

Making a Character

Your 1st-level character has 40 attribute points to allot amongst fourteen attributes: Might, Speed, Health, Wits, Senses, Grace, Grit, Faith, Sway, Sneak, Conjure, Hex, Attune, and Scry. When you put points into an attribute, it converts to a given score (see the table below). The higher you want your score to be, the worse your return for your points. A score of 5 is the max (at 1st level) and a 0 is perfectly fine.

Everything about your character besides your stats is backstory. You'll work with me to determine a Wealth score, starting equipment, and any special capabilities / weaknesses you have based on your backstory.

Attribute Table

Score	Point Cost	Dice
1	1	1d4
2	3	1d6
3	6	1d8
4	10	1d10
5	15	2d6
6	21	2d8
7	28	2d10
8	36	3d8
9	45	3d10
10	55	4d8

Stat Descriptions

Physical Attributes

Might

The stand-in for Strength. Push a cart, break a neck, pin an opponent, leap a trench, carry a body, bend a grate, utter a terrifying bellow.

Speed

The stand-in for overland speed, initiative, and some effects of Dexterity. Shoot first, dodge a blow, evade pursuit, snatch a purse, catch a falling sword, rush over hot coals.

Health

The stand-in for Constitution. Resist poison, recover from wounds, tread water, go without food, run for sustained periods, hold your breath.

Mental Attributes

Wits

Covers some effects of Intelligence and Wisdom. Get a good idea, recall info you should know, find your way through a maze, avoid getting swindled, reason through many options.

Senses

Covers Perception-style effects. Spot lurkers or hidden doors, aim a precise blow, pick out a disguise, call a bluff, search a room, decipher an odd tome, eavesdrop.

Extraordinary Attributes

(Whenever I call for a Luck roll, you can use any of these stats.)

Grace

Good manners and worldly ways. Impress nobles, procure a favor, take out a loan, move elegantly, break a fall, know the latest gossip, pick up a hobby, tell a good story.

Grit

Pluck and great resolve. Handle trauma, resist torture, jump back up after a hit, use folk remedies, MacGyver an improvised tool or weapon.

Faith

A bond with the wondrous unknowable forces. Heal ailments and wounds, stave off curses, banish evil spirits, render things holy, make protective auras, channel ancestors, call on totemic guides.

Sway

Force of personality and diplomatic skill. Drive a bargain, beg for mercy, convert someone to a cause, pass off a lie, scare your enemies.

Sneak

Skullduggery and misdirection. Backstab, pick a pocket, hide in shadows, slide past guards, pick locks, remember a layout, leave no trace, move quickly.

Schools of Magic

(The Magicians' Guild has claim to all of these.)

Conjure

Applied apparition. Summon creatures that fight for you, conjure useful items, teleport, banish monsters, jaunt to the astral plane, make packs with eldritch entities.

Hex

Death magic and witchcraft. Send curses, pull ghoulish pranks, speak with the dead, raise corpses, blight crops, kill with a word.

Attune

Mastery of nature and the elements. Throw fireballs, heal wounds, animate trees, calm the waves, change the weather, send gusts of wind, raise up walls of stone.

Scry

Knowing things you shouldn't know. Get odd intuitions, send thoughts, see far away, read minds, peer on ancient lore, dredge memories, predict the future.

Defenses

Defenses are static numbers based on your attributes.

Body Defense: $10 + \text{Health} + \text{Grit}$

Mind Defense: $10 + \text{Wits} + \text{Grace}$

Guard Defense: $10 + \text{Might} + \text{Speed} + \text{gear bonus}$

Hit Points: $10 + \text{twice Health} + \text{Grit} + \text{Grace}$

Legend Points

You begin the game with 3 Legend Points. They replenish every time you level up. You can spend a Legend Point at any time to do any of the following:

- **Reroll any check and take the best result.**
- **Heal to 1 Hit Point.** You may spend this immediately after sustaining a death blow to automatically succeed in the check.
- **Know some erudite thing.** Within reason. You need to explain how your character knows this. It can be something you make up, or something I have to tell you.
- **Switch to or from an alternate form.** You must have one.
- **Make up an NPC connection.** In any situation, you can go "I know a guy" and give me a quick run-down of someone your character knows. That character becomes real. You can give them wealth, prestige, guild memberships etc., but of course I get to decide how much they really care about you. If you have some magical abilities, you can alternatively call on some supernatural being and make a contract with it.
- **Try anything else the rules wouldn't normally allow you to do.** I can veto any of your ideas.

Rolling Dice

Whenever you want to do something, roll a d20 plus the relevant stat dice. If you get the max roll on any die, roll another one of the same kind and add it to the total.

You're trying to hit a target number, but no roll in Open Legend ever just "fails". Things either go horribly wrong or sort of okay (or they succeed). You, the player, will decide the way you succeed if you roll above the target number. I, the DM, will decide whether you succeed and how your life goes wrong if you roll under the number. This game will be very light on "filler" rolls—most of the time, if you're rolling a die, it's crucially important, and every bothersome irrelevant action is an automatic success or fail.

(These rules don't benefit me. If I fail a roll as the DM, I just fail.)

You can succeed critically if you roll 10 or more over what you needed to roll. Every increment of 10 makes your crit a little better. I'll describe some of what the crit does, but you may get some control too.

Good or bad circumstances can grant you **advantage** or **disadvantage** to varying degrees. When you roll with advantage, you roll a number of extra stat dice equal to the advantage number (which ranges from 1 to 10) and pick just the best rolls (with disadvantage, pick just the worst). For example, if you have a 5 in Senses and you're rolling it with advantage 4, you'll roll 1d20+6d6 (1d20 always, 2d6 from your score, 4d6 from advantage) and count only the two best d6s.

Rolling to Attack

Attacking works the same as any other die roll. When you attack, you try to exceed your enemy's defense (usually Guard, but sometimes Body or Mind in the case of magic attacks). If you fail to hit, you do one of the following four things for free, and the enemy (me, the DM) also does one of the things for free:

- **Push the Aggression:** Deal 3 damage.
- **Shift:** Moves 10 feet.
- **Force Move:** Move target 5 feet.
- Choose another miss option per the table on pg. XX, or do another DM-approved action.

If you succeed, then you deal damage equal to the difference between your attack roll and the enemy's defense. You can replace this success with any of the failure modes above. If you succeed by 10 or more, you get a free failure mode and also do all the damage.

You can't attack with just a d20—you need some kind of stat to go along with it. The following stats can be easily used to attack:

- Might (with a *forceful* weapon, like a fist, axe, blunt weapon, polearm or sword)
- Speed (with a *swift* weapon, like a dagger)
- Senses (with a *precise* weapon, like a sword, spear or bow)
- Sneak (with an attack they weren't expecting; Sneak attacks are always killing blows)
- Hex
- Attune

With Hex and Attune, you don't need any specific item to make an attack, but you'll have to describe what kind of form your magic is taking. The other stats require you to have some kind of weapon. See weapon types on pg. XX.

Combat

Individuals roll Speed to determine the order of play. Each player, on their turn, may take one Major Action and one Move Action.

Your Move Action is pretty self-explanatory. You move about 25 feet per round, plus 5 feet per point of Speed. You may also skip your Move Action to try resisting any condition that's affecting you.

For your Major Action, you can attack, invoke a Bane or Boon (see pg. XX), take an extra Move Action, or assist an ally in doing their own Major Action (or whatever).

Hit Points, Damage, and Death

Your hit points are an abstract measure of your capacity to roll with beats, bite through pain, and maintain a presence on the battlefield despite exhaustion. They don't necessarily represent actual battle wounds. It takes 10 minutes of non-stressful activity to heal yourself to full HP.

When you reach 0 or less hit points, you don't go unconscious (unless you want to), but every hit against you after this point counts as a **death blow**. When you get hit by a death blow, you roll a Health or Grit check and try to exceed 5 + amount of damage sustained. (If rolling Health, roll advantage 2.) If you fail, you just die.

A hit on an immobile, unconscious, or otherwise defenseless creature, or a hit on a creature that's not expecting it, also counts as a death blow.

Some effects will deal **ugly** damage—in particular traps, environmental hazards and other one-shot dangers (since those things would pose no threat at all if you could just instantly heal back from them). Ugly damage detracts from your current and maximum HP all at once. You heal 1 point of ugly damage per day, +1 for each point of Health you have, until you've reached your original HP maximum. If your max HP hits 0 due to ugly damage, you die.

If a combat blow deals over 20 damage to you, all damage past the first 20 points is counted as ugly damage.

XP and Leveling Up

I will give you XP whenever I want to. Generally, you earn XP by going on adventures and doing other cool stuff.

Every time you get 1 XP, you get 3 Attribute Points, which you can assign to improve your current stats, using the conversion table from page 1. (As a rule, to increase a stat from n to $n+1$, you need $n+1$ Attribute Points. For example, increasing a stat from 5 to 6 takes 6 Attribute Points.) You may also choose to hold onto your new Attribute Points and spend them later. Keep track of how many you've got stored. You can spend them to improve a stat anytime, as long as your character isn't busy fighting or whatever.

You start at level 1 with 0 XP. Every time you get 3 XP, you level up. Every time you reach an even-numbered level, your attribute score maximum goes up by 1 (from 5 to 6 at level 2, then from 6 to 7 at level 4, and so on).

Equipment

The equipment you can obtain is based on your Wealth score as measured against the equipment's Wealth score. You can buy any number of items with a Wealth score lower than your own. You can buy one item with a Wealth score equal to yours every two weeks. You can't buy items with Wealth scores that are 2 or more over your own Wealth score; you can buy an item that's 1 Wealth higher once, but doing so permanently lowers your own Wealth by 1.

You can carry a maximum of 20 items. Some items are heavy (I'll tell you which ones); you can carry a number of heavy items equal to your Might score. Some items are bulky—you can carry one bulky item with no penalties, but two bulky items will reduce your speed to 5' per round.

Functionality of gear is mostly played as "if it makes sense, go with it". Armor and weapons do have specific rules legislation, which we'll detail partly here.

Armor and Weaponry

You get a "gear bonus" to Guard based on the kind of armor you're wearing. Leather armors give you +1 to Guard; chain shirts and the like give you +2; splint mail, banded mail, breastplates and the like all grant +3; and full plate armor gives you +4.

In a classical fantasy setting, weapons can be "Defensive", "Forceful", "Heavy", "Precise", "Reach", or "Swift". Many weapons will have multiple types.

Defensive: If your weapon has this property, you get +1 to Guard. Once per turn, you may *defend* yourself or a nearby character if a successful attack roll has been made against that character. Roll Might, Speed, or Faith and replace the targeted defense with your roll if it's higher. Make attacks with defensive weapons as if they were Forceful, but you never get advantage.

Defensive Weapon Examples: Shields.

Forceful: If your weapon has this property, you may make attacks with it based on Might. When you hold a forceful melee weapon in two hands or hold one forceful melee weapon in each hand, you get advantage 1 on Might attacks. Forceful weapons grant three miss options: Force Move 5', Knock Prone, and Knock 'em Off Their Rhythm.

Forceful Weapon Examples: Unarmed strikes, clubs, staves, axes, all swords, all polearms, improvised weapons.

Heavy: Heavy items, as stated in "Equipment" above, are harder to carry. Some weapons count as heavy items.

Heavy Weapon Examples: Greatswords, greataxes, bastard swords, mauls.

Precise: If your weapon has this property, you may make attacks with it based on Senses. When you hold a precise melee weapon in two hands or hold one precise melee weapon in each hand, you get advantage 1 on Senses attacks. Precise weapons grant three miss options: Disarm, Persistent Damage, and Bind.

Precise Weapon Examples: Unarmed strikes, daggers, spears, all swords, all ranged weapons.

Reach: Melee weapons with Reach have +5' range.

Reach Weapon Examples: Spears and all polearms.

Swift: If your weapon has this property, you may make attacks with it based on Speed. You get advantage 2 to Speed checks made to go first if you're wielding only Swift weapons. Swift weapons grant two miss options: Bait and Open Defenses.

Swift Weapon Examples: Unarmed strikes, daggers.

Unarmed strikes can never deal more than 5 damage and can't make death attacks.

If your character doesn't have experience sparring with a weapon on this list, then they don't get any of the miss options or special bonuses if they try to use it.

Storefront—Meretribian Goods and Services

Wealth 0

(Beggars and the like are Wealth 0.)

- **Clothing:** Decent linen, cotton, or canvas clothes; boots, a belt, a cap, a vest; a robe, a toga, a tunic.
- **Lodging:** A warm bed in the Slums, the Narrows or the Junction; a day's stable for a horse.
- **Festivities:** A gallon of ale or beer; a pitcher of wine.
- **Food:** Three days' square meals; a hearty slab of beef; a prepared snapping turtle or horseshoe crab; 3 dozen eggs; a pound of salt, rice, olives, or fresh fruit at the market; 20 herring; 20 sausages; 10 ounces of oil.
- **Livestock:** A few chickens, ducks, or geese; a songbird.
- **Reusable goods:** A winter blanket; a wooden bucket; a yard of canvas; a flint and steel; a fishhook; a copper cooking pot; a ladder; a sack; a pound of soap; a whip; a wineskin.
- **Services:** A clerk; a guide; a torchbearer; a messenger; a mourner; a warm bath; a 1-mile ride in a cart.
- **Weapons:** A sling and bullets.

Wealth 1

(Fisherfolk, rural peasants, and down-on-their-luck laborers are all commonly Wealth 1.)

- **Clothing:** A fur winter outfit; criers' garb, messengers' garb, smiths' garb, minstrels' garb, other professionally oriented clothing; a leather apron; heat-resistant gloves; well-soled shoes; a cheap suit; a nice dress that someone was already looking to part with.
- **Lodging:** A nice room in many of the better neighborhoods (except Eamry Heights and the Quarrywort Eight).
- **Festivities:** A round of drinks for everyone at the bar; a week's worth opium; an hour with a bottom-tier hooker; an evening of minstrel songs; entry into the Knucklebone House.
- **Food:** 2 weeks' packed rations; a barrel of pickled fish; a tun of cider; a pound of cinnamon.
- **Reusable goods:** A barrel; a backpack; a glass bottle; a chest; a set of dice; a fishing rod; ten square feet of fishing net; a lantern; a sheet of papyrus; a 10-foot pole; 50 feet of rope; a chair; a map of the city; a merchants' scale; a small canvas tent; a whistle.
- **Services:** A doctor's appointment; a faith healing.
- **Weapons:** Ten daggers*; three spears; any kind of polearm; an axe, mace, or hammer; a poorly made sword; ammunition for any ranged weapon.
- **Armor:** Hide furs; a leather shirt; a buckler shield.

- **Transport:** A tacky cart at the market; a carriage-ride anywhere; an oar; four horseshoes; a saddle; saddlebags; a wheel.
- **Livestock:** A cow; a mule; a few goats, ship or pigs.
- **Privileges:** A membership to the Coopers' Guild, Bakers' Guild, Coppersmiths' Guild, or any other guild protecting simple skilled labor; an excellent tip.

Wealth 2

(Skilled smiths, bouncers, prostitutes, merchants, and talented thieves are all commonly Wealth 2.)

- **Clothing:** A handsome suit; an embroidered robe; a marvelous dress in the latest fashion; a gold ring, locket, or wristband.
- **Lodging:** A few nights at any of the best inns in Eamry.
- **Festivities:** A night gambling at the Knucklebone House; dinner and an evening with a pricey escort from the Harlots' Guild; burnsilver, moonglow, or any one of the other exotic designer drugs found at the Bards' Colleges; a tun of good wine; several flagons of ale.
- **Food:** A pound of rare spice like pepper or ginger, or an ounce of a foreign spice like saffron or cloves.
- **Reusable goods:** A proper holy symbol; a pair of spectacles; an hourglass; a vials' worth of ink; a hooded lantern; a poor lock; a mirror; a silk rope; a table and chairs; a decent set of thieves' picks*; an excellent set of smith's tools; a gitar, fiddle, violin, flute or pan pipe.
- **Services:** A catered banquet; a painting of your likeness by a skilled amateur at the Docks; an audience with a Merchant's Guild clerk to get business advice.
- **Weapons:** A decent shortbow; a bulky crossbow; a martial-issue sword or lance.
- **Armor:** Studded leather; a chain shirt; a large steel shield; a steel helmet.
- **Transport:** A canoe; a riding horse; a sail.
- **Livestock:** A prize bull; a fine horse; a hunting dog.
- **Privileges:** A good bribe; a spot on a ship headed out of the city; an apprenticeship with the Thieves', Harlot's, or Mercenary's Guild; registration to sell with the Merchant's Guild.
- **Finery:** A china tea set; a gorgeous painting from an obscure contemporary artist; an ivory cup; a tiny marble statue of a dragon; a bloodstone, moonstone or onyx brooch.
- **Uncanny Items:** A vial of acid; a lock of nightshade*; a pint of alchemists' fire*.

Wealth 3

(Exceptionally well-to-do. No 1st-level player with humble origins could be Wealth 3.)

- **Clothing:** An exquisite ball gown; a silk jacket; a tailored suit; a bejeweled ring.
- **Lodging:** A hovel in the Slums; a pavilion tent; a deed to the land on someone's roof.
- **Festivities:** A night with a champion uptown courtesan.
- **Reusable goods:** A fine down bed; an excellent lock; a piano; a spyglass or magnifying glass; a water clock.
- **Services:** A housekeeper, gardener, butler, or other indefinite paid servant; a few days' protection from a bodyguard; a ditch-digging team; a hit on some nobody you don't like; an item retrieved by a Thieves' Guild raid; at employee at your inn or storefront; a scribe to write a book for you.
- **Weapons:** A concealable hand crossbow*; a quarrel of silver arrows, or a case of silver crossbow bolts.
- **Armor:** Splint mail, scale mail, banded mail, or plate mail.

- **Transport:** A dull horse-drawn carriage or chariot; a small sailboat; a barge; chainmail barding for a horse.
- **Livestock:** A hunting falcon*; a trained elephant; a warhorse; several passenger pigeons.
- **Privileges:** A fine dowry; tuition at a Bards' Guild college; an audience with any local Thief or Assassin guildmaster; an escort through the sewers.
- **Finery:** Four sterling candlesticks; a set of fine silverware; a gorgeous oaken table; an artful brass urn with a diorama of the fall of Azagar; a painting from a well-known artist; a marble chess set; a coral crown; a necklace of rose pearls.
- **Uncanny Items:** A firecracker; a vial of deadly toxin*; a rare antidote; a magic potion*; ink of a kraken, tail feather of a phoenix, blood of a gorgon, hide of a giant bat, or any other prized magical component from a distant land.*

Wealth 4

(Such opulence is only found among crime lords and nobles.)

- **Lodging:** Half an acre of land, or several acres outside of the city; your own house in any district.
- **Festivities:** A lavish catered party with a live band where thousands show up.
- **Services:** The assassination of a noble or a guild figure; a performance of your own play at a Bards' Guild theater; a privately funded expedition into the wilds*; the construction of a trap*, monument or other apparatus with the help of a skilled artisan; wages for a contract thug*.
- **Weapons:** A magic sword or bow*; a gem-studded sacrificial dagger from the time of yore; a catapult, ballista or battering ram*.
- **Armor:** Privately fitted full-plate armor from a master smith.
- **Transport:** A caravel, longship, or sloop; an enameled carriage.
- **Livestock:** A trained leopard*; a shark in a big tank.
- **Privileges:** A patronage for a skilled artist; an apprenticeship at the Magicians' Guild; an exemption from Thieves' Guild heists; great clout at any minor guild.
- **Finery:** A well-cut black opal, diamond, emerald, or ruby; a bronze or marble statue of yourself; a tiny golden chest; a silver music box.
- **Uncanny Items:** A caged harpy*; a book from before the time of Azagar; an enslaved walking corpse*; a portable hole with no bottom*; a tiara of angel hair which brings you good friends*; a demon's horn; a pint of dragon's spittle.
- **Institutions:** A small inn or storefront; a shrine.

Banes and Boons

In this section I'll go a little into special moves your character can make, referred to as "Banes" (if they directly harm someone) and "Boons" (if they help someone, or do anything else).

Open Legend is very fast and loose, with few hard "no"s. You can skip this section entirely and just talk me through the things you're doing as you do them, making up whatever magic stuff you want, and you'll do fine. However, players who want backbone, inspiration or a rules edge may find much to appreciate here.

All Banes and Boons operate at certain Power Levels (PLs). In order to use a bane or boon at all, you need a score in the appropriate stat equal to its lowest available PL. The higher a bane or boon's PL (i.e., the higher your score), the better it tends to be.

Several Banes can be miss options; when you miss on a damaging attack, you can inflict that Bane on your target for free, if you've got the right kind of weapon. The exhaustive list of Banes you can use as miss options is in the table on the next page.

To inflict a bane, roll the relevant stat and try to beat your target's defense. If you fail the bane, you can inflict a version of it that has power level 3 or less, and the target gets an ordinary miss option against you.

Once someone's under the effect of a bane, they can use a move action to try a Resist roll. A Resist roll is a single d20, and you need to beat (8 + the score of the stat used to inflict the bane) to escape the effect. If the bane hit you because of a miss option, you only need to beat a 10. If you fail three Resist rolls, you can't try any more, and the effect lasts until combat ends.

To invoke a boon, roll the relevant stat and try to beat (10 + twice the boon's PL). You invoke the boon at the highest PL you can given your roll and score. For example, if you have an 8 in Grit but only roll a 17 to *galvanize*, you get to galvanize at PL 3, not PL 8.

Boons last until end of combat, but you can only have one boon affecting you at a time.

Range and Multitargeting

Banes have to be delivered pretty much the same way attacks are. If your attack or Bane is material, your range is the range or reach of your weapons. Bows can probably get like 100 feet out, and slings maybe 50 feet. If your attack or Bane is magical, you have a range of 30 feet, plus 5 feet per point you have in that magical attribute. You can't target things you can't see.

You can target multiple creatures with the same attack or Bane. Personify it as a huge swing, a thousand stabs, a ricocheting arrow, a big fireball, or whatever. Roll against each creature separately. Roll with disadvantage equal to the number of targets you have. For example, if you're targeting two people, you have disadvantage 2.

With magic only, you can manifest an attack or Bane as affecting a whole area. Draw the area out of 5-foot-by-5-foot-by-5-foot cubes. You roll with disadvantage equal to half the number of cubes you draw in constructing this area, rounded up.

Table of Miss Options

NAME	EFFECT	WEAPON NEEDED
Knock ‘em Off Their Rhythm (with a nasty feint, a roar, an offhand slap, a hair pull, etc.)	Enemy has disadvantage 1 on all rolls	Forceful
Disarm (with a weapon, a shield bash, a strike to the wrist, a gust of wind, etc.)	Enemy’s weapon (or anything they’re holding) falls to the ground within 10 feet	Precise
Bind (with a grapple, a knife at the throat, a toppled statue, etc.)	Enemy can’t move legs	Precise
Knock Prone (with a shove, a trip, a strike at the leg, a shot that makes them take cover, etc.)	Enemy falls prone	Forceful
Lingering Pain (from a nasty knick, an armor bruise, etc.)	Enemy takes 1d4 damage every turn until they resist	Precise
Bait (with a feint, a wild flourish, a hurled insult, etc.)	Enemy attacks you next turn	Swift
Muffle (with a hand to the mouth, a stranglehold, a twisted helmet, etc.)	Enemy can’t talk	Unarmed strike
Open Defenses (by knocking guard wide, stripping an armor plate, fainting, etc.)	Enemy loses Might, Speed, or armor bonus to Guard (your choice)	Swift

Revert to a Miss Option...	...With Conditions
When you miss on a damaging attack...	...and your target gets to pick one too.
When you hit on a damaging attack...	...in place of dealing damage.
When you deal 10 or more damage on an attack...	...and you still deal the damage.

You have fewer miss options when attacking with a martial weapon. Check that your weapon’s type (Swift, Forceful, or Precise) matches the far right column. Spellcasters can pick any special move on any miss.

If a weapon has multiple weapon types, you still need to be using it as the right type to get that type’s miss options. For example, a longsword is Forceful and Precise, but you can only knock people prone if you’re rolling Might, and you can only disarm people if you’re rolling Senses.

If you’re inflicting a bane as a miss option, PL is always 3, and the Resist roll needed for it is always 11.

Table of Banes

Read the slashes in the “Effect” column as corresponding to the slashes in the “Power Level” column. For example, a Force Move inflicted at a PL of 4 moves the target 10 feet, and moves them 20 feet if invoked at PL 8.

Bane Name	Power Level	Relevant Stats	Effect
Bait	3* / 5 / 6 / 7 / 8 / 9	<i>Speed, Grace, Sway, Conjure, Attune, Hex</i>	Targets Guard; <i>Grace, Sway</i> and <i>Conjure</i> target Mind. The victim attacks you next turn; if they don’t, they suffer disadvantage 2 / 3 / 4 / 5 / 6 / 7 on all actions.
Blind	5	<i>Senses, Sneak, Conjure, Attune, Hex</i>	Targets Guard; <i>Hex</i> targets Body. Victim can’t see, has -3 to Guard, and has disadvantage 5 on attacks and Senses rolls.
Call for Ceasefire	3 / 4	<i>Sway</i>	Targets Mind. PL 3 can only affect animals; PL 4 can affect sentient creatures. Target becomes moderately friendlier, and not violent.
Changing Curse	5 / 6 / 8 / 9	<i>Hex</i>	Targets Body. Victim becomes a creature of your choice; at PL 8, you can make it an object instead. Its stats may be reduced by up to 2 / 3 / 5 / 7. The new form must about the same size / half to double the size / a quarter to four times the size / any size.
Convert	4 / 6	<i>Sway</i>	Targets Mind. PL 4 can only affect animals; PL 6 can affect sentient creatures. Target falls deeply in love with you or your cause.
Deafen	4	<i>Might, Attune, Hex</i>	Targets Body. Victim can’t hear, has -1 to Guard, and has disadvantage 3 on Senses rolls.
Disarm	3* / 6	<i>Senses, Sway, Sneak, Attune, Hex</i>	Targets Guard; <i>Sway</i> targets Mind; <i>Hex</i> targets Body. Target loses their weapon (or any item they’re holding). At PL 3, it falls to the ground within 10’. At PL 6, you take it away. No Resist roll.
Fast Talk	3 / 5	<i>Sway</i>	Targets Mind. PL 3 can only affect animals; PL 5 can affect sentient creatures. Target obeys a one-word command for 1 turn, or believes your lie about an immediate concern for 1 hour.
Force Move	2* / 4 / 6 / 8	<i>Might, Sneak, Attune</i>	Targets Guard. The target is moved 5 / 10 / 15 / 20 feet. No Resist roll.

Gaslight	6 / 8	<i>Sway</i>	Targets Mind. Victim doubts their own memories and sanity. You permanently modify a recent / old memory to your own version.
Hold	1*	<i>Might, Attune, Hex</i>	Targets Guard. The target can't move. <i>Might</i> requires you also stay in place to grapple them.
Hypnotise	5 / 9	<i>Sway</i>	Targets Mind. PL 5 can only affect animals; PL 9 can affect sentient creatures. The target's every move is under your control. If you command them to do something that goes against their core nature, they get a free Resist roll. Maintaining control of the target is a Major Action.
Incapacitate	5 / 7 / 9	<i>Grace, Sway, Sneak, Hex</i>	Targets Guard; <i>Sway</i> and <i>Grace</i> target Mind. The effect can be broken by a firm shove / a damaging effect / nothing. Target is immobile and takes no actions. They get a free Resist roll on their turn every turn.
Kill	9	<i>Sneak, Hex</i>	<i>Sneak</i> targets Guard; <i>Hex</i> targets Body. Works as <i>incapacitate</i> , but if the victim fails all their Resist rolls, they die.
Knock off Rhythm	3* / 6 / 8	<i>Might, Grace, Sway, Sneak, Attune, Hex</i>	Targets Mind. Victim has disadvantage 1 / 2 / 3 on all actions. Resist roll is a free action.
Knock Prone	1*	<i>Might, Attune, Hex</i>	Targets Guard. Victim falls prone. They get -2 to Guard against melee attacks and +2 against ranged attacks. They can spend a move action to get up.
Lingering Damage	2* / 4 / 6 / 8 / 9	<i>Senses, Sneak, Attune, Hex</i>	Targets Guard; <i>Hex</i> targets Body. Victim takes 1d4 / 1d6 / 1d8 / 1d10 / 2d6 damage every round until they resist.
Mindread	4 / 6 / 8 / 9	<i>Scry</i>	Targets Mind. You read the victim's surface thoughts / and memories from the past week / and memories from the past decade / and everything else that you want.
Muffle	2*	<i>Might, Attune, Hex</i>	Targets Body. Victim can't speak. <i>Might</i> requires you stay by them to grapple them.
Nullify	1	<i>Faith</i>	Targets Mind. Cancel any boon on the target if the boon has equal or lower PL. No Resist.
Open Defenses	1*	<i>Speed, Attune, Hex</i>	Targets Guard. Victim loses their Might, Speed, or armor bonus to Guard (your choice).

Probe	5	<i>Sway, Scry</i>	Targets Mind. When you ask the target questions, they will either answer truthfully or you will read the truth on their face as they lie.
Scare	5	<i>Might, Sway, Conjure, Hex</i>	Targets Mind. Victim spends its whole turn trying to get away from you, then makes a free Resist roll.
Sicken	5	<i>Hex</i>	Targets Body. Victim has disadvantage 1 on all rolls and -1 on all defenses.
Spy	5 / 6 / 7 / 9	<i>Scry</i>	Targets Mind. See and hear everything within 60' of the victim. They must be someone you are familiar with, and must be within 1 mile / within 100 miles / on this planet or reality / anywhere.
Stun	4	<i>Might, Sneak, Attune, Hex</i>	Targets Guard. Victim can only take 1 (non-free) action per turn.
Stupefy	7	<i>Grace, Sway</i>	Targets Mind. Victim's Mind becomes 10 and behaves in all ways like a lost, confused child.
Suggest	1 / 2 / 3 / 4 / 6	<i>Sway</i>	Targets Mind. Implant false sensations in the target using con artist tricks and force of personality. Affect taste / smell / touch / sound / sight.
Wasting Curse	5	<i>Hex</i>	Targets Body. No Resist roll applies; target must rest 24 hours and a tier of the bane leaves naturally. Each time you hit the target, they go up a tier. <i>Tier 1:</i> Disadvantage 1 on all non-attack rolls. <i>Tier 2:</i> Move half speed. <i>Tier 3:</i> Disadvantage 1 on all attacks. <i>Tier 4:</i> Disadvantage 2 on all non-attack rolls. <i>Tier 5:</i> Lose all attribute bonuses to defenses. <i>Tier 6:</i> Lose consciousness. <i>Tier 7:</i> Die.

Banes marked with a * are also miss options.

Table of Boons

Read this the same way as the Table of Banes.

Boon Name	Power Level	Relevant Stats	Notes
Animate	6	<i>Attune, Hex</i>	Requires an 8-hour ritual. Turn a mass of nonliving matter into a sentient (but rather unintelligent) creature. It doesn't follow your commands, but does treat you favorably. I choose its stats; its "level" is equal to your PL. <i>Attune</i> uses natural objects and makes elementals; <i>Hex</i> uses corpses and makes undead. Creatures stay animated indefinitely.
Animate Army	8	<i>Attune, Hex</i>	As <i>Animate</i> , but create up to 10 creatures that follow you slavishly. You can animate 10 creatures with a max stat of 2, 5 with a max stat of 3, or 2 with a max stat of 5.
Bolster	3 / 6 / 8	<i>Grit, Faith, Sway, Scry</i>	Target gets advantage 1 / 2 / 3 on all rolls.
Borrow Eyes	4 / 5 / 6	<i>Scry</i>	See through the eyes of a willing ally for the next hour, as long as they are within 100 feet / within 1 mile / on the same planet or reality.
Brighten	1	<i>Conjure, Attune</i>	Call on a magical light source that emanates for 5' x PL.
Conceal	4	<i>Grit, Sneak</i>	Hide any (non-bulky) item on your person. It can't be found no matter thoroughly you are searched. It's as if it was part of your body.
Darken	1	<i>Hex</i>	Call on a field of shadows that obscures sight within 5' x PL.
Disappear	7	<i>Sneak, Hex</i>	Pass through physical barriers as air. Move in any horizontal or vertical direction at your normal move rate. You can't use attacks that target Body or Guard, and can't be hit by attacks that target Body or Guard.
Dream Quest	7	<i>Faith, Scry</i>	Choose a topic for your dreams: a person, place, event, concept, etc. You are regularly visited by odd dreams, visions, or omens pertaining to said topic. This condition lasts until you choose to dispel or refocus it.

Emanate	4 / 6 / 8	<i>Grace, Grit, Faith, Sway, Conjure, Attune, Hex, Scry</i>	Emanate an bane or boon as an aura. The bane's stat must match the stat you're using to Emanate; its max PL is half your score in that stat. All creatures within 5 / 10 / 15 feet are affected.
Forage	3 / 5	<i>Grit, Conjure, Attune</i>	Takes 1 hour. Summon 3 / 25 cubic feet of natural matter. It lasts indefinitely. You can feed 1 person for 24 hours with this boon.
Finagle	1	<i>Wits, Grit, Conjure</i>	Takes 1 minute. Craft any simple item, with a max volume of 1 cubic foot. It disintegrates within the hour.
Fly	5 / 6 / 8	<i>Attune, Hex</i>	Gain the power to move through the air at the rate of 10' / 30' / 60' per round.
Galvanize	2 / 4 / 6 / 8	<i>Grit, Attune</i>	One target gets +10' move rate / gets +15' move rate and +1 to Guard / gets +20' move rate, +2 to Guard, and one extra major action per turn where they roll at disadvantage 3 / gets +30' move rate, +3 to Guard, and two extra major actions per turn, where they roll disadvantage 3 for the first and disadvantage 6 for the second.
Generate	7 / 9	<i>Conjure</i>	Takes 8 hours. Craft any reasonably simple item, from any material, with a max volume of 1 cubic foot x PL and a max Wealth score of 2 / 3. It lasts permanently.
Heal	1	<i>Grace, Grit, Faith, Attune</i>	One target recovers Hit Points equal to your roll - 12, minimum 3.
Message	3 / 5 / 6 / 7	<i>Sway, Scry</i>	Communicate wordlessly with a willing target that you can see. You may project your thoughts to any animal / any person / up to five people / any number of people.
Portal	7 / 9	<i>Conjure</i>	Create a portal to any destination within 1 mile x PL / any destination anywhere. Requires a ritual that takes 10 minutes per mile of distance.
Prophecy	1 / 3 / 5	<i>Scry</i>	Peer five minutes / one hour / one week into the future. Ask one question about your future plans, and I will communicate an answer through gestures, symbols or riddles.
Recover	1 / 3 / 5 / 7 / 9	<i>Grit, Attune</i>	At the end of each turn, the target recover 1d4 / 1d6 / 1d8 / 1d10 / 2d6 hit points.

Restore	1	<i>Grit, Faith</i>	Cancel a bane affecting one target. The bane's PL must be less than or equal to your PL.
Sense Aura	1	<i>Scry</i>	Choose to sense for holy, unholy, magic, life, or death auras. You sense them within 60'. (Such auras may surround shrines, artifacts, eldritch creatures, or exceptional humans.)
Shadow Jump	3 / 5	<i>Sneak, Conjure</i>	Teleport one target to any unoccupied space you can see / any unoccupied space. The destination must be within 5' x PL.
Shapeshift	2 / 3 / 4 / 5 / 6 / 8	<i>Attune</i>	Turn into any creature of the same size and physiology / any creature between half and twice your size, with similar physiology / any between one-quarter and four times your size, with similar physiology / any creature between one-quarter and four times your size, with new limbs and natural weapons, but otherwise similar physiology / any creature between one-quarter and four times your size / any creature. I decide its stats. Its highest stat will be equal to your PL.
Shield	3 / 5 / 7 / 9	<i>Grit, Faith, Attune</i>	Choose Might, Senses, Hex, or Attune. You get +3 / +6 / +9 / +20 to all defenses against attacks that use the chosen stat.
Speak with Spirits	5 / 7 / 9	<i>Attune, Hex, Scry</i>	<i>Attune</i> and <i>Hex</i> only work with proper justification. Pick an object or place and start a dialog with it. It tells you its history for the past hour / and the most recent significant event to occur in its presence / and anything else you want to know, answering a new question every 10 minutes.
Spellbind	3 / 5 / 7 / 9	<i>Conjure, Attune</i>	Move one object through the air, up to 5' x PL per turn. The object must be smaller than a 1' 5' / 10' / 20' cube, or lighter than 10 / 100 / 1000 / 10,000 pounds.
Substitute	3 / 5	<i>Wit, Grit, Attune</i>	Effectively transform one object into another of the same size and weight / with a 50% size or weight change.
Summon	4	<i>Conjure</i>	Call from the void any creature or human companion, which appears within 30'. Its HP are equal to your PL and its defenses are equal to PL + 7. You can give it three stats: one stat is PL - 2

			and the other two are PL - 3. It disappears as soon as it reaches 0 HP. It follows your every command. You can use multitargeting to summon multiple creatures. You may control at most a number of summoned creatures equal to your Conjure stat.
Survive	3 / 4 / 5 / 7 / 9	<i>Grit, Faith, Attune</i>	You are unaffected by the hostile climate / and can get nourishment from impossible sources like sand / and can fully subsist without nourishment / and can fully subsist without air / and can survive even when cut off from all biological necessities.
Third Eye	5 / 8 / 9	<i>Scry</i>	Spot magical auras and get advantage 1 on Senses / and see through opaque objects / and see to other realities intersecting with this one.
Transmute	7 / 8 / 9	<i>Attune</i>	Permanently turn one object into another one with the same size and weight / with at most a 200% change in size and weight / with any size or weight.
Ward	3 / 5 / 7 / 9	<i>Faith, Conjure, Attune, Hex</i>	<p>The ward manifests over an area of effect; use multitargeting to create this area (see pg. 13 of the <i>Player's Guide</i>). Choose 1 / 2 / 3 / 4 of the following properties for the barrier:</p> <p><i>Obscures</i> sight.</p> <p><i>Hinders</i> passing enemies, who move half their normal rate.</p> <p><i>Damages</i> passing enemies by 1d4 / 1d8 / 1d10 / 2d6.</p> <p><i>Banes</i> passing enemies; any bane which uses the same stat the aura uses, and which has a PL of at most half the aura's PL, is eligible.</p> <p><i>Moves</i> up to 30' per turn. You spend a major action to move it. PL 5+ only.</p> <p><i>Cannot be passed</i> by any means. PL 7+ only.</p>