

Can't Anyone Save The World?

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Welcome to Cast World! (short for “Can’t Anyone Save The World?”) This is a traditional 3d6 role playing game, with a goal of simple character creation, easy to learn and intuit rules, and an expansive world to explore. To play, you’ll need 3 six-sided dice (referred to as d6), paper, a pencil, and imagination.

This game is designed for 3 to 7 players, and a dungeon master (or DM for short).

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Character Creation

As a player, roll 3d6 eight times, recording each result. These will be the numbers you assign to your base statistics (also known as base stats), and form the core of your character. Which base stat gets which value is up to you.

Note: As an alternative to rolling for your base stats, you may use these numbers instead: 15, 14, 14, 13, 12, 10, 9, 8; these are collectively known as the “standard array”. This is entirely optional, and at the discretion of your DM.

The base stats are as follows:

Strength (STR)	Your character's physical prowess, and ability in hand-to-hand combat.
Dexterity (DEX)	How nimble your character is with their hands.
Constitution (CON)	Your character's fortitude, representing how much drive they have to continue against the odds.
Intelligence (INT)	Your character's mental aptitude, granting access to a deeper understanding of the world.
Wisdom (WIS)	Wisdom is the inborn intuition of your character, and their common sense.
Charisma (CHA)	How well your character can sway people with words alone.
Piety (PIT)	How closely a character is bound to a god or pantheon of gods, and how often it receives boons from them.
Birthright (BIR)	How much respect someone commands from their name alone.

Other aspects of your character include:

Hit Points (HP)	Once your hit points reach zero, you are unconscious, and can't act.
Armour Points (AP)	How hard it is to land a hit on your character.
Mana Points (MP)	Used as “fuel” by magic users.
Walking Speed (WS)	How fast someone can move at once (in feet per turn).

These aspects begin with the following values: HP: 10, AP: 10, MP: 10, WS: 30.

Finally, choose your race, class and elemental affinity from the following sections. Once this is done, you'll have a complete character.

Races

Human

Humans are the most populous race in the world, dominating the vast plains and coastlines. From east to west, the human kingdoms are: Anglica, Scott, Phell and Strey. Each human kingdom is a power in it's own right, and often come into conflict with their neighbors.

Each kingdom is generally tolerant of the other races, as long as they don't get in the way, or encroach on what the kingdoms perceive as their territory. This hasn't always been the case though, and resentment from various racial and inter-kingdom wars still lingers in the halls of power.

The kingdoms are currently in a cold war for control of the trade routes through the Equator sea to the south.



Woodfolk

Woodfolk are spirits of the forest, with bodies made of the plants that they protect and worship. As a result, they are fearful but respectful of fire, and tend to deride smelted metals as unnatural. Woodfolk are grown and woven, rather than born like most other mortal races. When they are heavily injured, they can incorporate new plant matter into their bodies to aid in the healing process. They can subsist entirely on sunlight and water, but can eat and drink when necessary.

Two large forests serve as homes to the two main tribes of Woodfolk: the great forests to the far west, and the Phell forest along the border of the human kingdom of Phell. The Phell Woodfolk are at odds with the kingdom which they inhabit, as they are being pushed further and further from their traditional homes due to logging and new settlements.

Oxkin

To the north is a large unbroken mountain range capped with snow; this is the home of the Oxkin. These oxen-like minotaurs are a proud race that carve vast and beautiful tunnels and cavities to serve as homes and fortresses. Their long, rich culture puts an emphasis on personal and family strength; as such they tend to form clans that can span dozens or hundreds of families.

Oxkin have historically been stand-offish towards other races, in part due to the conflicts that would arise from time to time; they've recently opened their fortresses to traders and diplomats, welcoming the influences that they bring. However, the innermost sanctums of each clan are still strictly off limits.

Hollow

Drifting between each of these domains, without a home or a unifying identity are the hollows. A strange people superficially resembling humans, their bodies are partially transparent, with some being little more than fuzzy shadows. It's not known how they're created, but it's rumored that their race is going extinct.

Classes

This is a list of available classes, including their prerequisites and abilities. You can spend 2 XP to “multiclass” into a second class, except for onion knight and pauper; you can switch from these two classes to another for free, assuming you have the new classes’ prerequisites.

Note: Cast World can be a brutal game; if you’re unlucky, you’re forced to play as a Pauper. This poses a problem when a younger player fails to roll above 14; I don’t want to discourage them from RPGs altogether. To remedy this, I’ve added the Onion Knight exclusively for those unlucky younger players, as well as younger players in general who want a lighter experience. As such, nobody 16 years and over is allowed to use the Onion Knight class, on pain of having your dice roll off the table and disappear.

Onion Knight

Prerequisites: The player is below 16 years of age, cannot be multiclassed.

In centuries past, the onion knight was a well respected path for young children, but today they’re often seen as children playing knights. Adults of this class are derided for their incompetence, but all know the story of four onion knights who held off an eight month siege on their own.

Attributes:

Default Action: This class can use the default action.

Onion Legacy: This is the only class able to use onion equipment.

Starting Wealth: 3d6gp.

Starting Items: Common clothes, leather boots, short sword, dagger, small shield.

Pauper

Prerequisites: No base stats that are 14 or above, cannot be multiclassed.

The poor, homeless, unwanted and undesirable people who drift from place to place, performing the jobs that others refuse to do. Despite their low status, they may prove invaluable in times of war as militias, and strive to gain the respect of their peers.

Attributes:

Streetwise: This class begins with 5 XP.

Perceptive: This class gains +2 on ability challenges that requires sensing your environment.

Starting wealth: 2d6sp.

Starting items: Poor clothes, no shoes, dagger OR sling

Fighter

Prerequisite: STR 14 or above.

These gladiators, wrestlers and prizefighters hone their bodies to the peak of physical perfection, which allows them to become minor celebrities in their own right. Years of physical injuries, however, often leave fighters as less than what they once were.

Attributes:

Brave Action: This class can use the brave action.

Barehanded: +3 to attack and damage rolls when no weapons are equipped.

Starting Wealth: 3d6gp.

Starting items: Common clothes, leather boots, leather breastplate, dagger, healing salve (5 uses).

Privateer

Prerequisite: DEX 14 or above.

These thieves carry a letter of marque issued by a human kingdom or oxkin clan, granting them the legal protection of the issuing power, and the rights to attack, plunder and in some cases capture and kill the issuing power's enemies.

Attributes:

Tracking Skills: This class gains +2 to ability challenges related to tracking.

Slight of Hand: This class gains +2 to ability challenges related to gambling, games, and pocketing small items.

Nimble Fingers: This class gains +2 to ability challenges related to manipulating small objects, such as puzzles or lock picking.

Starting Wealth: 3d6gp.

Starting items: Common clothes, leather boots, longsword, shield, letter of marque (personalized).

Soldier

Prerequisite: CON 14 or above.

Each city, town and village has its own armed force—even if it's a single onion knight. Most, however, are defended by a body of soldiers. Trained in combat and basic magic, they often double as law enforcement, and answer to the governing body.

Attributes:

Default Action: This class can use the default action.

Brothers in Arms: When you are within 5ft of one or more allies and use the defend or default action, you and those allies gain +1 AP.

Starting Wealth: 3d6gp.

Starting items: Common clothes, bronze capped boots, bronze breastplate, bronze greaves, battleaxe.

Wizard

Prerequisite: INT 14 or above.

Wizards understand more about the nature of the world than average, and dabble in experiments that harness forces such as mana and electricity. They often carry a book filled with this information, and protect it with their lives.

Attributes:

Common Magic: This class can use common magic.

Sorcery Magic: This class can use sorcery magic.

Alchemical Magic: This class can use alchemical magic.

Starting Wealth: 3d6gp.

Starting Items: Fine clothes, leather boots, short rod, book of spells (handwritten).

Artificer

Prerequisite: WIS 14 or above.

Artificers are masters of creation. Through years of tinkering and experimentation, they've developed an intuitive understanding of materials and how they interact. As such, they are highly sought after for large construction projects, as well as for fabricating any desired non-magical item.

Attributes:

Elemental Mastery: Given enough material and time, any desired object that is composed of the user's chosen elemental affinities can be fabricated (except fire; nothing is inherently composed of fire).

Nimble Fingers: This class gains +2 to ability challenges related to manipulating small objects, such as puzzles or lock picking.

Alchemical Magic: This class can use alchemical magic.

Starting Wealth: 3d6gp.

Starting Items: Common clothes, leather boots, dagger, buckler, wooden OR metal puzzlebox.

Thespian

Prerequisite: CHA 14 or above.

Entertainers of the arts, they can convey messages through acts, music and dance. They have the power to sway popular opinion, and as such are sometimes targeted for retribution for their slights, real or perceived.

Attributes:

Silver Tongue: Can talk their way out of obligations or confinement using a successful ability challenge against the target's WIS.

Common Magic: This class can use common magic.

Starting Wealth: 3d6gp.

Starting Items: Common clothes, fine clothes, leather boots, dagger, hasta OR shortbow.

Cleric

Prerequisite: PIT 14 or above.

Dedicated to a god or pantheon of gods, they often devote their lives to their benefactors. In return, they're often granted boons such as long lives, powerful and unique magics, and responses to their prayers.

Attributes:

Holy Devotion: Choose a patron god. You gain any attributes granted by that god.

Common Magic: This class can use common magic.

Divine Magic: This class can use divine magic.

Starting Wealth: 3d6gp.

Starting Items: Common clothes, leather boots, dagger, hasta OR shortbow, holy symbol (aligned to your patron god).

Knight

Prerequisite: BIR 14 or above.

Some landed nobles are known to lead armies from the front. Knights fight in battle beside their subjects, and sometimes die beside them. This grants the armies and militias an incredible morale boost, allowing them to overcome even impossible odds. Knights often administer land on behalf of royalty.

Attributes:

Nobility: You are recognized as a landed noble. You cannot move covertly, and news of your actions are widespread, for good or ill.

Starting Wealth: 3d6gp.

Starting Items: Common clothes, leather boots, steel helmet, steel breastplate, arming sword, great shield, deed to 1d6 * 100 acres of unused land (personalized).

Prince

Prerequisite: BIR 17 or above, male characters only.

In each land, a single noble family rules above all others. Branches of the royal family often stretch wide, resulting in dozens, and sometimes hundreds of known heirs to the throne. If a branch of the royal family becomes too distant, or loses favor with the king, they can lose their claim to succession.

Attributes:

Royal Nobility: You are recognized as a successor to the throne. You cannot move covertly, and news of your actions are widespread, for good or ill.

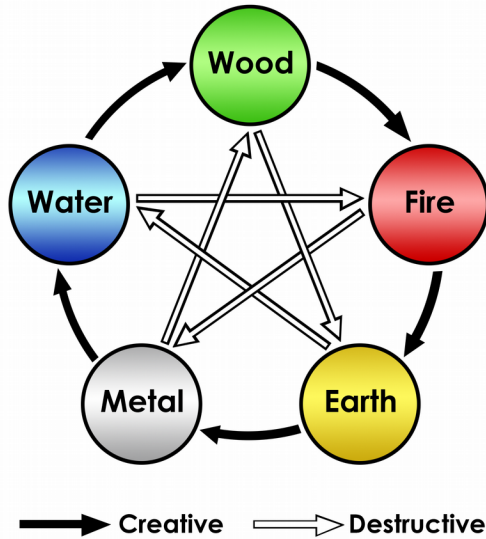
Royal Family Ties: You may request audience or assistance from royal relations, but you must be on your guard for assassins sent from those same family members.

Holy Devotion: Choose a patron god. You gain any attributes granted by that god.

Starting wealth: 3d6 * 10gp.

Starting Items: Fine clothes, fine shoes, small sword, arming sword, buckler, 2 retainers (loyal NPC followers, will follow verbal commands; they begin as soldiers with 0 XP).

Elemental Affinity



Some magic and abilities gain benefits from certain elements, while others give drawbacks. You can choose up to two elements from the diagram to the left, noting their relation to each other (either creative or destructive). If you choose just one element or none at all, then the relation attribute is nullified.

You may spend 2 XP to change your elemental affinity.

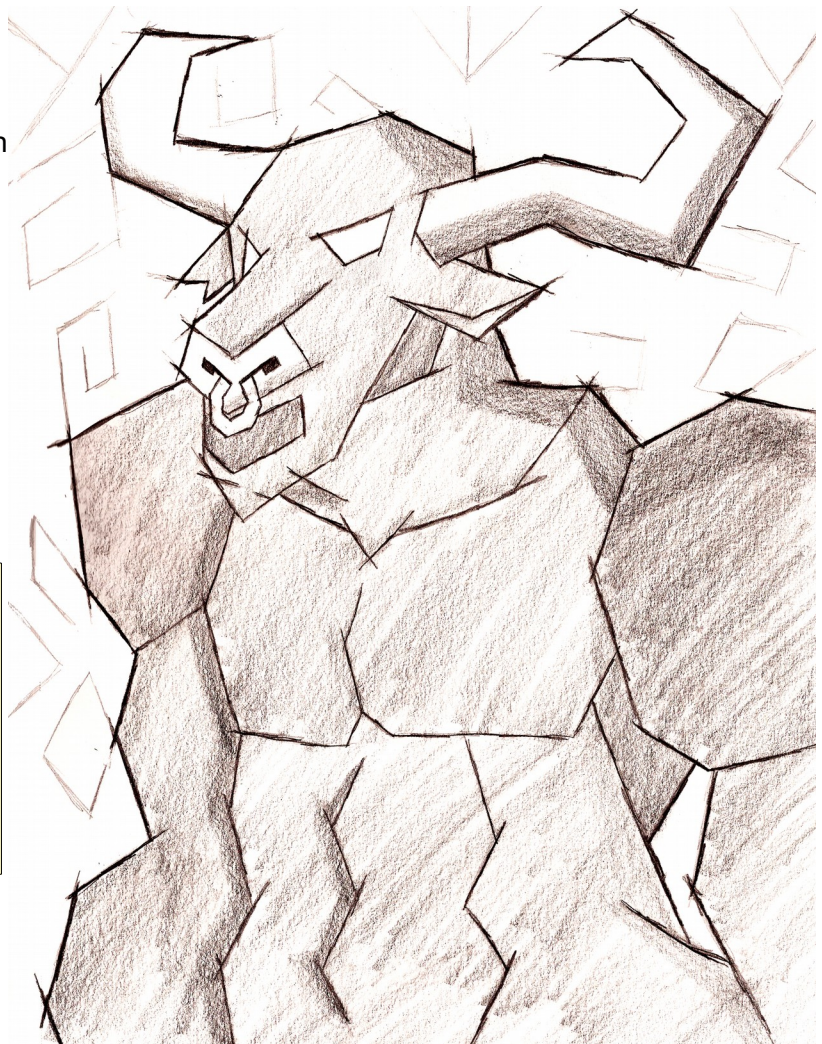
Progression

At certain points during the game, the DM may reward the players with an experience point (XP). These points can be spent, and are sometimes required, to improve your character.

Each base statistic can be improved up to 18, and some magic and abilities can also be purchased for their listed XP cost (See Magic and Ability sections).

No character can accrue more than 20 experience points over the course of a campaign.

Note: Just because a character has reached it's maximum potential doesn't mean that's the end of the story; some characters could attempt to attain godhood, or you could play their child who begins with 0 XP but inherits a previously purchased skill. Consult with your DM to see what ideas they have as well.



Combat Challenge

At the beginning of combat, each party member and each enemy type rolls 3d6 to determine their “initiative”, or their turn order, from highest to lowest. Ties can be broken with another roll (enemies of the same type share initiative for simplicity, at the DM’s discretion).

Each round of combat takes 6 seconds in game time, so each combatant is limited to these actions on their turn (in any order):

- Moving up to their maximum walking distance
- Taking one standard action
- Taking as many free actions as the DM permits.

A standard action is one of the following:

- Dash: This doubles the distance a combatant can move this turn.
- Item: Using an item, such as drinking a potion, throwing a rock, etc.
- Attack: A melee or magical attack against an enemy.
- Defend: Taking a defensive stance, thus adding 2 to your armour points until your next turn.
- Brave: Attacking twice in one turn, skipping your next turn.
- Default: Defending, as above, and saving an extra attack for later; when you use the extra attack, you simply attack twice as a single action. You may only have one extra attack saved at a time, and it is lost at the end of combat.

Free actions are anything else, including verbal commands, gestures, drawing a weapon, etc.

To make an attack, roll 3d6. The goal is to roll a number **above or equal to** the defender’s armour points, including modifiers from each character’s equipment; this is the “attack roll” (ATK). On a success, roll a number of d6s defined by your weapon (or 1d6-3 if you lack one), and calculate the total damage dealt; this is your “damage roll” (DMG).

If you roll an 18 or a 3 for your attack roll, it succeeds regardless of any other effects (this is called a “critical hit” or a “crit”).

When a character’s HP reaches zero, they fall unconscious from their injuries. If an entire party becomes unconscious, it’s at the DM’s discretion as to whether it’s a total party kill or not.

Ability Challenge

Sometimes, characters will be required to perform a feat outside of combat that still presents a considerable challenge; these are called ability challenges. They can range from breaking down a door, to smooth talking their way out of prison, to weaving their way through a battlefield without getting hurt.

To perform an ability challenge, choose an appropriate base stat (check with your DM), plus any modifiers, then roll 3d6; this is your “ability roll” (ABL). The goal is to roll a number **below or equal to** the chosen stat’s value. Inform your DM of a success or failure, and they’ll take it from there.

Again, If you roll an 18 or a 3 for your ability roll, it succeeds regardless of any other effects.

Rests

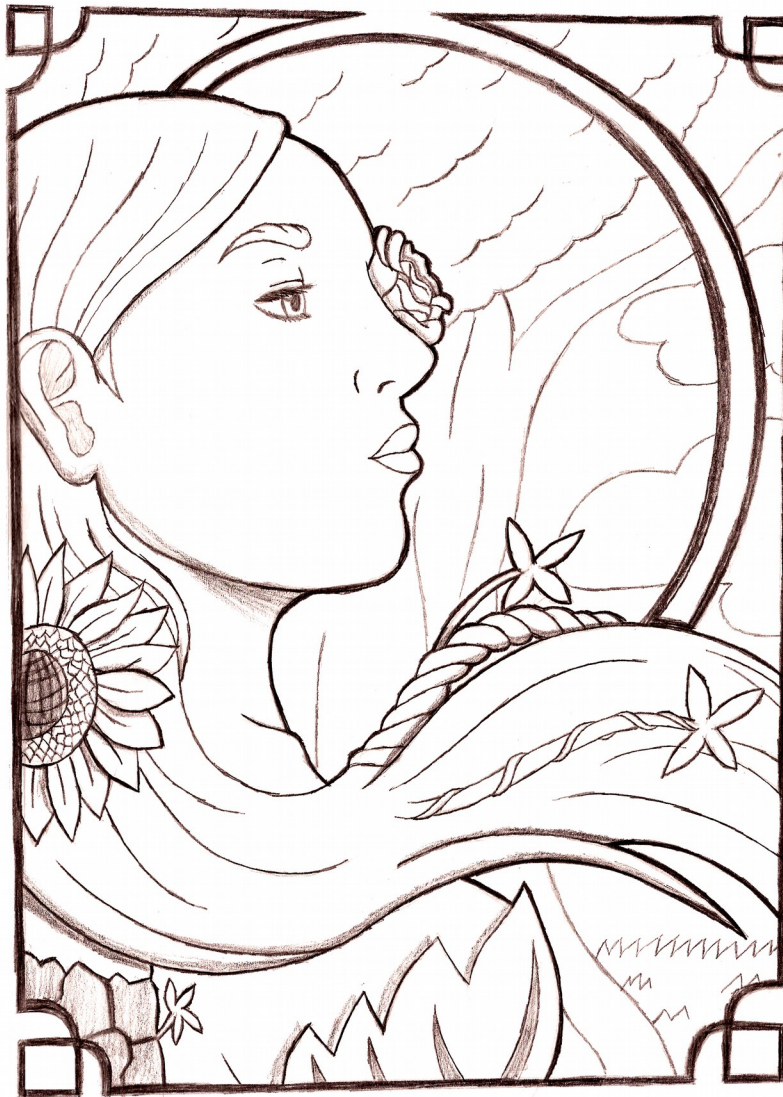
The easiest way to recoup your strength after a battle is to take a rest. Only a full 8 hours of rest can fully recoup your HP and MP, and as such a rest must be taken in a safe location. Characters can keep watch in shifts during this time, without impacting their rests.

If taking a rest is not possible, healing and regenerative items are your only options for recovery.

Currency

Money is fairly simple: 1 gold piece (gp) is equal to 10 silver pieces (sp), and 1 silver piece is equal to 10 copper pieces (cp).

There are other ways of transferring wealth, such as trade deals, debts, gold bars and such, but most of these don't occur outside of closed rooms in the back of large businesses.



Items

There are a variety of items available for adventurers, although some may require training (XP) to use. Item variants are the same as the base type, except where noted. Weapons and items with elemental affinities usually deal damage aligned to that specific element.

Throwable items have two ranges, written as first/second. To throw an item at a target within the first range, roll 3d6; this is your “throw roll” (THR). The goal is to roll a number **above or equal to** the target’s AP, if it has one (use 10 if it doesn’t). For the second range, do the same, but add 2 to the target number. Thrown weapons are dropped when thrown.

Projectile weapons also have two ranges, listed as first/second. Making an attack roll against a target within the first range happens as normal, but when targeting something within the second range, add 2 to the target’s AP. Using a projectile weapon requires ammunition of the correct type.

Projectile weapons have an extra ability: aiming; you may spend 1 action to aim. If you do, you automatically succeed your next ATK and gain +1d6 to DMG.

Normal Items

Item	Details	Cost
Clothes	Poor Common Fine	2cp 2sp 2gp
Rations	1 day’s supply	1sp
Healing Salve	HP+2d6+2, 3 uses	2gp
Tent	Holds 2 People	5gp
Lockpick	+2 lockpicking challenges, 3 uses	5gp
Holy Symbol <i>(Note: You may spend 10 minutes praying to the symbol’s god. If you do, preform a PIT challenge. On a success, you gain +1 to combat and ability challenges for 8 hours, or +2 if the symbol’s god is your patron god. You may only use this ability once, until you finish a rest.)</i>	Aligned to a specific god (at the DM’s discretion)	2sp
Healing Potion <i>(Note: For each potion used beyond the first each hour, roll 1d6. On a 3 or lower, take 1d6 damage before healing. Thrown potions that hit their targets act as though they were consumed normally.)</i>	Lesser , HP+1d6, throwable 30/60 Normal , HP+2d6, throwable 30/60 Greater , HP+3d6, throwable 30/60	2sp 1gp 2gp

Weapons

Type	Variants	Details	Cost
Shortsword		Reach: 5ft, DMG: 1d6	8sp
	Gladius Small Sword		
Longsword		Reach: 5ft, DMG: 1d6+2	1gp 5sp
	Falchion Arming Sword	Reach: 5ft, DMG: 2d6+2, Skill: 1 XP	2gp
Greatsword		2h, reach: 10ft, DMG: 1d6+4	3gp
	Claymore	2h, reach: 10ft, DMG: 2d6+2, skill: 1 XP	8gp
	Zweihander	2h, reach: 10ft, DMG: 2d6+4, skill: 1 XP	9gp
Knife		reach: 5ft, DMG: 1d6-2, throwable 30/90	3sp
	Dagger Sickle		
Axe		reach: 5ft, DMG: 1d6	1gp
	Hatchet	reach: 5ft, DMG: 1d6-2, throwable 30/90	3sp
	Battleaxe	reach: 5ft, DMG: 1d6+2	2gp
	Great Axe	reach: 10ft, DMG: 2d6+3, skill: 1 XP	8gp 4sp
Club		reach: 5ft, DMG: 1d6-2	5cp
	Morningstar	reach: 5ft, DMG: 1d6+1	7sp
	Flail	reach: 10ft, DMG: 2d6-3	1gp 2sp
	Boomerang	reach: 0ft, DMG: 2d6+2, throwable 60/120, returns to your hand on a failed attack roll, skill: 1 XP	9gp 8sp
Spear		reach: 10ft, DMG: 1d6	1gp
	Hasta	reach: 10ft, DMG: 1d6+2	2gp
	Twin Spear	reach: 10ft, DMG: 2d6, skill: 1 XP	8gp
Rod		reach: 5ft, DMG: 1, +2 to ATK when casting	6gp 6sp 6cp
	Short Rod	reach: 5ft, DMG: 1, +1 to ATK when casting	3gp
Shortbow		DMG: 1d6+4, projectile 30/90, skill: 1 XP, ammunition: arrow	4gp
Longbow		DMG: 2d6, projectile 30/90, skill: 1 XP, ammunition: arrow	7gp
	Sureshot Bow	DMG: 3d6-3, projectile 30/90, skill: 2 XP, ammunition: arrow	15gp
Sling		DMG: 1d6-2, projectile 80/120, skill: 1 XP, ammunition: small rock	3cp

Ammunition

Type	Details	Cost
Arrow		4cp
	Fine Arrow, DMG: +1	9cp
Small Rock	Elemental Affinity: Earth, DMG: +0 earth damage, literally found almost anywhere	<i>Seriously?</i>

Armour

Type	Variants	Details	Cost
Shield		AP: +2	2gp
	Small Shield	AP: +1	1gp
	Buckler	AP: +1	1gp
	Aspis		
	Great Shield	AP: +3, WS: -2	5gp
Helmet		HP: +2	1gp
	Leather Cap	HP: +1	5sp
	Bronze Helmet	HP: +3, WS: -2	2gp
	Steel Helmet	HP: +4, WS: -5	4gp
Breastplate		AP: +1, HP: +2	2gp
	Leather Breastplate	AP: +1, HP: +1	2gp
	Bronze Breastplate	AP: +1, HP: +3, WS: -2	5gp
	Steel Breastplate	AP: +1, HP: +4, WS: -5	10gp
Pauldrons		<i>Disabled</i>	
	<i>Leather Pauldrons</i>	<i>Disabled</i>	
	<i>Bronze Pauldrons</i>	<i>Disabled</i>	
	<i>Steel Pauldrons</i>	<i>Disabled</i>	
Gauntlets		<i>Disabled</i>	
	<i>Leather Gloves</i>	<i>Disabled</i>	
	<i>Bronze Gauntlets</i>	<i>Disabled</i>	
	<i>Steel Gauntlets</i>	<i>Disabled</i>	
	Tiger Claw Gauntlets	DMG: +1d6, only usable while unarmed	3gp
Greaves		<i>Disabled</i>	
	<i>Leather Greaves</i>	<i>Disabled</i>	
	<i>Bronze Greaves</i>	<i>Disabled</i>	
	<i>Steel Greaves</i>	<i>Disabled</i>	
Shoes			
	Fine Shoes		5gp
	Leather Boots		5sp
	Bronze Capped Boots	AP: +1, WS: -2	3gp
	Steel Capped Boots	AP: +2, WS: -5	6gp

Note: Pauldrons, gauntlets and greaves are currently “disabled” for the purposes of playtesting, meaning that although they do exist in the world, players and NPCs cannot use them for the time being. The only exception are the Tiger Claw Gauntlets, which are intended for use by an unarmed fighter (resulting in ATK: +3, DMG: 2d6 after all modifiers are applied), but can be used by any class.

Legendary Items

Auric Hammer

Magical Item, Elemental Affinity: Metal, Weapon Type: Club, Reach: 5ft, DMG: 1d6 metal damage

This ordinary looking hammer has a double-faced head. Each face has a relief of the god of the forge; one showing him in a jolly mood, the other showing him in anger. When this hammer strikes a non-living object, that object is transformed into a pure metal depending on the face used; the jolly face creates iron, while the angered face creates gold. This ability can only be used once per day. The gold-producing effect has a limited number of uses before the hammer shatters.

Nyoi Bo

Magical Item, Elemental Affinity: Wood, Weapon Type: Rod, Reach: 5ft, DMG: 1d6+2 wood damage

This wooden stick has the ability to alter it's length (and thus *Reach*) from between 1ft and 100ft, while maintaining it's initial weight. This can be used to attack enemies at a distance, however it's impossible to swing properly when it's longer than 20ft. It can also be used to carry the wielder up 100ft into the air by extending into the ground below them.

This length-changing ability takes 1 action (6 seconds) to use. Before this ability can be used, the user must spend 1 XP to train with the Nyoi Bo first (training should take 8 hours).

Onion Sword

Magical Item, Elemental Affinity: Metal, Onion Equipment, Weapon Type: Shortsword, Reach: 5ft, DMG: 2d6 metal damage

This is one of the legendary onion items, crafted by the god of the forge to aid brave young warriors who strive to prove their worth. It's stronger than other swords of a similar make, and can only be used to it's full potential by a child. When wielded by someone who is not an Onion Knight, it's DMG changes to 1d6-2, and it loses it's elemental affinity.

Gods

Almost everything in this world happens exactly as you would expect it to—it follows the laws of nature, of physics, and of time. The one exception to this are the gods, who by their very nature break these rules, reversing entropy simply by existing.

Gods cannot kill each other without themselves dying. The first deicide, by the god of hate against the god of war, proved that. Their bodies broke apart, and introduced mana to the world, becoming a limited resource that mortals could harness directly without a need for prayer.

However, gods can be killed by mortals, which was proven when a warlord killed the god of mercy—in cold blood—to replenish the dwindling mana that drove his army.

Each time the world's supply of mana dwindles, it seems that a god is killed one way or another. Unfortunately, the mana is once again running out, so some gods are preparing their followers to kill before they themselves are slaughtered.

Vurdite, God of Medicine

People of all races pray to Vurdite during times of sickness, hoping that he'll grant them either a remedy to their ailments, or an easing of the symptoms.

Holy Devotion Attributes:

Healer's Hand: You can heal 3d6 hit points of another person, simply by touch. You may only use this ability once, until you finish a rest.

Texdione, Goddess of Nature

Worshiped primarily by woodfolk, and humans who make their homes in forests, Texdione's influence can be felt each spring, as she awakens the land from its slumber.

Holy Devotion Attributes:

Rapid Growth: At a touch, a 10ft by 10ft mass of plants and small trees will spring forth from the soil, serving as an obstacle to enemies. You may only use this ability once, until you finish a rest.

Sajune, God of the Afterlife

Sajune is not worshipped, but feared by many. Still, he serves an important role in the cosmic balance, and does so willingly. It is his task to collect the souls of the dead, lest they become restless in the land of the living.

Holy Devotion Attributes:

Final rites: Servants of Sajune can perform a cleansing ritual, absolving wandering souls (including enemy "monsters") of their fears and pain, sending them to the next world. This ritual requires 10 minutes of prayer, and only works if there is a soul to cleanse.

Makoll, God of Comedy

Makoll has few followers outside of the performing arts. However, he is often invoked by those playing games of chance, as he is known to favour those who entertain him with greater and greater risks.

Holy Devotion Attributes:

Loopy Fruits: If you manage to defeat an opponent using fruit in an entertaining fashion, you will permanently receive Makoll's blessing; this blessing allows you to attack twice each turn.

Spells

Common

Name	Cost	Details	Effects
Dispell	6 MP	Target: single target, Range: 120ft	Roll 1d6. On a 1, this spell fails. Cancel a spell with persist or duration.
Firebolt	2 MP	Target: single target, Range: 60ft, Restriction: fire affinity	Deal 1d6+3 fire damage.
Force Missile	2 MP	Target: single target, Range: 30ft	Deal 1d6-1 damage. You may cast this spell up to three times at once. If you do, you may select a new target for each spell.
Ice Barrier	4 MP	Target: an area 30ft long, Range: 60ft., Persists until destroyed, Restriction: water affinity	This creates a large wall of ice in the target area. The wall can be shaped to surround creatures or other objects. This can act as a barrier against enemies and projectiles, until it is destroyed. Each 5ft section of wall has 5 HP, and takes double damage from fire damage.
Mirror Armor	3 MP	Target: one friendly creature's worn armour, Restriction: metal affinity, Duration: 10 minutes	The target armour becomes reflective like a mirror, attracting the attention of anyone nearby (including monsters that see it). Any physical damage taken by the target is also dealt to the attacker. If the damage taken by the wearer exceeds half of the wearer's maximum HP, the mirror shatters and the spell fails.
Natural Cure	4 MP	Target: self, Restriction: wood affinity	You regain 1d6 + 4 HP. You can't use this spell on consecutive turns.
Terra Spikes	4 MP	Target: one 10ft by 10ft area of rock or soil, Restriction: earth affinity	Create a set of sharp rock pillars jutting from the ground, which deal 1d6+1 earth damage to anyone unlucky enough to be impaled by them. Climbing between these pillars costs twice the normal WS.

Divine

Name	Cost	Details	Effects
Second Wind	6 MP	Target: one friendly creature, Range: 30ft., Persists until the end of the target's next rest.	When the target's HP drops below 6 without falling unconscious, they gain 3d6 HP, then this spell ends. Each creature may carry only one Second Wind at a time.

Sorcery

Name	Cost	Details	Effects
Barrier	8 MP	Target: one area up to 30ft by 30ft, Range: 60ft., Duration: 10 minutes	Nothing besides breathable air can enter or leave the target area. This can act as a barrier against enemies and projectiles.
Levitation	3 MP	Target: 1 object or creature, Range: 60ft, Skill: 1 XP, Duration: 10 minutes OR until the caster ends the spell	The target is levitated several feet above the ground. The caster can will the target up to 60ft high and 60ft away from themselves.
Pulp Friction	2 MP	Target: one target, Range: 30ft, Skill: 1 XP	This produces a lot of pulped fruit from your fingertips, and coats any target in sticky juice, dealing half of 1d6 rounded down as damage. The fruit can be eaten, but it's not exactly fresh.
Scrying	6 MP	Target: one living sentient creature in this world, Casting time: 10 minutes, skill: 2 XP	You can locate any living sentient creature in the same world as you. You can do this by tying a personal item belonging to the target to a string and dangling it above a map; after some time, if the creature is located somewhere on that map, the item will point towards it's location like a magnet. If the target is a magic user, they know you are scrying for them during the spell, and may pay 8 MP for the spell to fail; you will know if they do so.

Alchemical

Alchemical magic is unusual, in that it requires a spell circle to function. A spell circle must be at least 5ft in diameter, and drawn in a fashion that makes it visible; each spell requires a unique set of lines and glyphs in the spell circle. When mana is required, multiple people can provide the mana by touching the outer rim of the circle; only one such caster needs the actual skill to cast the spell.

Name	Cost	Details	Effects
Healing Potion	6 hours of gathered materials (<i>forest, plains</i>)	Brewing time: 2 days, The brew must remain in the spell circle for the duration	Roll 3d6. On a 10 or lower, this produces a Lesser Healing Potion. On a 14 or lower, this produces a Normal Healing Potion. Otherwise, this produces a Greater Healing Potion.
Chimerical Fusion	30 MP, 2 or more living creatures	If the spell succeeds or backfires, it creates a chimera composed of the component creatures, including their intellect and memories. This spell is illegal, and knowledge of it is suppressed.	Roll 3d6. On a 3, the spell backfires, and the casters are consumed, becoming part of the resulting chimera. On a 6 or lower, the spell fails, and the component creatures die. On a 10 or less, the spell fails, and the component creatures survive. Otherwise, the spell succeeds. If any casters have a genetic or emotional connection to any of the component creatures, instead on a 10 or lower, the spell backfires, and the casters are consumed, becoming part of the resulting chimera. Otherwise the spell succeeds.
False Resurrection	30 MP, The fresh or preserved body of a deceased sentient creature	True Resurrection is not currently possible. This spell is illegal, and knowledge of it is suppressed.	Roll 3d6. On a 10 or less, the spell fails, and the body animates as an Undead monster. Otherwise, the spell succeeds. In this case, the body is animated with a false soul, retaining the memories and traits of the deceased, but lacking their personality. They can answer questions about themselves, but they lack any sort of creativity, imagination or humor.

Abilities

These are some abilities that you can purchase with XP, assuming you have the minimum prerequisites. You can only take each ability once unless otherwise stated.

Name	Cost	Details	Effects
Higher Stamina	1 XP		Your maximum HP increases by 4. You may take this ability as many times as you like.
Higher Mana	1 XP		Your maximum MP increases by 4. You may take this ability as many times as you like.
Higher Armour	2 XP		Your maximum AP increases by 1. You may take this ability as many times as you like, to a maximum of 18 AP.
Higher Base Stat	1 XP		One of your base stats increases by 1. You may take this ability as many times as you like, to a maximum of 18 in that stat.
Brave Action	3 XP		You can use the brave action.
Default Action	3 XP		You can use the default action.
Natural Cure Action	1 XP	Restriction: wood affinity	You may cast the Natural Cure spell for free as an action. You can't use this ability again until you finish a rest.
Renegade	1 XP	Restriction: Oxkin, Restriction: destructive elemental relation	You may attack twice per turn. You are shunned by other Oxkin.
Ethereal Action	1 XP	Restriction: Hollow	As an action on your turn, you may become ethereal until the end of your next turn. During that time, you can't interact with the world around you, you can't take damage, and you can walk through walls. Your maximum HP is halved until you finish a rest.
Survival Skills	1 XP	Restriction: Woodfolk	You have the skills to support yourself and your party using only the land itself. You can spend 1 hour gathering enough food to support one person for one day.
Diplomacy	1 XP	Restriction: Human	You have experience navigating the complex strata of human bureaucracy. You gain +4 to ability challenges related to negotiating with leader figures and governments.

Monsters

Kobold

STR	DEX	CON	INT	WIS	CHA	PIT	BIR
7	15	9	8	7	8	11	5
HP	AP		MP	WS			
5	12		0	30ft			

Attributes
Kobolds are sensitive to sunlight. They gain -2 to ATK and ability challenges that rely on sight while in sunlight.
Kobolds rely on pack tactics. They gain +2 to ATK when at least one ally is within 5ft of the attack's target.
Kobolds carry a dagger and a sling, and can attack with either.

Attacks
Dagger: DMG: 1d6-2 (reach: 5ft, throwable 30/90).
Sling: DMG: 1d6-2 (projectile 80/120. They may spend 1 action aiming. If they do, they succeed their next ATK and gain +1d6 to DMG).

Description
Kobolds are a small race of aggressive, xenophobic, yet industrious lizard-like people. Despite their apparently low status, kobolds are actually draconic in nature.

Manbearpig

STR	DEX	CON	INT	WIS	CHA	PIT	BIR
12	10	12	5	6	2	2	0
HP	AP		MP	WS			
16	11		0	40ft			

Attributes
Attacks twice, once with its horns, once with its claws.
There is only one Manbearpig in existence.

Attacks
Horns: DMG: 1d6
Claws: ATK: +2, DMG: 1d6+2

Description
The god of comedy and the god of idiots once got drunk, and made a single instance of the manbearpig. Nobody has actually seen it, but followers of those gods insist that it's real.

Undead

STR	DEX	CON	INT	WIS	CHA	PIT	BIR
12	7	16	2	10	9	6	6
HP	AP		MP	WS			
10	11		10	20ft			

Attributes
Can understand the languages it knew in life, but can't speak.

Attacks
Slam: DMG: 1d6+2

Description
A deceased body of a sentient creature, risen from the dead. It doesn't require any kind of sustenance, and it can continue to function with several body parts removed. It will attack any sentient creature that it's aware of.

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