHT 1

Casting Requirement: The Mystic must concentrate to maintain the effect.

Effect: Increase the weight of an object or objects tenfold. This may be useful in bringing a chandelier crashing down on a foe or causing plate armor to become so heavy its wearer falls to the ground unable to move. The Mystic can effect about hundred pounds of material (before the spell is cast) with this spell.

Effect: All metal within a 50 foot radius of the mystic increases in weight tenfold. Soldiers can't lift their swords, knights in armor fall to the ground and can't move, conservation of momentum causes arrows entering the area to fall to the ground useless. The sorcery affects the mystics allies as well as enemies.

LIGHT 1

Casting Requirement: The Mystic must concentrate to maintain the effect.

Effect: Bright white light splashes out from an object a point in space or the Mystic itself. With the source of light held aloft, the light illuminates up to a 20 meters radius with bright light and a distance beyond that with dim light.

Effect: The mystic causes bright light to splash across an area within line of sight. The area is up to 10 meters in radius and dim light illuminates beyond even that.

HEX

With foul words and heat a hooded man holds up a dirty fingernail. Cloaked in shadows he matters under his breath and in the inn across the muddy road a man screams.

Casting Requirement: A piece of the target is required for Hex.

Effect: With the dark sorcery of foul language and hate, the mystic inflicts a condition upon its target. It might go deaf, blind,

numb, become paralyzed, frightened, or become painfully sensitive to light, sound, or touch. The mystic might inflict dangerously irrational bravery, cause complete loss of social inhibition, powerfully enhance or suppress an emotion, reduce one of its victims skills by up to 6 points, impart a physical disfigurement such as a horribly bulbous nose, terrible breath or distended elephant like ears or the mystic might inflict any number of other unpleasant condition similar to the ones mentioned above.

The Mystic must make a [Will vs Will] for the sorcery to succeed and concentration is required for the effect to be maintained. Additional creatures may be targeted with Hex if the casting conditions are met. Each additional target imparts a -2 penalty to all checks made as part of casting and maintaining Hex.

CURSE

Casting Requirement: curse requires 2D6 hours of chanting [Performance vs Hard] to perform successfully.

Effect: Same as hex but permanent or until dispelled.

EARTH TO MUD 1

Casting Requirement: The Mystic must concentrate to maintain the effect.

Effect: The ground within a 3 meter radius of a point the mystic can see becomes extremely slippery. This might involve turning the ground to mud (only affecting grass and earth) or coating stones and floors in oil (only affecting stones and hard surfaces). Any creature that moves on an effective surface must make an [Agility the Arcana] to avoid falling prone.

CLOAK OF ILLUSION 1

Casting Requirement: The Mystic must concentrate to maintain the effect.

Effect: You are not truly invisible. But while concentrating, those who look at you find that their eyes simply slide past unseeing. The Mystic gains a +6 bonus to Checks made to avoid notice.

LIGHTNING 1

The hair raises on the back of your neck as a sheet of blue white light crackles from the clear sky.

Casting Requirement: The Mystic must have line of sight to the target(s).

Effect: The Mystic call's fourth lightning from the heavens striking a spot within line of

sight. An object or creature struck by the lightning takes 6 lightning damage. The damage ignores normal armor. A creature may attempt to dodge the lightning and the mystic has advantage on attack and damage rolls against creatures wearing substantial amounts of metal or other conductive material. The Mystic may also choose to target multiple points each additional point reduces the damage by 2 and gives a -2 penalty to any check made as part of the sorcery.

MYSTICS AGONY 1

The grizzled old man grasps the blade of his dagger in a fist. Bright red blood drips from his aching hand. The pain is agony but nothing to what his victim will feel.

Casting Requirement: The sorcery takes its toll. The Mystic takes 1 damage.

Effect: With the power of blood and dark words of sorcery, the mystic turns a creature's blood to acid, burns their nerves, and corrupts their life force. The targeted creature takes 6 damage ignoring armor. The mystic may choose to target additional creatures, for each additional creature the damage is reduced by 2 and the mystic takes a -2 penalty to any check made to perform the sorcery. The mystic must inflict pain upon itself before casting the spell, so if the dark sorcery fails, the mystic still takes damage. Mystics agony directly targets living creatures so a [Will vs Will] is required for each targeted creature.

Effect: An alternate version of Mystics Agony allows the mystic to inflict as much damage as it wishes on itself and deal triple that to the target creature.

LANCE OF AIR 1

The air solidifies hardening into a deadly shaft before searing forward to crush through a man's chest.

Casting Requirement: The mystic must have line of sight to the target(s).

Effect: The Mystic chooses a spot within line of sight and makes a basic attack with any standard weapon against the enemy, also in line of sight, as if the Mystic were in the chosen spot. Mystic may use *Arcana* as the combat skill. All normal rules of melee combat apply.

CONFUSION 1

Casting Requirement:

Effect: The Mystic causes its target to become extremely confused unsure of what it is doing and why. Concentration is required and additional targets incur a -2 penalty to checks.

IMMOLATION 1

With a word you light a man or object on fire.

Casting Requirement: Concentrate is required to maintain the effect.

Effect: You cause something to spontaneously combust. This might mean causing a person to gush flames, setting a door alight, or making a knight's armor glow red with heat. Immolating a person or their clothing causes them to take 3 damage every turn, if they are what is burning there's really nothing they can do, except kill you maybe. Targeting a person or their clothing requires [Will vs Will], targeting an animate object succeeds automatically. Concentrate is required to maintain the effect and the fire might continue after concentration is lost.

SUMMON HELL

Casting Requirement: summoning hell takes its toll on the mystic. The mystic takes 1 damage.

Effect: In a 50 foot radius circle around the mystic fire blossoms up from the ground searing flash and charring vegetation. Any creature within the area takes 3 fire damage at the beginning of its turn and risks being set on fire. The inferno may also produce acrid smoke making visibility hard. The fire burns the mystic's enemies and allies alike, it also burns the mystic. Concentration is required for the effect to continue.

LOCK 1

Casting Requirement: The mystic must have line of sight to the target.

Effect: the Mystic shuts and seals a door. The door is locked and force is required to breakthrough. When someone attempts to break through the door they must succeed on [Strength vs Will (Arcana)] against the mystic.

CURSE OF THE BOVINE 2

Casting Requirement: The sorcery can only be woven on the night of the crescent moon, [Astrology vs Hard] to perform successfully and must wait until the next phase on a fail.

Effect: The Mystic causes a herd of cows to go insane with the desire for human flesh. They become extremely aggressive and rampage. The cows consume any human they can lay their hooves upon. The bovine return to their grass eating ways on the next full moon.

Effect: The mystic lays a terrible curse upon its victim causing all bovine they encounter to realize that they are the most delicious tuft of grass ever seen and attempt to devour them. The bovine, intent upon devouring the tasty piece of greenery, will travel far distances tracking their prey by scent and brave many dangers risking almost anything aside from certain death to devour their desired salad. Some bovine have

even been known to use complex pack tactics to prevent their prey from escaping.

NEW MOON 2

Casting Requirement: The sorcery entails 2D6 hours of chanting and dancing often around a bonfire [*astronomy* vs Hard].

Effect: The mystic tugs on reality changing the phase of the moon.

WARD 2

Casting Requirement: The sorcery entails 1D6 x 30min of meditating, chanting, dancing, or inscribing runs to cast.

Effect: Half the damage dealt to the creature is instead taken by the Mystic or another creature chosen when the spell is cast. The targets must be present for the casting and a [*Will* vs *Will*] is required if the targets are unwilling.

MAGIC SWORD 3

Casting Requirement: Powerful sorcery requires true and permanent sacrifice. The Mystic must slaughter an innocent loved one to cure the sorcery into the blade. In addition the Mystic must forge the weapon itself or work closely with the one who does and circle cast a spell.

Effect: The ritual chanting and mystic processes that are performed during the creation of the weapon, imbue it with certain extraordinary powers. The ritual can create flaming weapons sorcerers weapons. Bain weapons

AUGURY 2

Bright red blood spreads across the stone as the lamb lays dying on the alter. After all this time finally you'll have your answers.

Casting requirement: A lamb or similar animal must be ritually sacrificed directly before casting Augury.

Effect: The mystic may ask fate up to three yes or no questions receiving an answer to each before asking the next.

TURN WEATHER 2

Casting Requirement: The sorcery entails 2D6 hours of meditating, chanting, dancing, or inscribing runs to cast. [*Performance* or *Arcana* vs Hard] to perform successfully.

Effect: The Mystic can alter the weather for miles around bringing great storms and rain or blanketing the land in thick fog. Such whether can halt the advance of the armies, fill ships' sails with wind, or bring much-needed rain to barren lands. The weather lasts for a few days before beginning to dissipate and has mostly subsided within a week.

STORMS OF WRATH 3

Casting Requirement: A human sacrifice is needed.

Effect: The mystic calls forth a truly terrible act of nature. The storms ferocity is most definitely unnatural, it may even have a will of its own and try to kill the ones it hates. Such storms have been known to bury armies in feet of snow sink entire fleets and drown cities. The stones are usually related to his environment, snowstorms in winter, tsunamis on the coast, and thunderstorms and heatwave summer.

SHADOWS KNIFE 2

Casting Requirement: May only be performed on nights of the Full Moon [*Astrology* vs Hard].

Effect: The mystic's dark words conjure fourth a being of pure shadow. After being provided with a blade and the name of whom it is to kill, the shadow goes forth to do its dark deed. The shadow and anything he carries is invisible. However, the being does cast a shadow. The shadow kills the nearest person with the name given to it and then vanishes leaving behind the weapon it carried. Providing the shadow with a piece of the target, a finger, lock of hair, or drop of blood, allows the shadow more discretion about its victim.

DEATH OF KINGS 3

Casting Requirement: a human sacrifice with the blood of kings is needed, normally a true heir, Prince, King, Princess, Queen, those this might be able to be stretched.

Effect: you lay a curse upon the kingdom, its ruler is about to die. It may not happen tomorrow but that they will die and soon is certain (probably), most kings don't last a month. Maybe they will fall from a castle wall, or it may happen in a jousting accident, occasionally they even take their own lives.

WALL OF FIRE 2

Dark oily black flames billow into the sky searing those near.

Casting Requirement: Weaving such powerful sorcery is difficult and leaves the Mystic vulnerable and mentally exhausted. The Mystic is reduced to 0 *Health* but is stable and received a 6th degree mental trauma.

Effect: the Mystic summons a great wall of searing hot flames about 200 feet long 10 feet deep and 30 feet tall. Anyone within 20 feet of the wall is Burts severely but has a chance to escape in the Inferno. Those unfortunate enough to be within the wall when it is summoned parish in fire and blood, probably.

Fire and Brimstone

Casting Requirement: The mystic must have line of sight to the target(s).

Effect: Mystic call's fourth a cascade of fire and fury from the heavens.

Magic Missiles

Casting Requirement: The mystic must have line of sight to the target(s).

Effect: the Mystic sense fourth darts of magic force or air made solid.

Fateful burden. 2

Casting Requirement:

Effect: Force someone to do a task

BIGBY'S SMASHING FIST

Casting Requirement:

Effect: smash down a door or small shed, smash a creature back some distance.

Quake 2

Casting Requirement:

Effect: demolish a wall or in sized building.

Telekinesis 2

Casting Requirement:

Effect: throw a massive boulder or other object

MYSTIC MEDDLING

Casting Requirement:

Effect: +6 bonus to a specific check. Possibly can be performed as a reaction. Bonus to attack damage defense etc.

ANATHEMA

Casting Requirement:

Effect:

WARDER BOND 2

Casting Requirement:

Effect:

VANISHING 2

Casting Requirement:

Effect:

EARTH TO WATER 3

Casting Requirement:

Effect:

PART THE SEA 2

Casting Requirement:

Effect: domestic choose a path no more than 20 feet wide and mile long through a river or other water water bins around the path leaving it dry and traversable along the river bed or lake bottom forming a tunnel in a river or crevice in the lake

MISTIC STEAL 2

Casting Requirement:

Effect:

PORTENT

Casting Requirement:

Effect: the Mystic chooses a D6 result which can then be used in the next week?
The DM chooses the result? A number of results are rolled? I don't really like this idea :/

BLESS 1 & 2

Casting Requirement:

Effect:

MALTRANSFORMATION

Casting Requirement:

Effect: turn a bunch of men into frogs.

TRIP

Casting Requirement:

Effect: whenever the target moves it must make A check or fall prone.

VALDERS CURSE OF HUNGER

Casting Requirement:

Effect: the mystic chooses a target to curse. Any food it touches immediately rots and all loses all nutrition nutritional value.

Effect: All food in and around the town small town beacon rotting we have also found in the wheat cheese milk goes stale even when we're in ice kept cool and wine spoils

TELEPORT

FORETELL

BIRTH OF A DEMON.

Basically what it sounds like possibly the casters choose someone and when the child grows old enough and will try to kill that person. Probably involves brewing a potion.

Maltransformation

New moon

BIGBY'S FLOPPY SWORD

Casting Requirement:

Effect: turns steel toe rubber.

The mystic must have line of sight to the target.

Demand truth

Command truth

Raise the dead

H

Hey Revenge.

Casting Requirement:

Effect:

The Allure of Necromancy

The path of the Mystic is a hard one. Not only do they tread the edge of human ability the tremendous power they wield leads many to undertake actions they would never have dreamed themselves possible of. Sometimes it's in the name of the greater good sometimes out of pure greed. The one thing all Mystics must face is the allure of Necromancy

Blood Salt

Salt taken from the shores of the steaming Red Sea is often referred to by witch hunters as Blood Salt. Scholars say it gets its pink hue from the hot springs which belch up minerals throughout the shallow sea. But that's not where it gets its name. To create Blood Salt the fresh pink salt is dissolved in the blood of captured mystics then dried to form dark crystals ranging in color from blood reds to maroons and ebony. Some scholars question the necessity of this process claiming that the salt has its properties even before the blood is added but most witch hunters swear by it. Blood salt can burn through the flesh of mystical creatures leaving them pockmarked and scarred if alive at all. A handful (1/2 cup) of blood salt deals 1 damage for 1D6 turns or until the salt is removed with water or some other method. Which hunters often carry barrels of the salt in their wagons and some even dissolve it in their water and ale.

Maybe only oil neutralizes it, requires medical attention, can't weave sorcery until medically treated and neutralized??

Bells

It has long been known that the toll of bells can have a severe effect on mystical creatures, especially if they are corrupt. Ringing a bell near a mystical creature, forces the creature to make a [Will vs bell] with penalties to the check equal to the creatures Corruption and no skill can be used to modify the check. If the check fails the mystical creature must either do everything it can to get away from the bell, or failing that (take a level of exhaustion, trauma or damage). The sound of the bells echo through its mind causing severe discomfort and pain.

Eye contact

Eye contact is a powerful thing when weaving sorcery. When a Mystic directly targets a creature or creatures with sorcery and makes eye contact, the mystic gains advantage if the spells check is opposed. The targeted creature does not have to be aware of the mystic's presence for the Mystic to make eye contact. The Mystic does have to see the creature's eyes, you can't make eye contact in a pitch black room.

Masks

Masks that obscure the face and cast the eyes into deep shadow are useful things. Wearing a mask or a knight helm obstructs others from making eye contact. The wearer may still make eye contact with others, however. This is one reason why masks are so popular among witch hunters and Mystics.

WEREWOOD GROVE

The thick deciduous trees with their white bark and stretching branches are rare, but some groves still exist. Often no more than a single tree stands sorrowful and alone its crimson sap dripping as tears down the trunk. Occasionally seven or eight of the ancient trees can be found in a circle forming a grove. Legend says that a man cannot tell a lie before a Wearwood.

In the presence of Wearwood any Insight check made to discern if someone is lying is made with one advantage per Wearwood present.

POTIONS AND ALCHEMY

While the which hunters of the order submitted their Mission to stamp out mysticism of any kind across the land, there is hardly a village without its local brewer of potions. Often these concoctions are simple remedies for the flu, or drafts to cure bad dreams, but sometimes they are much much more.

GUIDELINES

Potions typically take time to brew and involve a number of Skill checks.

For a potion to in some way involve a particular person or type of creature a piece of that person or type of creature must be added as an ingredient. For example, for a potion to transform its drinker into a particular person, a piece of the target person is needed. For a love potion to turn its victim's attention to in particular person, a piece of the wooden be target of admiration is needed. And for potion to turn a man into a frog a frog or pieces of frog are needed. A potions that simply enhance strength does not involve a particular person in this way. The would be true for elixirs that bestow fire resistant and drafts of health .

Sample Skill Check

- ◆ Brewing may require a certain process be performed under the full moon or other celestial event *Astrology*.
- ◆ Incantations must be said over the cauldron *Arcana*.
- ◆ The draft requires the gathering and preparation of special plants *Herbology*.
- ◆ Rare animal glands are needed to add potency *Beast Lore*.
- ◆ Dangerous alchemical materials must be handled *Alchemy*.
- ◆ A certain dance or deft sequence of stirrers are preformed as the cauldron bubbles *Performance*.
- ◆ Ingredients must be added at very particular moments during the concoction *Insight Perception*.

A failed *Skill* check can be turned into a success by incurring 1 temporary corruption.

A single *Skill* may only be used twice when brewing a potion. Any failed *Skill Check* may be turned into a success by incurring 1 point of *Temporary Corruption*. *Temporary Correction* incurred while brewing potions cannot be recovered from until after the potion is finished. Just as when a Mystic incurs temporary corruption, a potion brewer must make a [Will vs Total Corruption] every time it acquires temporary correction, or receive one permanent corruption. A character may choose to brew more than one dose of a potion at a time. Every added dose incurs a -1 penalty to the required *Skill* checks.

Drinking potion requires an action in combat.

Portions of the first brewing can often be concocted in hours or at the most a couple days. These drafts can induce strange changes in their drinkers but but are rarely seriously damaging or beneficial.

Trivial concoctions

Portions of the First Brewing typically take between a few hours and a couple days to concoct. The ingredients are usually common and can be found in an apothecary, herb garden, or forest grove. These drafts can induce strange and often hideous changes in their drinkers. However, the effects are rarely vary damaging or beneficial and usually where off within an hour or two. Portions of the first brewing require to checks [Skill vs Moderate] to concoct. Only one check may be *Potionry*. The other is often *Herbology* or *Arcana*, but depends on the specific concoction.

First Brewing

Portions of the First Brewing typically take between a few hours and a couple days to concoct. The ingredients are usually common and can be found in an apothecary, herb garden, or forest grove. These drafts can induce strange and often hideous changes in their drinkers. However, the effects are rarely vary damaging or beneficial and usually wear off within an hour or two. Portions of the first brewing require to checks [*Skill* vs Moderate] to concoct. Only one check may be *Potionry*. The other is often *Herbology* or *Arcana*, but depends on the specific concoction.

SKILL CHECKS 8

- 1 Hard *Potionry* check.
- 1 Moderate any *Skill*.

Common Effects

Second Brewing

Far more potent than Portions of the First Brewing, these drafts may enhance strength, restore health, and even induce Love. Potions of the Second Brewing require time and skill to craft. The brewing usually takes a month or two and requires 5 Skill Checks, 3 Hard and 2 Moderate. While the effects are rarely permanent, they usually last quite a few hours even up to a day. Ingredients are often somewhat hard to come by, requiring uncommon plants or animal glands or specialized alchemical materials. While often available in cities, these materials often unavailable if our phone corners of the realm.

require specialized knowledge to acquire.

Common Effects

Third Brewing

Truly dangerous _____. These concoctions can turn men to frogs, cause unending sleep, even restore youth. Potions of the Third Brewing often stew for six months or so sometimes even a year, require truly rare ingredients, and extraordinary Skill.

SKILL CHECKS 8

- 3 Challenging checks, *Potionry* and 2 others.
- 3 Hard checks, *Potionry* and 2 others.
- 2 Moderate checks, any 2.

Common affect

1
Antidote
Perfume
Poison

2
Attribute potion
Health potion
Truth serum
Elemental essence
Ethereal draft
Draft of living death

3
Luck potion
Animal transformation potion
Human transformation potion

Exhaustion inducing: the drinks are gains one level of exhaustion after consuming the concoction.

Might explode: any failed skill check during the brewing process leads to an incendiary chemical reaction dealing the Brewer as well as anyone nearby + 10 fire damage in the brewing process fails . Normal fails can be rolled for sorcery points or corruption critical fails cannot.

volatile chemicals

Poison yourself: the vapors from the potion I'm noxious and any failed checks during the brewing process deal +3 damage to the potioneer. The damage cannot be healed until after the process potion has finished brewing fails can be ruined using sorcery points or corruption but the damage is still dealt.

Addictive: the concoction is extremely addictive even a single draft can leave in drinker hooked.

Requires fresh blood: the vinyl concoction requires a fresh blood no more than an hour or so old oh and unwilling creature of human level intelligence.

Human sacrifice: it is a truly dark continued to draft such a potion. Human sacrifices must be made as part of the brewing often a heart or brain is needed to finish the draft.

Constant attention: the brewing process is tricky and requires constant attention if the Brewer leaves the potions side for more 15 minutes at a time the process automatically fails.

Spoils easily

Corrupting

Exhausting processO

Special equipment: The crafting process requires specialized and often quite expensive costly equipment. The equipment can rarely be obtained outside of cities and is too bulky, cumbersome, or delicate to effectively move out. This is common for drafts that use volatile alchemical and elemental substances

Fencing

You have learned to wheeled blades with deadly skill. You may use your Fencing skill dice for *Dexterity* based melee attacks made with a blade (not damage). The skill dice may also be used for other sword or blade related checks, if appropriate.

Swordsman

You have learned to wheeled blades with deadly skill. You may use your sword fighting skill dice for strength based attacks made with blades (not damage). if appropriate the skill dice may also be used for other sword or blade related checks.

PHYSICAL FEATS

Physical Feat are shows of strength, agility, skill and athletic prowess that set those with training above the common folk. Physical Feat require hard practice and training to master and are common among knights, sells swords, and rangers.

GUIDELINES

- Feat are often only usable with the particular type of weapon or tool: finance, strength-based swords, heavy weapons, throwing weapons, lock picks.
- Most Feat are not *always* active. Usually a character may choose to use them or not as they see fit. However, the character must choose to use a Feat before the outcome of whatever action it affects is determined. For example, if a character is attacked it must choose to block with its shield before it knows if the attack would otherwise hit or miss.
- Unlike armor, weapons, and equipment, Feat rarely gives flat bonuses. Instead of +2 to armor, a Feat might add *Strength* to armor.
- While Feat can often interact in interesting and beneficial ways, they cannot be used to directly counter negative the trade-offs of other Feat. Using a Feat that grants advantage on a check to counter the disadvantage incurred by another Feat would not be allowed. However, somewhat offsetting the disadvantage by gaining bonuses to the *Check* would be allowed.
- Only one Feat may be used at a time to modify a particular action, reaction, movement, or task. Reacting with a Feat to a modified action is allowed. For example, using 2 Feat to modify and attack action is prohibited, but using your reaction to gain a free attack after a modified attack action is permitted.
- Free attacks providing by Feat are treated as having been modified by the Feat that provided them.
- Feat cannot usually modify free attacks, though they often provided them.
- Feat come in three types Novice 5 XP, Adept 10 XP, and Master 20 XP.
- A character may not spend more XP on Adept Feat than it has spent on Skills.
- A character may only have as many Adept Feat as it has Novice Feat and only as many Master as it has Adept.

Creating your own

The Simple Feat are for inspiration, reflavoring is encouraged! When creating your own Feat you should aim to be thematically consistent and try to make sense. For example, Dexterity really shouldn't be added to armor, Constitution is unlikely to help with dodging, unless you have a *very* good reason.

Use the Sample Feat for guidelines. In general you should aim to make it hard for a power gamer to decide between the sample feet and your own, thematically it may be clear what choose, but the power gamer should be conflicted!

NOVICE FEAT

Novice Feat allow characters to make zero sum trade-offs in certain scenarios: increased damage for decreased accuracy, increased armor but automatically get hit, _____. A Novice Feat may also grant advantage in quite limited scenarios. Unless granting advantage, Novice Feat are as harmful as beneficial, and should only offer increased flexibility.

SAMPLE NOVICE FEAT

- ❖ **Shield Block:** reaction to attack. automatically get hit but add *Strength* to *Armor*.
- ❖ **Aim:** action. to double skill dice on next ranged attack if still until attack.
- ❖ **Mounted Charge:** Modifies attack. advantage on melee damage after mounted charge, need room to charge.
- ❖ **Rage:** While wielding a strength based weapon, choose a penalty to attack, equal bonus to damage.
- ❖ **Deft Swordplay:** Modifies attack. Choose a penalty to damage equal bonus to attack, swords with finesse.
- ❖ **Berserk:** Reaction to attack. let opponent automatically hit, you take disadvantage on armor and suffer at least 1 damage to immediately attack opponent.
- ❖ **Shield fighting:** Modifies shove. Advantage on [*Strength* vs highest of *Strength* or *Dexterity*] to shove opponent to the ground.
- ❖ **Murderers Knife:** Advantage on attack grants advantage on damage with short blades.
- ❖ **Leaper:** Advantage on jumping.
- ❖ **Climber:** Advantage on climbing.
- ❖ **Robust:** Advantage to avoid the effects of cold-weather.
- ❖ **Dicer:** Advantage when attempting to cheat at games of chance or gambling.
- ❖ **Lock pick:** Advantage on picking locks.
- ❖ **Burglar:** Advantage to being quiet while breaking into residences

ADEPT FEAT

Adapt Feat often require a check to be successful. They typically allow characters to preform free attacks and make better use of their reactions. Adapt Feat may also grant advantage on certain tasks. Adapt Feat can be purely beneficial.

SAMPLE ADEPT FEAT

- ❖ **Parry:** Use $1/2[Attack]$ in place of *Dodge* while wielding strength-based blade.
- ❖ **Fancy Footwork:** reaction to attack. Double your dexterity bonus to Dodge. Not usable after you've been hit by an attack in combat.
- ❖ **Sweeping Attack:** Divide attack and damage dice (including Check Dice) between targets and attack each, heavy weapon.
- ❖ **Faint:** Move action and [*Deception* vs higher of *Attack*, *Perception*, or *Insight*] to gain advantage on next attack against that opponent, blade with finesse.
- ❖ **Mounted Combatant:** Advantage on attacks against non-mounted combatants in melee.
- ❖ **Fencing Dagger:** After a successful hit, attack with off hand (disadvantage on attack and damage), short blade in off hand.
- ❖ **Nimble Footwork:** Use [*Acrobatics*] in place of *Dodge* to avoid opportunity attacks while moving through combat.
- ❖ **Groin Kick:** Dealing damage with unarmed attack stuns target for one turn.
- ❖ **Armored:** Advantage on *Checks* to resist exhaustion from armor.
- ❖ **Shove:** After a successful attack, shove opponent to the ground, [*Strength* vs highest of *Strength* or *Dexterity*].
- ❖ **Dual Wielder:** Attacks and damage with off hand no longer have disadvantage.
- ❖ **Fury:** Taking damage from an appointment grants advantage on damage against them until the end of your next turn.
- ❖ **Deadly Shiv:** When you have the advantage on damage, you may instead double the number of successes rolled and lose advantage, short blade.
- ❖ **Professional Thief:**
- ❖ **Natural Talent:** Double *Attribute* bonus when performing noncombat tasks with a particular *Skill*.
- ❖ **Strong:** Double *Strength* bonus for noncombat tasks: pushing, running, climbing, carrying.

- ❖ **Double skilled bonus on particular noncombat tasks**
- ❖ **Nimble fingers:** Double *Attribute* bonus when performing noncombat tasks with nimble fingers: picking locks or pockets, stacking a deck, tying a knot.
- ❖ **Combo:** Employ up to 2 Feat to modify the same task, action, reaction, or movement.
- ❖ **Exceptionally Skilled:** Double the maximum XP you can spend on a *Skill*.
- ❖ After successfully knocking an enemy to the ground make a free attack against them with a short weapon.
- ❖
- ❖ **Assassins blade:** When attacking with advantage score critical's with 5s or 6s if using a short blade.

MASTER FEAT

Master Feat are truly staggering displays of physical prowess. Master Feat are often unconditional, Checks are not required, and allow characters to almost double the effectiveness of a certain type of tasks. Master Feat can even provide minor healing. Master Feat are often less limited in scope. Master feat never give unconditional advantage to attack rolls.

SAMPLE MASTER FEAT

- ❖ **Exceptional attribute:** The maximum value for a particular attribute is now 14 rather than 7.
- ❖ **Weapon Master:** Double skill bonus on attacks with a particular weapon.
- ❖ :Double Attribute bonus to attack with a class of weapon
- ❖ :Double Attribute bonus to damaged with a class of weapon
- ❖ **Brutal:** Advantage on damage with heavy weapons.
- ❖ **Barbarians Axe:** Score critical's when the Check Dice roll a 5 and 6 as well as double 6s, attack with an axe.
- ❖ **Reliable Skill:** Even in stressful situations you may choose to score half the bonus (*Skill* and *Attribute*) in successes when using a certain *Skill*.
- ❖ **Expertise:** Advantage whenever using a certain *Skill*.
- ❖ **Quick Reflexes:** Make two reactions per combatants turn.
- ❖ : Free attacks may benefit from Feat.
- ❖ **Artists Sequence:** Employ up to 3 Feat to modify the same task, action, reaction, or movement.
- ❖
- ❖ **Thick Skinned:** Add *Constitution* to *Armor*.
- ❖
- ❖ **Healthy:** Add *Constitution* to *Health*, $Health = 1 + 3 \times Constitution$.
- ❖ **Twin Attack:** Make two attacks rather than one with attack action (does not apply to free attacks), choose class of weapon: short, one-handed, ranged, etc.
- ❖ **Second Wind:** Action to gain [*Constitution*] Temporary Health which disappears in an hour, can't be used again until full *Health* is regained.
- ❖ **Opportunist:** When an event causes you to gain advantage against an opponent, make a free attack against them. The advantage cannot be granted unconditionally by a Feat at the minimum a *Skill Check* is required,
- ❖ **Riposte:** After successfully parrying or dodging an attack while wielding a Parrying Dagger, make a free attack against opponent.

- ❖ **Master:** Hitting a creature with a polearm renders them unable to move closer to you until the start of their next turn.
- ❖ **Flurry:** Attacked multiple targets with a -2 penalty to attack and damage for each extra target, often bows, short weapons, or swords.
- ❖ **Meditation:** Recover one *Health* after hour of meditation. Can't be used again until full *Health* is regained.
- ❖ **Dual Wielding:** No longer limited to a short weapon in offhand.
- ❖ **Extraordinary Leaper:** Use 3 x [*Athletics*] for Checks to jump and automatically jump your base jump distance.
- ❖ **Fainting Master:** Once per combatants turn gain a [deception] bonus to attack or damage.
- ❖ **Assassins blade:** Double the attribute bonus to damage while wielding a short weapon blade.

Companions

The training and breeding of great wolfhounds, and sometimes even wolves, is a prized endeavor among the noble houses and knights of _____, and even farmers train sheep and watch dogs. A well trained canine can be a loyal friend by the fire and fierce ally when danger strikes. The barbarian and nomadic tribes of the north are also known to train beasts, though their choices of animal are often more exotic. Legends even tell of men who form bonds with their animal companions that are truly special verging on the mystical.

Acquiring a normal pet usually case is simple personal gold and rarely if ever requires XP. But a simple pet is rarely of much use, though with training they might help with corralling sheep or sniffing out a trail. But sadly have a tendency to be killed off by DM's for emotional impact. Truly intelligent and helpful beasts do require XP.

Although beast companion typical, companions really could be anything from a demon imp to a young servant or squire, even a purple octopi who lives in a jar and helps with research is possible. Companion often lies somewhere in between player characters and npcs. DM's may use them to further the plot. A loyal dog might start barking to warn of approaching enemies. A wolf might sniff out something strange in the woods. A Hawk might bring back a raven carrying a secret message. If they happen, these sorts of things are usually handled by the DM. Characters normally control companions actions in combat. Companions are sentiment intelligent beings usually much smarter than average animals and are unlikely to do things that are truly idiotic. Though they are usually quite willing to risk their lives to save a love friend or master.

Creating a Companion

A character can create a beast companion during character creation or later if appropriate. Beast companions only start with 15 XP, but the character may give up its own XP to the beast. The companion may spend 2 XP for every 1 giving to it. Beast companion can also acquire Skills and Feat like any other character.

Sample companion feat

Natural Armor: the animal naturally as think hide, tough scales or sometimes even plates of armor. The animal gains the Constant benefits and drawbacks of a set of armor, but ignores the tiresome quality. Novice light armor, adept medium armor Master heavy armor. The armor is the basic version of its category.

Natural Weapon: the beast has ferocious claws, tasks or teeth and acquires the constant use of a Basic weapon, the weapon is the basic version of its category and does not need to be drawn. Novice short weapons, adept single-handed weapons, Master heavy long two-handed and ranged weapons.

Quality: The beasts on weapon of fire is one extra quality.

Mental link

Possess:

Tracking: Sharp hearing sight and smell gives the beast and it's Master vantage on tracking.

Pack hunter:

Fur: Advantage on resisting the cold

Size: The beast is large easily the size of a horse and can easily support its masters weight. It is usable a Mount. Taking this Feat again increases the beast size to about that of a rhinoceros, and a third time to about elephant size.

Extremely Intelligent: The Companion possesses human levels of intelligence and can converse with humans.

Advancement

After being created the companion gain 1 XP for every 2 the character does. The character may also continue to give up XP to it.

