

Physical Skills

Aim

Aim, ability to judge distance/angle
↳ Used to make Ranged Attacks
◊ Throw, steady a hefty weapon
◊ Attack with a precise ranged weapon

Athletics

Fitness and physical ability
↳ Used to Brawl and evade Explosions
◊ Sprint, Climb, Brawl, Wrestle
◊ Tumble, Dodge, Escape Restraint

Endure

Constitution, Fortitude, Pain Tolerance
█ Needed to wear Medium/Heavy Armor
◊ Resist Explosions, Shrug off Poisons
◊ Recover from Strain and Injury

Fight

Accuracy, Skill, Training with Melee Weapons
✗ Add $\frac{1}{2}$ Fight to ✗Defense
◊ Attack with Melee Weapons
◊ Study and learn martial techniques

Stealth

Subtlety, ability to move silently and blend in
◊ Hide, move silently, Ambush, steal
◊ Camouflage

Social Skills

Charm

Friendly and disarming personality
◊ Befriend, build rapport, gain trust
◊ Diffuse a situation, appear harmless

Empathy

Understanding of people, emotions, motives
↳ Used to gain insight and detect motives
◊ Intuit emotions, communicate nonverbally
◊ Detect motives/lies, gain social insight

Presence

Force of personality, raw charisma
◊ Command attention, exude authority
◊ Intimidate, frighten, impose

Manipulate

Socially finesse, influence, scheme, control
◊ Bluff, misdirect, subtly influence
◊ Socially engineer, orchestrate schemes

Theatrics

Bombast, sense of the dramatic
◊ Perform, entertain, enthrall, distract

Mental Skills

Ingenuity

Inventiveness, Craftsmanship
↳ Used to Tinker, build and use Gadgets
◊ Fix, build, repair, understand, alter devices
◊ Disable or fine-tune complex workings

Knowledge

Research, Remember, Understand
◊ Research, understand complex concepts
◊ Recall useful lore, memorize details

Perception

Keen senses, attention to detail. Notice, spot, and react quickly
↳ Used to evade Traps and Ambushes
◊ Search, Look, Listen
◊ Notice traps/ambushes, react quickly

Survival

Deep understanding of environment
◊ Navigate, forage, track, find passage
◊ Intuit meaning from surroundings

Will

Determination, grit, resolve
↳ Used to maintain Concentration effects
◊ Resist mental damage / effects

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Special Skills

Arcane

Magical lore and understanding
◊ Analyze, understand, alter magic

Finance

Understanding of commerce and logistics
↳ Used to acquire goods, spend money
◊ Appraise, acquire, manage, finance
◊ Haggle, negotiate

Medicine

Knowledge of medicine, biology
↳ Used to heal injuries, perform surgery
◊ Understand/create medicines, poisons
◊ Perform surgery

Networking

Ability to make and maintain contacts
Navigate organizations and power structures
↳ Used to heal injuries, perform surgery
◊ Intuit power dynamics and social structures
◊ Call on old contacts, make new ones

Security

Understanding of security measures
↳ Use/disable Locks, traps, surveillance, etc
◊ Use, disable, spot, intuit security measures

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Stat Reference

♦Body: Strength, Constitution, Fortitude
♦Grace: Agility, Balance, Reflexes, Poise
♦Heart: Courage, Spirit, Personality, Moxie
♦Mind: Wit, Intelligence, Creativity, Memory

♦Health

Toughness. You can take this much damage before being Injured. Restored after ✗Break (Size + ♦Body + ♦Heart)

♦Armor

Extra protection. Damage reduces Armor before affecting Health. Restored after ✗Break

✗Defense

Ability to duel, parry and evade weapons.
(9 + ♦Grace + ♦Mind - Size)

♦Speed

Distance that a character can move in a single Minor Action. 4 meters for most characters.

Size: General size class of character. People are Medium (s3)

Skill Total: All of your Skills, added together, equal this number. Primary measure of experience. Characters start at 10.

Skill Cap: None of your Skills or Attributes can exceed this number. Ordinary people have 3.

Initiative

At the start of every round, each character is dealt a card face-up from a standard deck of playing cards. Characters take their turns in order of their cards (counting down from Ace to 2). In case of a tie, the order is: ♠-♥-♦-♣

Characters get:

- ◆ One Action
- ◊ Two Minor Actions
- One Reaction (to use at any time)

Delaying

A character can decide to delay their turn until later in the round. They can choose to take their turn after any other character. If they delay past the end of the round, they do not draw a new Card and remain on hold.

The Joker

A joker represents a surge of wild and dramatic fortune or intensity. Shuffle the deck after a Joker round.

Draw a second Initiative card. You can take two turns this round. The Joker turn can be taken at any time, as long as at least one other turn passes between the normal and Joker turns.

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◆ Action ◆

On your turn, you can take 1 ◆Action. All characters can do the following:

Attack

Roll ♦♦Fight/Aim to attack a target in range with a weapon.

Brawl

In Close Quarters, roll ♦♦Athletics to Grab, Pummel, Push, Knock Down, or Interpose

Escape

Try to break free from Grabs and Restraints. Evade all Free Attacks against you this turn.

Hide

[Work in progress]
Need 2+ Stealth and Take Cover first
Become Hidden; enemies are Unaware

Rush

Take any Minor Action

Recover

Attempt to recover from an ongoing condition, such as Stun or Burning.

Influence

Attempt to influence another character using Presence, Charm, Manipulation, etc.

◊ Minor Action ◊

On your turn, you can take 2 ◊Minor Actions. All characters can do the following:

Move

Move up to your ♦Speed.

Take Cover

Move up to $\frac{1}{2}$ and duck behind an obstacle. Gain Cover until you move (protecting from Ranged and Burst Attacks).

Use Item

Use a simple item or change equipment.

Get Up

Stand up from being Knocked Down, pull yourself up from a ledge, or otherwise right yourself.

Search

Search a specific area for a hiding or invisible creature, using ♦Perception, or try to look for traps, doors, or environmental advantages.

Offhand Attack

Make a wild, unbalanced attack with Disadvantage. It must use a 1-handed weapon that has not been used yet this round, and immediately ends your turn.

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U Reaction U

Once each round, you can take one UReaction. You can do this at any time, including during another character's turn.

All characters can do the following:

Free Attack

When an enemy moves through a space that you can hit with a Melee Weapon, Attack them.

Shield

Use a Shield to reduce damage from an attack

Catch Yourself

If you would be knocked off a ledge, roll a T2 QAthletics save to grab onto a ledge (you can pull yourself up with Get Up)

* Rest and Recovery *

Characters who are concentrating, poisoned, or engaging in strenuous activity can not rest.

Break (Minutes)

A Break requires only a few minutes of peace.

- * Adjust Armor, recovering all Armor Points
- * Nurse bruises, restoring all Health
- * Perform Endeavors (non-combat tasks)

Rest (1 Hour + Food)

Resting involves 1-2 hours of relaxed activity, and should include a meal.

- * Roll ♦Endure, reduce Strain by Tier
- * Roll ♦Medicine to heal an ally of an Injury
- * Restore 1 Mana per hour rested
- * Regain use of any Stunts

Recovery (8 Hour + Sleep)

Recovery requires 8 hours of peace, and should include sleep.

- * Roll ♦Endure (T2); recover from an Injury
- * Roll ♦Endure/Will; reduce Strain by 1+Tier
- * Attempt to recover from illness or malady
- * Restore 1 Mana per hour rested

Rolls have Advantage with good lodgings and accomidations, or Disadvantage with poor conditions.

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Injury

When a character is reduced to zero +Health, they take an Injury (losing one Vital). Injuries show serious and visible bodily harm, and require medical attention to recover from.

When a character does recover from Injuries, they always take one Strain for each vital healed.

Incapacitation

When a character loses their last Vital, they are incapacitated. They roll ♦Endure/Will

Tier 3 (or Towers): Character remains barely conscious. They are Knocked Down and Stunned with 1 Health, but keep their last Vital

Tier 2: Character is unconscious but stable. They will regain consciousness after *Rest or when an injury is healed.

Tier 1: Character is unconscious and bleeding out. Starting next round, at the end of each round they take 1 Strain and roll again.

Tier 0: The character is dead, or (if they were dealt non-lethal damage) unconscious until *Recovery.

Medicine & Healing

Characters may roll ♦Medicine to heal an ally's Injury. After failing to heal an injury, a character can't try again until *Recovery.

- | | |
|--------|--------------------------------------|
| Tier 4 | Target Restore 2 Vitals, no Strain |
| Tier 3 | Target Restore 2 Vitals |
| Tier 2 | Target Restore 1 Vital |
| Tier 1 | Target rolls ♦Endure [T2] to recover |
| Tier 0 | Target takes 1 Strain |

* Treatment

Roll ♦Medicine during *Rest. Requires some basic medical supplies, though these can be improvised (giving Disadvantage). Proper accomidations (bed, good lighting, sanitized area, some assistance) give Advantage.

♦ Field Surgery

Roll ♦Medicine as an ♦Action on an ally in Close Quarters. The target must not be Threatened by an enemy (in Melee Attack range). This also requires a pre-prepared Trauma Kit. Improvising a Trauma Kit requires some kind of supply and an ♦Action

Trauma Kit

Any character with Medicine can try to prepare a Trauma Kit (up to [Medicine] uses). This takes a *Break and ♦Medicine/Ingenuity

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Melee Attacks

Roll ♦Fight (based on your Weapon) against a target in range. If your roll meets or exceeds the target's XDefense, you deal Base Damage. Deal additional Crit Damage for every 6 rolled.

Flanking

When a character is attacked, for the rest of the round (until they move) any Melee Attacks from the opposite side have Advantage. When a character is attacked in Close Quarters, the attacker may decide what angle they attack from.

Free Attacks

When an enemy moves through a space you Threaten (a space which you could hit with a Melee Weapon), you can use a UReaction to make a Melee Attack against them.

Brawl Attacks

Roll opposed ♦Athletics in Close Quarters. Defender wins ties.

Roll with Disadvantage if target is larger.

Grab

Target is unable to move. They must ♦Escape to break free.

Pummel

Make an Unarmed Attack; 2(1/2) damage
Both hands free: +1 Damage/Tier
Grabbed: 1 Damage/Tier on miss

Shove

Push target 1/2 meters (any direction)
Grabbed: Throw 1/2 meters per Tier

Knock Down

Target is Knocked Down. Melee/Brawl Attacks against them have Advantage.
Grabbed: Target can't Get Up. You are also Knocked Down

Interpose

Block target from taking a specific action. As long as they stay within 1m of you, they must roll higher than your Brawl roll to perform that action.

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Ranged Attacks

Roll ♦Aim (based on your weapon) against a target in range. The difficulty of the roll is based on the distance and size of the target.

Short Range (1x)	Tier 1
Medium Range (2x)	Tier 2
Long Range (4x)	Tier 3
Target is Smaller	Harder (T+1)
Target has Cover	Harder (T+1)
Target is Larger	Easier (T-1)
Target is Restrained	Easier (T-1)

Exposed

If a target has no cover, and they are not next to any obstacles or characters, they count as Exposed. Ranged Attacks against Exposed targets have Advantage.

Planted

Many Ranged Weapons require spending actions to Plant yourself. Once you do, you can fire your weapon as normal until you move, are Pushed, or are Knocked Down.

Reload

Some Ranged Weapons require spending actions to Reload a weapon before firing. Unless otherwise specified, these weapons only hold one round.

Burst Attacks

Burst Attacks are explosive attacks which deal a set amount of damage to every character in an area.

Affected characters roll an QAthletics or ♦Endure Save. The damage taken is reduced by 3/Tier. If the attack has additional effects, they will specify a Tier needed to resist the effect. If a character has Cover, their Save is treated as 1 Tier higher.

Affected Area

Burst Attacks will specify one of a number of shapes.

Sphere: The attack originates from the center of a sphere. The attack will specify a radius.

Beam: The attack follows a large beam originating from the caster, traveling a given distance until it hits an Obstacle. If damage from a Beam destroys an Obstacle, it continues forward in a line.

Blast: The attack forms a teardrop shape, affecting a sphere of a given radius and a cone leading up to the edges of that sphere. This is the default Burst shape if no other shape is specified.

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Ambush

If a target is Unaware of you (you have used the Hide action, or they otherwise don't know where you are), you can make a special Ambush Attack.

Melee Ambush

Roll $\diamond\text{Stealth}$ vs $\diamond\text{Perception}$. If you roll higher than your target, you automatically hit. Deal +1 Crit of damage, plus Crit damage for every '6' rolled as normal. Your opponent can't use Reactions against this attack.

If you fail, your target is no longer Unaware. Continue your Melee Attack as normal.

Ranged Ambush

Roll $\diamond\text{Stealth}$ vs $\diamond\text{Perception}$. If you roll higher than your target, make your Ranged Attack roll. Your target is considered Exposed, and you deal +1 Crit of damage if you hit.

If you fail, your target is no longer Unaware and your attack misses.

Hiding

If you have 2 Stealth, you can Hide even after being seen. You must first have Cover, then $\diamond\text{Hide}$. Enemies can't target you until they $\diamond\text{Search}$, and count as Unaware.

Magic

To access Magic, first put a School of Magic on your Skill Grid. This grants access to Mana and the Basic Effects for that school.

Schools

There are 18 schools of magic, each involving mastery of a distinct force within the world. No one person has ever mastered all of them.

The Elements	The Self	The World
Air	Benediction	Anima
Earth	Channeling	Ballistics
Fire	Illusion	Distortion
Ice	Scry	Enchant
Lightning	Spirit	Solidics
Water	Void	Transmutation

Mana

Each school of magic has its own discrete source of energy. Casting a spell involves spending Mana equal to the Tier of the spell.

When you put a School on your Skill Grid, you gain Mana for that school equal to its place on your Skill Grid.

You naturally recover 1 Mana per hour of rest.

Close Quarters

Minimum Range

Most weapons and attacks list a Range, including a minimum and maximum range. Attacks can't be used effectively during combat against targets who are too close or too far away (for instance, a Giant sword has trouble swinging against a target only a few inches away).

Close Quarters

When two characters share a space, they are in Close Quarters (also called Range-0). Things like Brawling, Unarmed Attacks, knives, etc. work best in Close Quarters, while many weapons do not.

Dogpiling

Only 2 characters can occupy the same space at once. If 3 characters end their turn in the same space, one is pushed out to an adjacent space of their choice (does not cause Reactions or Terrain effects).

The newest character in the space decides who is pushed out. Characters involved in a Grab can't be pushed apart this way.

Intentionally riding or carrying other characters doesn't count towards Dogpiling.

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Casting Magic

To cast a spell or use a magical effect, choose the School, Effect, and Tier you wish to cast.

Roll $\diamond\text{W}$ plus your Magic skill. If your roll meets or exceeds the desired Tier, spend that much mana and cast the spell.

For every extra Tier above your target, you are refunded 1 Mana.

For every tier below, you must spend 1 extra mana or abandon the spell (losing your action). [Repeated 'Abandon' causes Strain]

T0	T1	T2	T3	T4	T5	T6
6	9	12	15	18	21	23

Concentration

Some effects require $\diamond\text{Concentration}$ to maintain. Since these effects need constant mental focus, they must be dropped before a character can $\ast\text{Rest}$.

When a character is **Injured** or **Disrupted**, they must make a Save (T2 $\diamond\text{W} \text{ Will}$) or lose all of their Concentration effects.

When a character tries to concentrate on a new effect while already concentrating, they must Save ($\diamond\text{W} \text{ Will}$; Tier = number of effects) or lose one of the effects.

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Fall Damage

When falling a certain distance, characters take Fall Damage. If a character takes 3+ damage, they are also Knocked Down.

If you fall deliberately and are able to catch yourself, you can reduce the damage with a $\diamond\text{Athletics}$ Save (3dmg/Tier)

Light: Take $\frac{1}{2}$ normal Fall/Collision damage

Heavy: Take 2x normal Fall/Collision damage

Tier	Meters Fallen	Damage (Blunt)	Example
T0	2	2	Ladder, Window
T1	5	1d6	2nd Floor Window
T2	10	2d6	2nd Story Rooftop
T3	25	3d6	10 Story Rooftop
T4	50	4d6	Cliff, Waterfall
T5	100	4d6+6	Skyscraper
T6	500	4d6+12	Terminal Velocity

Collision Damage

When a character is pushed or thrown into an obstacle, they take [Size-1] damage for every meter they would have been Pushed. If pushed or thrown into another character, both characters take damage.

Difficult Terrain

The ground is treacherous and hinders movement. Characters must spend 2 meters of movement to enter or cross Difficult Terrain. If Pushed through Difficult Terrain, target is Knocked Down

Hazardous Terrain

The space is dangerous to be in, and causes damage by proximity.

Deals damage when Entering, Ending Turn, when created, and when Knocked Down

Tier	Dmg	Example
T0	2	Hot coals, Caltrops, Embers, Brambles
T1	1d6	Campfire, Spikes, Acid, Poison Fog, Sandstorm
T2	2d6	Wildfire, Sawblades, Digested
T3	3d6	Furnace, Iron Maiden, Acid Bath
T4	4d6	Lava, Chewed by a Dragon
T5	4d6+6	Severe Teleport Accident, Molecular Disruption
T6	4d6+12	Thrown into Sun, Unmade by Temporal Paradox

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Obstacles

An Obstacle is any solid inanimate object large enough to take cover behind (boulder, cart, stone fence, etc). Characters can $\diamond\text{Take Cover}$ when next to an Obstacle.

Weapons with Sweep have Disadvantage if an Obstacle is near a target. If the attack misses, it instead hits the obstacle.

Destroying Obstacles

To spend an Action deliberately destroying an object, Roll $\diamond\text{Fight/Athletics}$. Deal weapon damage as normal, then add $\frac{1}{2}\diamond\text{W}$ per Tier.

You must deal enough damage to "Injure" an object in one hit, unless using a Siege weapon.

Tiny	+3	Large	+9
Small	+5	Massive	+12
Medium	+7	Colossal	+15

Large, sturdy, or reinforced objects may have multiple Vitals (GM discretion). Each Injury reflects notable damage done to the object.

Common sense rule applies; GM can rule that a particular weapon can't destroy a given object, or that it requires no roll to do so.

Push

A character is involuntarily moved a certain distance. This movement does not trigger Free Attacks.

Larger targets are only pushed half as far (rounded down) for each size larger. Smaller targets are pushed twice as far.

If pushed off a ledge, a character may $\diamond\text{Catch Themselves}$, making a T2 $\diamond\text{Athletics}$ save to catch a ledge.

When pushed into an Obstacle, targets take Collision Damage.

When pushed over Difficult Terrain, targets are Knocked Down.

Disrupt

Characters are Disrupted when Injured. When Disrupted:

- Movement is interrupted (if moving)
- Lose $\diamond\text{Reactions}$ for this round
- Lose Concentration effects (T2 $\diamond\text{W} \text{ Will}$ Save)
- Lose "Grab" and similar effects
- Momentarily rendered speechless

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Melee Weapons

Unarmed Weapons

Weapon	♣♦	Dmg	R	Features
Fist	QQ	2(½)	0	-
Claws	XQ	2(3)	0	Bleed(1)
Knuckles	QX	2(3)	0	Pierce(2)

Blades

Dagger	XQ	3(Q)	0	Throw(3)
Shortsword	QQ	3(3)	0-1	-
Straightsword	XQ	4(3)	1	Versatile
(Versatile: 2h)	QQ	5(3)	1	
Giant sword	QX	6(Q)	1-2	Massive Sweep
Cutlass	XQ	3(3)	1	Bleed(1)
Rapier	XQ	2(3)	1	Pierce(2)

Axes

Hatchet	QQ	3(2)	0-1	Throw(3)
Boarding Axe	XQ	4(3)	1	Climb; Siege
Battleaxe	XQ	5(1)	1	Versatile
(Versatile: 2h)	QX	6(1)	1	
Grandaxe	QX	6(Q)	1	Massive Sweep

Hammers

Weapon	♣♦	Dmg	R	Features
Hammer	QX	3(2)	0-1	Throw(3)
Cudgel	QX	4(2)	1	Slow; Athletic
Maul	QX	5(1)	1-2	2-Hand; Siege
Grandhammer	QX	6(2)	1	Massive Sweep

Polearms (2-Handed)

Staff	QQ	2(3)	1-2	Athletic; Reach
Spear	QQ	3(3)	1	Throw(5)
(Versatile: 2h)	QX	4(3)	1-2	Versatile
Claive	QX	4(3)	1-2	Sweep
Halberd	QX	4(2)	1-2	Pierce(1)
Pike	QX	4(3)	2-3	Planted(2)

Exotic Weapons

Mailbreaker	XQ	2(Q)	0	×Defense+1
(Versatile: 2h)	XQ	2(Q)	0	Pierce(2)
Studded Gauntlet	QQ	2(3)	0	Unarmed Shield(2)
Needle	XQ	1(0)	0	Keen; Throw(2)
Whip	XQ	1(0)	2-4	Bleed(1); Reach
Chain	QQ	3(3)	2-4	Slow; Reach
Warfan	XQ	2(2)	0-1	Shield(2); Throw(2)

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Armor

Light Armor

Armor	AP	Br.	Features
Common Clothes	0	-	-
Enchanted Garb	0	-	Mana+2
Sturdy Garb	2	-	-
Specialist Garb	2	-	Specialist
Leather Armor	4	-	-
Silk Armor	6	-	Elite; Mana+2

Medium Armor (Endure 2)

Armor	AP	Br.	Features
Quilted Armor	3R	-	-
Banded Leather	3R	-	-
Chain Mail	4R	-	Noisy
King's Mail	6R	-	Elite

Heavy Armor (Endure 4)

Armor	AP	Br.	Features
Scrap Mail	2	2	Noisy
Blast Suit	6	-	Slow(2) Insulated
Breastplate	3R	1	-
Full Plate	4R	2	Slow Noisy
Titan Plate	6R	3	Slow(2) Elite

Shields

Shield	Type	Amt	Features
Buckler	Light	1	×Defense+1
Small Shield	Light	2	-
Round Shield	Medium	2	Cover
Kite Shield	Medium	3	-
Tower Shield	Heavy	5	Cover; Slow

Armor Glossary

Braced (Br): Regain some Armor when you lose Health
Reinforced (R): Regain Armor when Injured

Cover: Gives 'Cover' from Ranged/Burst attacks while held.

Elite: Very expensive and hard to obtain

Insulated: While you still have Armor Points, take ½ damage from Burst Attacks, Fire, Cold, Shock, or Buffeting

Mana+X: Gives X additional Mana to any school.

Noisy: Gives Disadvantage on Stealth rolls while moving. Can't Ambush.

Specialist: Designed for a single unique purpose. Grants Advantage on related tasks during ★Rest.

Slow: Reduce Speed while wearing

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Ranged Weapons

Weapon	♣♦	Dmg	R	Features
Sling	QQ	2(3)	1-3	-

Bows (2-Handed)

Shortbow	XQ	3(Q)	1-4	-
Hunting Bow	XQ	4(Q)	2-6	Planted(2)
Longbow	QQ	5(Q)	2-8	Planted(2)
Grandbow	QX	8(Q)	3-10	Planted(2) Massive

Crossbows (2-Handed)

Crossbow	QQ	3(3)	1-4	Reload(2) Pierce(1)
Hvy. Crossbow	XQ	5(Q)	2-6	Reload(2)
Siege Ballista	xx	8(6)	4-10	Planted(2) Reload(2) Massive

Firearms

Sash Pistol	XQ	3(Q)	0-3	Reload(2) 1-Hand
Musket	XQ	5(Q)	2-6	Reload(2) Backfire(1)
Cannon	XQ	8(Q)	2-10	Reload(2) Massive

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Weapon Glossary

1-Hand: Can be used in 1 Hand
2-Hand: Requires 2 Hands to use
Athletic: May use Athletics instead of Fight
Backfire(x): Take X damage for each 1 rolled
Bleed(x): Deal X extra damage if target has no Armor remaining after damage
Keen: Crit for each 5 or 6 rolled
Massive: Need 4 or 4 Endure. Has "Siege". Character counts as "Heavy". Speed-1.
Pierce(x): Remove X armor before damage
Planted(x): Must spend X actions planting self before using. Can then use until moving.
Siege: Extra effective at destroying structures
Slow: Can not make Reactions or Offhand Attacks
Shield(x): Can be used as a Shield to block X damage
Sweep: Hits everything in a 180° arc centered on target. Obstacles cause Disadvantage.
Reach: Can Brawl at weapon range
Reload(x): After firing, X actions to Reload
Throw(x): Can be thrown using Aim (Rng 1-X)
Unarmed: Can be used to Brawl. Can attack with Athletics instead of Fight.
Versatile: Can be used with 1 or 2 hands for different stats

Progression

[To Do: Introduce Progression]

Skill Points / Skill Total

Your Skill Total is the total value of all of your skills. As you gain Skill Points, you may rearrange your Skill Grid to fit your new total.

Skill Cap

Every 10 Skill Points, a character's Skill Cap increases (to a max of 6). A character can then raise Skills and Attributes up to that number.

Attribute

Every 10 Skill Points, a character may increase one of their Attributes by 1

Traits

Starting characters pick one Background Trait. You will later gain access to more advanced traits (at SP 15, 25, 35, etc.)

Perks

When you gain a Perk, you may:

- Learn one Technique from a Trait you know
- Learn a Spell that you have been exposed to
- Gain a new +1 Specialty, or upgrade it to +2
- Begin training in a Trait (with a Mentor)
- Upgrade Research in progress (Max of S.Cap)

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Starting Trait

Bullwark

*They knock you down, you get back up again
Assuming they can knock you down at all
When you stand next to an ally, you both take 1 less damage from attacks (to a minimum of 1 damage)*

Learn one of the following techniques:

◆ **Intercept** Take an attack directed at a nearby ally. You may ◆Shield as part of the same reaction.

◆ **Focus** Gain one ▲Reaction

◆ **Grit** Recover up to 3 Health + 2 Armor

Indomitable (Stunt)

If you would be injured, reduce damage you take by [▼+Endure+Will]

Starting Trait

Grifter

*Your acting skills are so impressive that you have started to suspect your various facades are more real than your own face
You can mimic the voice, posture, and affectations of anyone you have observed or interacted with.*

Anyone with a reason to doubt your performance may roll ◆Empathy against your ▲Theatrics to see your disguise.

In addition, you may use **Manipulate**, **Theatrics**, **Presence**, and **Charm** interchangably when interacting with strangers.

Starting Trait

Duelist

*It's just you and your sword against the world
Learn any two of the following techniques:*

◆ **Dive Roll** Move up to 2m (ignore Reactions) and Take Cover if attacked.

Parry

Increase ×Defense by 3 against one attack

Riposte

Retaliate when an attack misses you.

◆ **Footwork** Move up to 2m. Ignore Terrain and Reactions.

◆ **Feint** After missing with a Melee Attack, attack again

◆ **Lunge** Move up to 2m and Attack

◆ **Harry** Attack, dealing no base damage. Disrupt on hit.

◆◆ **Sentinel** While you remain planted, each round you may Attack the first enemy who enters a space you threaten (This does not use a Reaction)

◆◆ **Flurry** Attack twice. Roll 3 dice; attack with the highest 2, then the lowest 2.

v5.0.4 pg.17

Starting Trait

Magic Student

You have dutifully studied every snippet and scrap of magic lore you could get hold of. Choose and learn one Spell.

You can commit specific Spells and Effects to paper, and carry a book full of your notes. You gain a special mana equal to "Arcane+1", which can only be spent during ★Rest when you can consult your notes.

You may use ◆Arcane or ◆Knowledge to cast magic this way.

You can also attempt to Research Spells from other mage's notes, or cast such spells directly from their notes at Disadvantage.

Starting Trait

Marksman

*You practice shooting in your spare time, and consider yourself to be pretty good at it
Your Ranged Attacks have +1 Range.*

Learn one of the following techniques:

◆ **Shift** Move up to 2m without disrupting 'Planted' or other effects requiring you to remain still.

◆ **Aim** While you stay Planted, the difficulty of your next Ranged Attack is reduced by 1 Tier (Does not stack)

◆ **Snapsire** Make a Ranged Attack with Disadvantage, ignoring "Planted" requirements. End your turn.

◆ **Clear Lines** Shout a warning to your allies. Any allies who can hear you don't count when determining "Exposed" this turn

◆ **TrickShot** Make a Ranged Attack. It is 1 Tier more difficult, and deals extra Damage equal to its Difficulty.

v5.0.4 pg.19

Starting Trait

Magic Gift

You discovered a gift for magic at a young age. You are particularly fond of one trick.

Choose one Spell or Effect to be your Trademark Spell [work in progress]. You can choose even a spell, effect, or school that you do not otherwise have the Skill for.

You gain a special Mana equal to "Will+1". This Mana can only be used to cast your Trademark Spell.

In addition, you may use ▲Will to cast your Trademark Spell.

v5.0.4 pg.18

Starting Trait

Martial Artist

You have been training your body and mind to better focus yourself and combat the dangers of the world.

While wearing Light Armor, add ½ of your Athletics to your Defense.

Learn one of the following techniques:

◆ **Parry** Increase ×Defense by 3 against one attack

◆ **Riposte** Retaliate when an attack misses you.

◆ **Focus** Gain one ▲Reaction for this round

◆ **Brawler** Brawl as a Minor Action (each type 1/Turn)

◆ **Roundhouse** Make a special Unarmed Attack. dealing 2(2) with Range 1. Push 2m; Knockdown on Crit.

Starting Trait

Pack Rat

*You keep an ever expanding collection of knicknacks. Some may even be useful
You gain a special resource called "Junk"*

At any time, you can spend "Junk" to try and pull any any mundane item (or an equivalent, or parts to assemble one) from your bag. The GM will assign a difficulty based on the obscurity of the item.

At Tier 1, the item will be ramshackle and worthless but functional. At Tier 2, the item will be of ordinary quality. At Tier 3, the item will seem implausibly new.

You can recover Junk by shopping or looting interesting knicknacks during your travels, up to a max of [Ingnuity+Finance]

v5.0.4 pg.20

Starting Trait

Scout

You have always been light on your feet, and years of sprinting and vaulting have paid off. While wearing Light Armor, you ignore Difficult Terrain and take $\frac{1}{2}$ damage from Collision and Falling.

Learn one of the following techniques:

Dive Roll Move up to 2m (ignore Reactions) and Take Cover if attacked.

Blowback When taking 4 or more damage, if you are able to move, reduce the damage by $\frac{1}{2}$. Move back 2m and become Knocked Down.

Sprint Move up to 5m in a straight line

Nimble Hide, Escape, or Move 2m and Take Cover.

Starting Trait

Whisperer

You've always had a gift with creatures. They seem to understand you better than people. Choose a Favored Creature Type: Inhumans, Beasts, Spirits, Elementals, Void, or Animates.

Your Favored Creatures can understand you when you speak, and can communicate simple concepts to you.

You gain a +2 Specialty Bonus on any rolls to track, research, commune with, or understand your Favored Creature.

In addition, you can spend time Training your Favored Creatures in any Skill or Technique you know (up to a max of $\frac{1}{2}$ of your Skill and one Technique per creature).

v5.0.4 pg.21

Background

The Sunlands

Familiarity

Spirits, Systems of Honor

Heartland

Stunt: Competition

Choose a Rival. When either of you use a Skill that you share, the other gains Advantage and +1 on their next use of that skill. This continues until one of you rolls lower than the other's previous roll.

Highrock

Stunt: Ancestral Mastery

For one round, increase your \times Defense by 3, gain Cover, and gain an additional \diamond Minor Action and \heartsuit Reaction.

Spiritwood

Stunt: Communion

You can instinctively locate a patron or guardian Spirit or Beast for any given location. The patron may choose to grant you a Spell, which you can cast at T2 for free using this Stunt.

Background

Pivotal Cities

Familiarity

Commerce, Technology, Bureaucracy

Enterprise

Stunt: Aquisitions

Gain Advantage and Fortune on a Finance roll to find and purchase items or resources with access to a large market.

Royalist

Stunt: Heirloom

Recharge up to 2 Mana to an Artifact you are holding.

Rogue

Stunt: Back Alley Deals

[to do]

v5.0.4 pg.23

Background

Wierdlands

Familiarity

Void, Madness, Death

The Darkspire

"Fear is healthy and normal. Be afraid. Learn to love your fear. Fear everything."

Stunt: Ordinary Madness

For one round, you and your allies reduce any Mental Damage they take by 3.

The Drywood

Stunt: Tooth and Nail

If you fail an Escape check, deal \diamond/\diamond Damage to your aggressor. If knocked down, stand up (even if grabbed or restrained) and re-roll your Escape check.

The White Plains

Stunt: Unspoken Readiness

When you succeed a \heartsuit Perception save, you may immediately Move \blacktriangleleft (without Reaction). You may also Take Cover, Brawl, or move an ally with you.

Background

Journey Plains

Familiarity

Beasts, Inhumans, Cartography

Homesteader

Stunt: Raid Ready

Given an hour, you can improvise a series of traps and chokepoints to fortify a location against Beasts or Inhuman attacks.

Wanderer

Stunt: Cartography

When lost, a gut instinct tells you the direction towards a familiar location. You can recall areas you have traversed accurately enough to draw a detailed map afterwards.

Hunter

Stunt: Monster Raid

Attack a Large (Size ≥ 4) Beast, dealing $[\text{Survival} + \text{Beast Size}]$ additional damage. You acquire double the usual Resources if you harvest that beast.

v5.0.4 pg.22

Background

The South Coast

Familiarity

Trade Goods, Sea Travel, Manual Labor

Costa (Coastal)

[to do]

Monta (Mountaineer)

Stunt: Powder Burn

Double the radius of one Burst Attack. You can give Advantage or Disadvantage to Save for up to $[\text{Ingruity} + \text{Survival}]$ targets.

Archa (Builder)

[to do]

Background

The Hinter

Familiarity

War, Territory Disputes, Arms and Armor

Boreal

[to do]

Legionnaire

[to do]

Wildheart

[to do]

v5.0.4 pg.24

Background

Animate

Familiarity

Animates choose a region they originate from, and share those Familiarities

Size	+Health	*Def	Example
1	1+ $\frac{Q}{2}$	8+ $\frac{Q}{2}$	1 Lantern, Hat
2	2+ $\frac{Q}{2}$	7+ $\frac{Q}{2}$	2 Chair, Broom
3	3+ $\frac{Q}{2}$	6+ $\frac{Q}{2}$	3 Desk, Coatrack
4	4+ $\frac{Q}{2}$	5+ $\frac{Q}{2}$	4 Bookshelf, Tree

Material	Nat Armor	Features
Cloth	None	Light Immune to Crush Resist Blunt Weak to Fire/Slash
Wood	Normal	--
Resin, Rubber	Normal	Weak to Fire/Cold Resist Shock/Blunt
Glass, Ceramic	Normal	Resist Fire/Cold Weak to Blunt/Crush Resist Acid Immune to Poison
Stone, Metal	Reinforced	Heavy Speed -1

Air Magic

Tier 0: Gust

◊ Control a gust of wind up to 12m away. The wind has $\frac{Q}{2}$ equal to your Air skill.

◆ Shove a target (as a Brawl Attack) within 6m. Use your Spell Roll as $\frac{Q}{2}$ Athletics.

Tier 1: Whirlwind

◊ Whipping winds deflect a ranged attack. Reduce the roll for a Ranged Attack that you can see by [Air+Tier].

◊ Whip up a whirlwind in a 2m sphere. It counts as Difficult Terrain and grants Cover against Ranged/Burst attacks going through it. It disperses at the end of next round.

Tier 2: Tailwind

◊ Skate across the ground on a cushion of air. Increase your Speed by 1. You can ignore up to 2m of any Terrain, leap up to [Air+Tier] meters in the air. Get Up for free, and reduce Fall Damage taken by [Air+Tier].

◊ Protect an ally you can see from Fall Damage this round. You can prevent up to [Air+1d6/Tier] damage, spread across any number of falling allies.

Animate Traits

Utility

◊ Minor Action to activate some special property of yourself as an object. Your Unarmed Attack is replaced with the weapon most like your body (and uses Fight or Athletics)

Quadruped/Wheels

You have no hands, and can't hold or use normal weapons or items. Allies of equal Size can ride you (Mount with ◊). You gain:

- ◆ Sprint: Move 5m in a straight line
- ◆ Charge: Move 3m+Attack. Distance moved as extra damage.

Flat/Flexible

Advantage to Grab and Escape. You can fit through tiny spaces, and can't be forced out of Close Quarters by Dogpiling.

Appendage

You have a lot of potential limbs. You can hold objects as though you had extra hands, and you can ◆Grab+Interpose (as one action)

Ordinary

You can be completely indistinguishable from normal objects while you remain still.

v5.0.4 pg.25

AIR



Tier 3: Blisterwind

◆ Create a violently whipping sphere of wind. Make a Burst Attack in a [2xTier] meter space you can see, dealing [1d6+Tier] Buffeting damage.

Anyone failing a T3 save is Pushed [Air+Tier] meters in a direction of your choice. Objects with size less than Tier are knocked down and blown in a direction of your choice.

v5.0.4 pg.26

Earth Magic

Tier 0: Earthshape

◊ Move, Form, shape, or excavate the ground. Affect [Earth] square meters in 5 minutes.

◊ Create, remove, or move up to [Earth] meters of Earth-based Difficult Terrain.



Tier 1: Stonethrow

Prepare a Rock which can be launched as a Ranged Attack using your Spell Roll. It has Range [Earth] and deals 2(2)+Size damage with Knock Down on Injury. You can prepare a rock anywhere within 6m of yourself.

- ◊ Prepare 1 Small (s2) or 3 Mini (s1) rocks
- ◆ Prepare 1 Medium (s3) or 3 Small (s2) rocks
- ◆◆ Prepare 1 Large (s4) rock with Siege.

Tier 2: Stonewall

You can create a Wall, Bridge, etc. out of Earth along an earthen surface you touch, up to 12m away. A 1m section has [3+Tier x Earth] Health

- ◊ Create a 12m structure made of Wall.
- ◆ Create up to [Tier x Earth] meters of Wall
- ◊ Create [Earth] meters of Wall & Take Cover
- ◊ Create 1m of wall as a [Tier+Earth] Shield

Tier 3: Burrowing

◊ Gain the ability to Burrow through Earth, with Speed=[Tier] (half that much for solid rock). You can use a ◊Minor Action to dive into the ground or emerge from it.

Gain Advantage on Stealth while burrowing.

You can leave a tunnel behind you as you burrow, or have it collapse 1 round later.

You must hold your breath while burrowing, and begin to suffocate after 2 minutes.

v5.0.4 pg.27

AIR

Ember: To Hazardous Terrain, dealing 2dmg. Burns out at the end of the round if it has no fuel.

Blaze: To Hazardous Terrain, dealing 1d6 dmg. If a blaze has no fuel, it burns to Embers at the end of next round. Larger blazes shrink by $\frac{1}{2}$.

Ignite: Target takes 1d6 Fire damage at the end of their turn until they use "Recovery"

Tier 0: Embershape

Shape and move Fires within 6m of yourself

- ◆ Deal [Skill] damage to all creatures in fire
- ◊ Extinguish a fire, turn an Ember into a Blaze, or move a fire up to [Skill] meters
- ◊/◊ Make a small spark (enough to light a candle or lantern)



Tier 1: Fireplume

Deal [1+1d6/Tier] Fire damage in a 3x6 Blast (Cone with a 3m sphere up to 5m away). Leaves behind up to [Skill] Embers in area. Ignites on Crit [T2 Save].

Tier+1: Increase area to a 6x3 Blast

Tier 2: Firewall

[In Progress] Create a wall of Blaze (or other contiguous shape) that is 1m wide and [Skill] meters tall, dealing [1+1d6/Tier] Fire damage (Burst Attack) when created.

◊ 3xTier meters long, does not burn out

◊ [Skill] meters long

Tier 3: Flaretower

[In progress: Pull all creatures to a spot, then deal damage and set fire all around it]

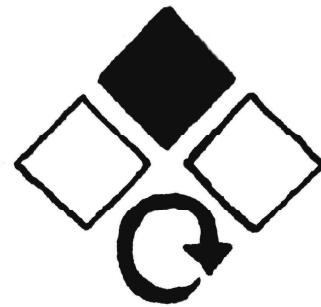
v5.0.4 pg.28

Ice Magic

Slow: Target loses 1 ⚡Minor Action each round
[to do]

Tier 0:

Tier 1:



Tier 2:

Tier 3:

Lightning Magic

Connected: Shock damage travels through up to 6m/Tier of conductive material, such as water, salt, and most metals. Characters connected by touch or conductive materials both take damage (especially if Grabbed)

Stun: Target must spend their next Action Recovering from Stun. Until then, they count as Flanked and can't use ⚡Reactions.

Tier 0: Static

- ◆ Two conductive objects that you touch magnetically stick together (⚡=Skill) for 1 hour
- ⚡ Deal [Skill-1] Shock damage to a target who is Connected to you.

Tier 1: Storm Touch

- Make an Unarmed Attack against a target using your Spell Roll, dealing 1+1d6(2) Shock damage per Tier (Disrupt and Push 2 on Crit).
- diamond Fly 5m towards or away from a target marked with Storm Touch, ignoring Reactions



Tier 2: Lightning

- diamond Fire a 12m bolt of electricity, hitting every creature in a line. Make a Burst Attack dealing 1+1d6 dmg/Tier and Disrupting targets (Save vs Tier). Stuns on injury.

Tier 3: Overcharge

- Charge yourself up with tremendous power.
 - You take 3 Shock damage each round
 - Refund the first 2 Mana spent each round
 - Creatures are "Connected" if 2m or less apart
 - Gain +[½ Skill] ⚡Reactions each round
 - Your attacks deal +[½ Skill] Shock damage

v5.0.4 pg.29

Water Magic

Pool: Floating pool of water, magically held aloft and used to cast water magic.

	Liter	Gallon	Reference Sizes
T0	2	0.5	Canteen
T1	20	5	Bucket
T2	200	50	Bathtub
T3	2k	500	Hot Tub
T4	20k	5k	Swim Pool
T5	200k	50k	Aquarium
T6	2mil	500k	Waterpark

Tier 0: Watershape

- * Clean, purify, evaporate, or condensate a [½ Skill] pool of water
- diamond Manipulate a [Skill-2] pool of water like a limb, up to [Skill] meters away.

Tier 1: Air Tide

- Control a [½ Skill+Tier] Pool of water up to 6m away. While holding, you can make a variety of attacks in a [Pool] meter area using your Spell bonus.
 - ◆ (Brawl) Shove or Knockdown
 - ◆ (Melee) Deal [1(Skill)+Pool] damage
 - ◆ (Burst) Deal [Pool+3/Tier] dmg + Knockdown (T2); destroys Pool



Tier 2: Waveride

- [In Progress]
- Ride on your Pool [½ Skill+Tier]
 - ◆ Speed = 3+Tier; ignore most Terrain; Knockdown on move (End/Ath vs Tier)
 - End of turn: Deal [Pool] Suffocation dmg to nearby Knocked Down enemies

Tier 3: Tidecall

- [In progress: Tidal wave, whirlpool, etc. Large area damage, knockdown, Suffocation vs Knocked down]

v5.0.4 pg.31

BENEDICTION MAGIC

Benediction: Spells work based on shared drive and intent; only works on the willing.

Fortune: May re-roll a '1' once

Bestow: Grant a feature of your character. Each feature can only be granted to one character at a time. Each character can have only one Bestowed feature at a time.

Tier 0: Positivity

One target you see feels Lucky:

- ◆ Target recovers [Skill] +Health and gains Fortune until the end of next round.
- * Any number of targets gain Fortune until rest



Tier 1: Bestow

- * Bestow one Trait, Technique, or Stunt
- ◆ Bestow one Skill (T1) or Attribute (T2)
- diamond Transfer one temporary effect

Tier 2: Healing

- ◆ Any number of allies restore [Skill] +Health, and may Recover from ongoing effects
- ◆ One ally you touch rolls a Will Save [T2]. They recover an Injury, as well as Poison etc
- ◆ Transfer Strain from one target to another

Tier 3: Destiny

- Target feels a pull towards a goal of your choice. Whenever they act unopposed, gain:
 - Advantage on ⚡Checks
 - ½ Damage from natural hazards
 - Fortune on all rolls
 - Ignore Strain penalty up to -2

Unopposed: Not being attacked/hunted, not in competition, no entity wishes their failure

v5.0.4 pg.32

Channeling Magic

- Action + Concentration
- Minor Action + Concentration

Tier 0: Synchronize

You may use Channeling Mana and ♫ Strain interchangably.

* While Resting, you may use Channeling instead of Endure to recover from Strain or Injury.

Tier 1: Ki Guard

◇ Gain up to 2 ▲Armor per Tier

◎ At the start of each round, recover 1 +Health per Tier. Ignore penalties from Strain (up to Tier)

Tier 2: Ki Step

◊ Dash up to 5m in a straight line, ignoring Terrain and Reactions. If you dash into a creature, gain Advantage on Melee or Brawl attacks against them this turn.

● Gain ♣Speed+1. You can run up vertical surfaces or across liquids. If you move 5m or more, gain Cover this round.

CHANNELING



Tier 3: Ki Strength

◊ If you would be Injured, keep 1 +Health. Take one Strain per 6 Damage you would have taken.

- Fill body with tremendous strength:
 - You may Flurry as an ♦Action
 - You count as 1 size larger when Brawling
 - Your ♫ Attacks deal +2(1)dmg and Push 2
 - Your weapon is considered Fragile

v5.0.4 pg.33

Illusion Magic

Senses: Illusions can simulate a limited number of senses: Sight, Sound, Touch, Smell/Taste, Scry (magical senses / detection)

Tier 0: Hologram

● Create an obviously magical illusion of [½Skill] senses in a space you can see.

Tier 1: Mirage

● Create a convincing illusion of [Tier+] senses. As long as you can see it, you can have it react appropriately to the environment. As a ◇Minor Action you can control and move the illusion. As an ♦Action, you can substantially change the illusion (but not change which Senses it uses)

Tier 2: Disguise

● Create an illusory disguise of [Tier] senses over yourself or a character or object you can see. When disguising others, the illusion begins to break down and misalign when you lose line-of-sight to your target.

The disguise can't dramatically alter size or body shape. You can alter the disguise with ♦

Tier+1: Disguise two additional targets

Tier 3: Delusion

● Create a special illusion of [Tier+] Senses. The caster omits details from the illusion, and each person who perceives it rationalizes the illusion, filling in details from their own minds.

The caster does not know exactly what each person sees, and may specifically target characters (only they see it) or omit them.

v5.0.4 pg.34

Scry Magic

Tier 0: Perspective

◆ Create a transparent floating eye in a space you can see, up to [6xScry] meters away. You can see and hear through that eye. The eye is subtle and hard to notice, but not invisible.

Tier 1: Othersense

◇ Gain Fortune (re-roll a 1) on one ♦Perception roll, and [Tier] to the result.

● Enhance one of your senses (Sound, Smell/Taste, Touch, Magic). That sense is keen enough to rely upon even when blind, and illusions that don't simulate that sense are obvious to you.

Tier 2: Thoughtsense

● Choose a thought, emotion, or subject. You can detect the presence of minds within range that are currently thinking or feeling that thing. You can focus on an individual over several seconds to read their surface thoughts.

● Choose one target you can see; you now anticipate their actions. On your turn, they are Flanked & Exposed. On their turn, gain Cover and ×Defense+Tier. Save: ♦Manipulate vs roll

SCRY



Tier 3: Dowsing

* Choose an Object or Creature you are familiar with (have seen/met). If your target is within [10x(Scry+Tier)] meters, You can sense the approximate compass direction and distance to it.

If a intentionally hidden, the hider rolls [♦Seal/Security/Manipulate]. If above your Tier, you sense the presence of your target but not distance or direction. If above your roll, you can't sense your target at all.

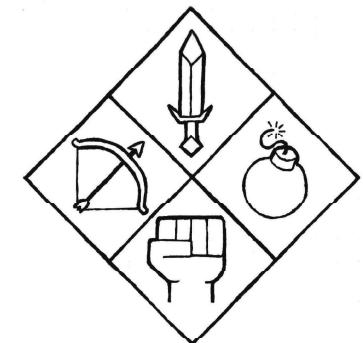
v5.0.4 pg.35

Spirit Magic

[in progress]

Tier 0:

xxx



Tier 1:

xxx

Tier 2:

xxx

Tier 3:

xxx

v5.0.4 pg.36

Void Magic

Shadows: Void Magic requires shadows to cast. Bright lights give Disadvantage. Darkness gives a 1 Mana refund.

Mental Damage: Can't be blocked with Shields. Injuries from Mental Damage cause obsessions, delusions, ticks, paranoia, etc.

Tier 0: Shadows

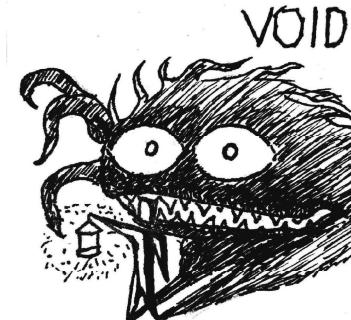
Move, shift, or reshape shadows within 6m. Shadows can be moved up to [Skill] meters from their original position.

- ◊ Snuff out or suppress small lights
- ◊ Conceal or reveal an area in shadows
- ◊ Improve a Stealth roll by [Skill]. Target takes that much Mental Damage

Tier 1: Numbness

Instill a brief madness to protect a mind. One ally takes 1 Mental Damage and gains protection from later Mental Damage.

- ◊ Reduce next Mental Damage by [Tier+Skill]
- ◆ Target may re-direct next Mental Damage taken to a new target they can see (Opposed Will check)
- ◊ Reduce Mental Damage by Skill x Tier



Tier 2: Hostility

Imbue self or ally with an aura of violence. On attack deal +1d6 Mental Damage. On miss, take 1d6 Mental Damage. If this kills a living creature, target recovers 1 Strain.

- ◊ Aura lasts 1 Attack
- Aura lasts 1 minute
- * Aura lasts until rest

Tier 3: Corridor

● Open a door through the void; take Mental Damage based on distance traveled

v5.0.4 pg.37

Anima Magic

Inanimate Objects: Any single, solid, intact thing that can't move under its own power. Includes plants, furniture, rocks, bodies, etc.

Animate: The object comes alive with a fragment of your mind. It has basic senses. You can command it with a ◊Minor Action.

Control: You control this object using your own actions.

◊Body	◊Grace	+Health	xDef	Skills
Size	Anima-1	Size+Tier	12-Size	Anima +Anima



Tier 0: Puppeteer

- ◆ Animate one Tiny (Size:1) object you touch.
- ◊ Control one object you see (Size = ½ Anima)

Tier 1: Spontaneous Ally

- Control one object you touch (Size=Anima)
- ◆ Nearby plants, grass, ropes, etc (if available).
- Grab one target you can see (as a Brawl Attack using your Spell Roll)

◊ One Small or Medium object jumps in front of an ally (moves up to 2m). It acts as a **Shield**, reducing damage by [Anima]. The object is then damaged and can't be animated again.

Tier 2: Honor Guard

● Animate up to [Tier-Anima] worth of objects. They act on one Initiative, and can all Intercept attacks. You may give one access to a Technique that you know.

Tier 3: Chessboard

● Control every inanimate object within an 8m space you can see.
Each round you may move each controlled object up to 2m for free.

v5.0.4 pg.38

Ballistic Magic

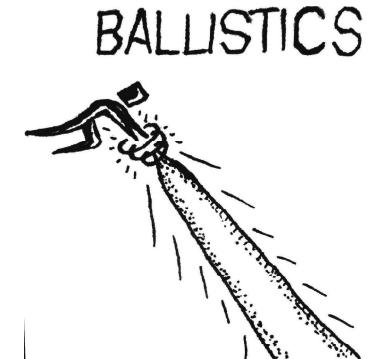
All Ballistic effects are extremely bright and deal Fire, Crush, Pierce damage + Siege

Siege: Deals extra damage to structures and objects. Extra effective at destroying obstacles

Tier 0: Fireworks

Shoot out of flashy fireworks or magic bolts

- ◆ (Burst) [2+Skill] dmg; 6m range; 2m sphere
- ◊ (Ranged) [2(1)] dmg; [1 - Skill] range



Tier 1: Explosion

Create a concussive blast around yourself.

- ◆ (Burst) [Skill+1d6/Tier] damage; 2m sphere centered on self; Push 3 [T2 save]

If any objects are destroyed this way, deal +1d6 Buffeting damage to all targets (and yourself).

If you are Grabbed, target must roll [◊Athletics vs Spell] or lose hold of you.

Tier 2: Force Beam

Fire a devastating beam of magical force. Gains Pierce(3) if both hands are used (Strips 3 Armor before dealing damage)

- ◆ (Burst) [Skill]+1d6/Tier dmg; 20mm beam

Tier 3: Detonators

◆ Create 1/Tier magical explosives. Each one deals [Skill+2d6] damage in a 5m sphere.

The explosives can be tossed up to 6m away, or held onto. The explosives detonate when damaged.

You can also set a delay- after a set amount of time (or number of rounds), the explosives draw an Initiative card and explode on their turn.

v5.0.4 pg.39

DISTORTION



Distortion Magic

[IN PROGRESS]

Portal: An open doorway between two points in space. Can be treated as a normal doorway or window. It can be seen through, attacked through, moved through as normal, etc. If closed, forcibly ejects anyone partway through.

Tier 0: Pocket

- ◆ Triple the holding capacity of any container, pocket, hole, etc (Size = ½ Distortion).

Tier 1: Portals

● Open a portal between two spaces you can see up to 12m/Tier away. You can have the portals close at the end of your turn, at the end of the round, or hold them with ◊Concentration.

Tier 2: Gravity

● Medium target within [Skill] meters makes a ◊Will, ◊Arcane, or ◊Athletics save vs your spell roll. On fail, they are no longer affected by gravity and begin to float.

Medium Objects or willing targets can be enchanted to float with no save.

Tier 3: Anchor

[In Progress: Anchor to a location, cast spells there later]

● Create an anchor to a specific location, object, or person. You may target them with any spells or effects which require you to see them, as though they were 3m away from you.

v5.0.4 pg.40

Enchant Magic

Disenchant: Attempt to remove a magical effect of a given tier or lower.

- Temporary effects are dispelled
- Permanent or anchored effects are suppressed for 1hr/Skill, or dispelled if [½ Tier]
- Animates, Elementals, and Spirits take 1d6 damage/Tier (Save: ♦♦Arcane/Will vs Spell)

Tier 0: Analyze

⦿ You can detect the presence of one school of magic within [Skillx3] meters if not deliberately hidden.

- ◆ Touch an object to learn what schools of magic are affecting it

* If your [Enchant] is stronger than a touched effect, you learn in detail about it

Tier 1: Spell

* Enchant an object to hold a [Tier] spell effect. The spell can be cast by you or an ally.

You set the spell to activate manually (with an ◆Action), by password, by touch, by proximity, or by another criteria informed by a spell you can cast (such as ThoughtSense or Dowsing).

Tier+1: Spell can be ◊Recharged [Ench. Mana]



Solidics Magic

Shapes: Solidics magic creates hard magic forms that can take whatever shape the caster chooses. The shapes are generally obviously magical, often emitting a faint glow or mist. Different casters tend to have recognizably different shapes. The shapes vanish when the caster loses Concentration.

Tier 0: Magic Hand

⦿ Create a floating Shape hand-sized shape that you can manipulate. You can control it with ◊, up to [Skillx2] meters away. It can lift up to 5lb, and can't attack.

Tier 1: Barrier

[In Progress: Create a magic shield]

⦿ Create a barrier over yourself, setting Armor to [Skill x Tier]. The spell vanishes when the armor is lost.

⦿ Create a transparent bubble (up to [SkillxTier] meters) that can block [Skill x Tier] damage

◊ Shield one ally for [Skill] damage

Tier+1: ◊ All allies in a 3m area get +3 Armor until the end of this round.



SOLIDICS

Tier 2: Magic Arms

⦿ Create a floating magical weapon. It moves up to [Skill] meters and attacks (using your Spell Roll), dealing Skill(Tier) damage.

Once each turn (◊Minor Action), it can move and attack again (Attack Bonus = Skill+Tier)

Tier 3: Power Shape

⦿ Cover yourself in magical armor.

Set Armor to [SkillxTier]. You hover up to 2m above the ground (ignoring Terrain), and your Melee Attack range doubles. Endure = Skill.

Transmutation Magic

Physical: Transmuted objects are no longer magic after the spell is cast, and no obvious trace of magic is left behind.

Understanding: To transmute something, the Transmuter must have an understanding of the material and resulting object. The GM may require Ingenuity, Knowledge, or Medicine checks to create complex objects or to determine the resulting quality of object.

Materials: Transmutation only changes existing material. It does not create mass from nothing, and the components must be similar in makeup to the result.

Live Transmutation: Transmuting live beings is complex and dangerous. Live beings take 1d6 Acid/Tier if transmuted (½ for Animates)

Tier 0: Mattershape

- ◆ Create a simple handheld object
- ◊ Make superficial changes to ½m of material

Tier 1: Fabricate

[Create object from touched material]

- ◊ Repair the equivalent of ♦1+1d6 to an object
- ◆ Create an object. It degrades in [Skill] hours.
- * Create an object. Quality based on material.

TRANSMUTATION



Tier 2: Disassemble

[In Progress] Attempt to disassemble a target into component parts, dealing [Skill+1d6/Tier] Acid damage with Siege.

- ◆ Disassemble one target by touch (Brawl)
- ◊ Disassemble a 3m Sphere (Burst)
- * Disassemble an object or structure 2x dmg

Tier 3: Architect

[In progress: Create a building or other structure up to Size-5]