Souls d20

Pre Release Version 3.0.2

Timjan Kalajdzievski

Contents

1 World and Races **4**

2 Combat **9**

Turn order and progression of battle . . . 9

Movement and dodging . . . 10

Attacking and weapons . . . 12

Magic and spellcasting . . . 17

Equipment, Defense, and Shields . . . 18

Armor bonus properties and tiers . . . 22

Recovery Flasks, Items, and Bonfires/Resting . . . 24

Status Effects . . . 25

Status Conditions . . . 26

Monsters and Monster Behavior . . . 28

3 Character and leveling **31**

Character Stats . . . 31

Skills . . . 32

Quick leveling guide . . . 35

Starting Backgrounds . . . 36

4 Weapon Proficiency Trees **38**

Spear . . . 38

Shield . . . 40

Gun Sidearm . . . 41

Dagger . . . 42

Whip . . . 44

Hammer/Great Hammer . . . 45

Straight Sword/Thrusting Sword . . . 47

Katana/Curved Sword . . . 49

Great Sword/Ultra Great Sword . . . 51

Reaper . . . 53
Axe/Great Axe . . . 55
Fist . . . 57
Bow/Great Bow . . . 59
Halberd . . . 61
Twinblade . . . 63
Sorcery . . . 65
Miracles . . . 69
Pyromancy . . . 72
Hexes . . . 75
Spirit Summoning . . . 78
Dual Wielding . . . 81

5 Feats of Destiny **83**

6 Spells list **93**
Cast with a staff (sorceries and hexes) . . . 93
Cast with a talisman (miracles and hexes) . . . 106
Cast with a pyro flame (pyromancy and hexes) . . . 116

7 Spirit summon abilities **127**

8 Weapon Skills **133**

9 Equipment and Items Lists **146**
Weapons list . . . 146
Rings list . . . 168
Items list . . . 174

1 World and Races

Introduction and inspiration:

Souls d20 is a full-system tabletop role playing experience, inspired by the *Elden Ring* and *Soulsborne* games.

The rules and systems in this book are designed to allow multiple player deaths with increased risk of permanent loss (Undying and Undeath), Stamina management in the form of Action Points (AP) to be used in combat, Recovery Flasks to heal and replenish Focus Points (FP) used for a variety of skills and spells, and a large selection of equipment and character choices to facilitate truly unique dark fantasy builds. Character progression is tied to leveling up with spendable Souls, and gaining proficiency in your favorite weapons, spells, or both. With enough proficiency, Player Characters (PCs) can unlock Weapon Feats from branching skill trees, improving their role-playing and combat abilities as well as discovering new ones.

Although some of the names and races are original creations of the author, this book and rules set are written for anyone to use in any setting or world of their choice. Dark fantasy worlds are often set many years after the fall of civilization, or during a period of stagnation and decay, but the Souls d20 rules set can be used to craft heroic high-fantasy stories as well. It is left up to the Game Master (GM) and Players to create their own adventure!

For example, a dark fantasy adventure could mostly involve combat encounters and follow the Player Characters as they slowly unravel the truths and secrets of the dead and monstrous world they explore.

Alternatively, perhaps a great evil/darkness/terror is currently befalling the world, and the Players may choose to hinder it –*or help it* while the world collapses around them.

For a more conventional RPG setting PCs can explore a living world before its collapse, making a name for themselves as great adventurers and heroes. In this setting, the GM could include entire towns, cities, and kingdoms full of characters to interact with, allowing for endless role-playing situations between the PCs and GM-created Non Player Characters (NPCs).

Races of Humanity:

The following subsets of humanity are a base for creating a character or living world. Each comes with innate mechanical bonuses which can contribute to a characters overall build, and being the races of humanity, are all cursed with undeath. Whenever a character of these races is felled in battle, or even reaches old age, they start to crumble mentally and slowly become a crazed undead which only seeks to consume the souls and life force of others. More powerful humans which have used souls to level up to level one and beyond can resist this curse temporarily, reforming themselves at magical bonfires when they fall.

Grme (Masters of the Hollowed Earth): The Grme were originally a nomadic race of humans which where driven underground. Similar to the dwarven race in standard fantasy, they are shorter stockier humans which are skilled craftsman. Their exile has made them reluctant to have contact with any outsiders, but they have a passion for trade and mercantilism. (125-170 year lifespan).

Racial bonus: Precision +2. Can craft spells and equipment twice as fast. Innate one tier of physical damage resistance, which becomes two tiers at level 17.

Darrow (Forsaken Dwellers): A race split off from Grme which has spent generations out of the light. Pale greenish skin with white pupil-less eyes and large tusk like lower canine teeth. Fully blind, but have enhanced hearing and smelling senses which allows them to pinpoint the position of all creatures nearby as long as they can be heard or smelled. (150-200 year lifespan).

Racial bonus: Can pinpoint the position of all creatures within 40 feet as long as they can be heard or smelled. Auto fails perception checks related to sight, but has advantage on all other perception checks. Immune to impaired vision status condition, but deafened status also inflicts the conditions of impaired vision. Innate one tier of dark resistance which becomes two tiers at level 10 and three tiers at level 20. Gain +1 sanity every five levels and you may use your sanity bonus instead of athletics on any roll to resist an effect, and instead of perception on any type of perception roll.

Ferno (Wayfarers of Death): Ferno are an old race which is drawn to the dead, able to immediately tell the severity of undying of an individual they can see, and often serve as gravekeepers. They have a distaste for bright light but have no trouble seeing in the darkness. Visually they are very human like but with a dark

blueish tint to their skin, black eyes, and commonly black or pale white hair. (150-200 year lifespan) .

Racial bonus: Full darkvision, allowing them to see in the dark but without color. Sanity +2. Can automatically determine the number of undying stacks of another in sight. At level 11 and above, lower the number to beat on all undying checks by one. Regenerate 1d2 HP for every hour spend in full darkness. Increased to 1d4 at level 17.

Corvian (Rooken Ones): Hybrids of human and bird, sometimes feathered with mostly human features, and sometimes more crow-like with a beak and tail. Their origins are unknown but they are said to be humans that twisted and contorted their bodies into unnatural shapes in order to more closely resemble massive birds of the night. They stand much taller than regular humans with lanky limbs and sometimes wing sprouted from their backs. They can move surprisingly fast for their size. (60-80 year lifespan)

Racial bonus: Half darkvision. Acrobatics +2. Take half damage from falling (stacks with other reductions) and can jump twice as far and twice as high. Regenerate 1 + (level/10) FP every hour.

Demonkind (Progeny of Chaos): Life born from the old chaos flame. Often are afflicted with a horrible malformity which makes them easy to pick out. Some examples of demonic afflictions are: spider appendages coming out of their back, a gaping hole on their body with lava slowly seeping out, ashen skin which flakes off revealing cinders underneath. Their connection with the chaos flame gives them an affinity to fire and pyromancy. (50-70 year lifespan).

Racial bonus: Firekeeping +2. Once per bonfire short rest anytime you are attacked and hit in melee range you may deal 1d6 fire damage back to the attacker. At level 10, 20 and 30 increase the amount of times you can deal the damage per rest, and the number of die rolled. Gain one tier of innate fire resistance, which becomes two at level 17.

Dragonkind (Serpent Touched): Humans who worship ancient dragons. They went through any means to alter themselves to be like dragons in the pursuit of immortality or worship. They can have scales, lizard like faces, tails, or some combination of those features. Often they will be of a specific sub-type which can also be seen in their appearance. For example, a dragonkind that takes after a poison dragon might have mold or mushrooms growing on their body, one that takes after a frost dragon might have frost or snow which forms on

their skin etc. There are 5 well known types of Dragons: Fire, Ice, Magic, Poison and Dark. Although Dark Dragons and the Dragon kind that have dark affinity are extremely rare. (60-100 year lifespan).

Racial bonus: Two tiers of resistance to either magic or fire, or 15 base resistance to poison and toxic, or 15 base resistance to frost. Two tiers resistant to dark is also possible but dark dragon kind are extremely rare. Your racial elemental resistances go up by one tier, and racial status resistances by 5, at level 10 and 20. Regenerate 1 FP when struck with the element or status given by this racial bonus, but this FP regeneration only applies to the statuses when you are struck by them in combat. Also, if you are struck by your chosen element but somehow take no damage, then you will only regen the FP if you are in combat.

Locust-folk (Abyssal Scholars): Short, frail, bug like race of humanity. They can have insect like wings, arms, legs, and even insect like eyes and mouths shielded by small mandibles. This race is particularly attuned with the abyss deep below the earth and carries on oral history which extends through ages of the world. (100-130 year lifespan).

Racial bonus: Start with half the maximum HP of each starting background and only 1d4 + vit mod max HP increases on even levels (this HP increase die cannot be improved), but you cannot be killed in one hit when you are full health (the attack that would kill you instead leaves you at 1 HP). Gain two knowledge points every odd level instead of one. 15 base res to curse which becomes 20 at level 17. Once per bonfire long rest you may activate locust drain, which allows you to heal for half of all the damage you deal in one turn. You gain an additional usage of locust drain per long rest at levels 4, 9, 16, and 25.

Vileblood (Blood of the Void): A rare and eerily pale race of humanity with sharp gaunt features, long fingers with claws, pointed ears and redish eyes. Born using the blood of a cosmic horror, this race has a particular connection to the eldritch beings of the cosmic void. live extremely long (>800 years)

Racial bonus: Innate -2 to sanity. 15 base bleed resistance which becomes 20 at level 17. Every time you are attacked and take physical damage or bleed status build up, your blood leaves a red mist in your location (unless there is already a blood mist in that location). You may spend 2 AP anytime on your turn, once per turn, to teleport to any of your blood mists, or 2 FP to absorb a blood mist that you are in contact with, healing 1d4 HP (becomes 1d6 at level 9, 1d8 at level 17, 1d10 at level 27). You may only have a maximum of (1+ level/10) blood mists active at a time, and they last for 2 minutes.

Elden (Children of the Deep): A rare and insular race of humanity. They are tall and thin with pointed ears and pupil-less blue eyes. They have very dark skin and commonly white or pale blueish hair. After birth their faces and body are tattooed with two large blue stripes coming down from their eyes toward their stomachs, as a tribute to the deep. Elden are particularly connected to the deep sea, and the abyss. live extremely long (5-6 hundred years).

Racial bonus: Innate -2 athletics skill, -1 vitality stat, and -2 starting HP on all starting backgrounds, but one extra point of weapon proficiency at levels 1, 9, 19, 28 and 35. Can always detect abyssal and deep sea influence even without a cosmic influence check, and base +3 knowledge of cosmic influence. Gain the feat of destiny bloodthirsty for free.

Unchanged Human (Primordial Trueborn): The race of humanity from which all other playable races were formed. Decedents of the primordial humans of the world that are said to have changed the least. Visually, they are closer to real life humans than any other race. (70-90 year lifespan).

Racial bonus: +2 to any skill, -1 to any skill. Choose any one stat to increase by one at first level for free, and again at level 17. At level 5, 10, and 20 gain +1 to any one skill.

2 Combat

Turn order and progression of battle

Battle starts with either an initial surprise round based on the situation of battle, or an **initiative check** (a d20 roll plus dexterity modifiers). Players can take their turns simultaneously with a shared initiative rolled by one player of choice with monsters doing the same. Alternatively, each creature in combat can have its own initiative which is rolled individually. Its up to you which initiative system you prefer! On the start of a creatures turn in battle they replenishes their full amount of **action points (AP)** unless otherwise stated. They may then spend their AP to make any number of actions not exceeding their total AP for the turn. Actions include moving along the grid, attacking, casting spells, using items, changing on hand equipment, making a skill check (like testing their knowledge of a specific monster), preparing a single action to execute when a condition is met, or anything else which they might be inclined to do in a period of one round of combat or about six seconds. Changing on hand equipment and using items both have a cost which depends on the players dexterity stat (see chapter (3) for info on character stats). Player and non player character actions continue until all AP is consumed or they no longer wish to take an action, at which point it becomes the next turn in initiative. Certain more powerful attacks called weapon skills, as well as spells and spirit summons, also have a **focus points (FP)** cost and cannot be used without the required FP. A characters FP is dictated by their attunement stat.

Certain actions may be taken even when it is not a characters turn in battle. These are referred to as a **reaction**, or an action that is taken as a reaction. The most common of which is a dodge action. When a character perceives an attack coming their way they may spend AP and make a dodge action to avoid it. When a dodge is made on a turn in combat that is not their own, the dodging character spends AP from their following turn (or equivalently causing their next turns AP to regenerate to an amount less than full on their next turn). See the following section on movement and dodging for more info on the dodge action. Another reaction is a **prepared action**. Any one action may be prepared and held until a condition is met, but no other actions may be made while this is happening, and if the action costed FP then the FP is spent regardless of if the condition is met. Prepared actions can be canceled at any time on a characters turn. A prepared movement action may only be a distance less than or equal to half of a creatures total AP of regular movement.

If a players **health points (HP)** is dropped to zero they are killed and and can re form at the last bonfire rested at, or elsewhere if specified by a special magical effect. At each death a player makes an undying roll

and determines if they have become fully undead by attempting to beat an increasing threshold. **An undying roll** is a d20 + (Faith mod/2) if Faith mod is positive, and d20 + (Faith mod) if Faith mod is negative. As a convention, unless otherwise stated, fraction values are always rounded down to the nearest whole number. See chapter (3) for info on character stats and their corresponding modifiers.

A fully undead player becomes a hostile npc and cannot be healed in most cases. If a fully undead character dies they are permanently lost. A new players undying stacks at level one start at zero and increase by one each time they make an undying roll, up to a maximum of five. The number which must be strictly beaten in order to not be fully undead on an undying roll is given by $[(5 + 3 * undying) - (level/7, \text{ rounded down})]$, minimum one, maximum nineteen. The following chart shows how these values change as a character levels up. For details on leveling up, see chapter (3).

Current undying:	Roll to beat (level 1-6):	Roll to beat (level 7-13):	Roll to beat (level 14-20):	Roll to beat (level 21-27):	Roll to beat (level 28-34):	Roll to beat (level 35):
0	5	4	3	2	1	1
1	8	7	6	5	4	3
2	11	10	9	8	7	6
3	14	13	12	11	10	9
4	17	16	15	14	13	12
5	19	19	18	17	16	15

Movement and dodging

One of the most important actions a character may spend AP on is movement actions. Players may make a **regular movement action** at any time on their turn to move along the grid, with each grid space (five feet) costing one action point (AP) on regular terrain and two AP over difficult terrain. Alternatively at the very start of their turn, after any of their slow actions resolve (see the next subsection for a definition of slow actions), characters may choose to spend their entire turn sprinting or taking a **sprint action**. Doing so doubles their movement speed for the duration of that turn, but prevents them from taking any other action that turn. So under normal conditions, while sprinting, a creature can move two grid spaces (10 feet) for every AP they spend or one space per AP over difficult terrain.

Another type of movement action that a player can make is a **dodge action**. A dodge action is made as a reaction to a perceived incoming attack, before the attack is made (and its details are revealed), and by default moves the dodging character one grid space (5 feet) in a direction of their choosing into an unoccupied space. If

this movement places the dodging character into a grid space which is not effected by the attack then the dodge succeeds and the attack does not effect them. If there are no unoccupied spaces for the dodging character to move into, or through some effect they cannot move at least one space for the dodge action, then they cannot dodge. If a creature dodges into a space that is still effected by the attack then they are still hit by it. By default a dodge action can be made by a character a maximum of once per round (refreshing at the start of their turns). Both dodge distance and maximum number of dodges possible in a round can be increased through various abilities and equipment, but unless specifically stated no character can increase their dodge distance farther than three grid spaces (15 feet) and have any more than four dodges in a round.

When a dodge is made on a turn in combat that is not their own, the dodging character spends AP from their following turn. **A dodge action costs AP depending on the dodging characters armor class and strength stat as follows**: Dodging in light armor costs 4 AP if strength stat is 6 or less, costs 3 AP if 7 to 9, and 2 AP if 10 or more. Dodging in medium armor costs 4 AP if strength stat is 9 or less, 3 AP if 10 to 12, and 2 AP if 13 or more. Dodging in heavy armor costs 4 AP if strength stat is 12 or less, 3 AP if 13 to 15, and 2 AP if 16 or more. Dodging with no armor costs 2 AP and has its based dodge distance maximum increased to two grid spaces (10 feet). For more information on armor see the "Armor bonus properties and tiers" section of this chapter.

Note that difficult terrain reduces maximum dodge distance by half, and dodge distance is always rounded down to the nearest 5 feet distance. Dodge distance can also be adversely effected by status conditions, see the "Status Conditions" section of this chapter for more information on status conditions.

As some attacks and effects change if made from behind a target, it is important to indicate the direction a character is facing. **Turning the direction you are facing counts as a movement action** which costs 0 AP, and as such can only be done on your turn, or if you are in the process of completing other movement which costed more than 0 AP (such as a dodge which took place on another creatures turn).

To calculate a characters **maximum carrying capacity** in pounds, add the strength and endurance stats, divide by two, and multiply by fifteen. An over encumbered character can no longer dodge and movement along each grid space (five feet) costs three AP.

With a 10 foot (two grid spaces) running start a character can **jump** a horizontal distance equal to their strength stat in feet, or half of that without a 10 foot running start. Vertical jump distance is given by half of a characters strength stat with a 10 foot running start, and half of that without a running start. Every five feet jumped still costs one AP of movement.

Players will also take damage from falling great distances. Every ten feet after the first ten deals 1d6 true damage upon landing. This, along with any other form of true damage, cannot be resisted or reduced.

Attacking and weapons

When a weapons stat requirements are met by a character it can be wielded and, by spending the appropriate AP, can be used to make **attack actions** and perform special abilities learned from feats when leveling up. All attack actions fall into the following types: Light attacks, Heavy attacks, Spells, Charged spells, and Weapon skill attacks.

Light attacks are basic weapon attacks which deal damage based on the wielded weapons primary damage die plus scaling from the stats of the character wielding it. A scaling chart is provided later in this section.

Spells which are offensive and include dealing damage or adversely effecting adversaries are another basic attack action, but are performed with a casting implement. Note that spells and charged spells do not count as "weapon attacks" for the sake of wording in this book.

Heavy attacks and **Charged spells** cost one more AP than their corresponding light attacks or non charged spells, are initiated at the end of a characters turn, and go off (resolve) at the start of the creatures following turn (only one heavy attack or charged spell can be initiated per round of combat). These actions that resolve on your following turn are referred to as **slow actions**. When a heavy attack or charged spell resolve, they can be made against any target in range of the attack. Both heavy attacks and charged spells deal two extra primary damage die of damage unless otherwise stated, and heavy attacks cause their target to take poise damage equal to the AP cost of the weapons corresponding light attack, as long as they took damage from the attack, (to learn more about poise see the "Status Effects" section of this chapter). Charged spells have additional effects (for example increasing its range, the distance of its AOE, its duration etc.), but some spells cannot be charged. Note that **a character can still dodge while in the process of making a heavy attack or charged spell, but doing so cancels the action** (making it no longer resolve on the start of their next turn). Heavy attacks with ranged weapons, or melee weapons with extended range, deal 1 less poise damage for each grid space between the target and the attacker.

Weapon skill attacks are special attacks made as a part of weapon skills, which also cost FP. **Any attack granted by feats which is not specifically labeled as a light or heavy attack, is treated as a weapon skill attack for the sake of any additional abilities and effects that can be applied to it**. An attack made as part of a weapon skill is only a weapon skill attack and does not count as a light or heavy attack. After

using a weapon skill in combat, from a weapon which a player wields and meets the requirements for, they may permanently learn the weapon skill and can equip it to into an attunement slot. Attuned weapon skills can be used with other equipped weapons even if that weapon skill isn't already part of that weapon. Although, some weapon skills can only be used from ranged weapons, melee weapons, casting implements, or a combination of types. A list of all weapon skills and details on each is given in chapter 8.

Note that **attacks made by spirit summons as part of their spirit ability do not count as attacks made by their summoner**. Spirit summons are a distinct and separate action.

If a player would like to choose a specific location on a creature to target for their attack, then they must make a **precision attack** (see the skill description for precision), where a skill roll must be made to determine accuracy. External conditions such as cover may also impose precision attacks, but in general, regular attacks always hit! Only light or heavy precision attacks made with a weapon can be designated to be a **non lethal attack** by a player, as long as the attack is not aimed somewhere on the on the targets body that would instantly kill them if damaged. Creatures which reach zero HP through non lethal attacks are knocked unconscious for 1d4 hours, at which point they wake up with 1 HP.

When wielding a weapon characters may choose to **two hand** the weapon, or wield it in both hands, for the cost of 3 AP. Doing so lowers the strength requirement of the weapon by 4 and raises the strength scaling by one level. Note that if you are two handing a weapon when your Str mod is negative, then the "increase" in Str scaling should move to a lower letter, thereby giving you less of a detriment for having low strength.

The **six types of damage** an attack action can cause are fire, magic, lightning, dark, physical, or true damage. Where true damage is damage that cannot normally be resisted or reduced.

The following table displays the light attack AP costs, and **primary damage die** of all weapon types:

Weapon type(s)	Light Attack AP costs	Primary (light attack) damage die	Other notes
Whips	4-5	d6 or d8	Deals one less poise damage than normal on heavy attacks
Twinblades	5	2d6	-
Daggers	2-3	d4	-
Straight/Thrusting Swords, Katana/Curved Swords, Axes, Bows, Hammers	3-4	d6 or d8	-
Spears, Halberds, Reapers, Great Swords, Great Bows	4-5	d8-d12	-
Great Axes, Great Hammers, Ultra Great Swords	5-6	2d12	Colossal weapons. Deal one more poise damage than normal on heavy attacks.

The common maximum range for bows is 30 feet for a shortbow, and 60 feet for a longbow. Greatbows meanwhile have a common range of 100 feet. Regular bows and crossbows count as the same weapon for the purpose of weapon feats, but crossbows often have shorter range and can be wielded in one hand whereas bows must be wielded in two. Bows of all types require arrows to use. Arrows can come in a variety of types which modify the element of the attack, or add a status effect. **Melee arrow attacks** deal 1d4 + E Dex damage for 3 AP with bow and crossbow arrows, and 1d6 + C Str for 4 AP with greatbow arrows.

Guns and shields are both known as **sidearms**, even though they can be dual wielded or used as a primary weapon just like anything else. For more info on shields, look at the "Equipment, Defense, and Shields" section of this chapter. Guns on the other hand work a little differently to other weapons. **Guns** have a d10 primary damage die with 10 to 20 foot range, cost 1 AP to fire but 4 AP to reload one bullet. They require bullets to use and commonly only have a bullet capacity of one. After firing a regular bullet with a gun and dealing damage you roll a d4, if the result is one you misfire causing the gun to take 1d2 points of durability loss and only deal half the damage of your roll. For the effects of durability loss, see the "Equipment, defense, and shields" section in this chapter. Note that both guns and shields cannot make heavy attacks like other weapon classes.

Attacking, practicing, or seeing combat with a weapon type during a character level allows you to assign a **weapon proficiency point** to that weapon type on your next level up. When your proficiency points reach 3, 5, 7, 10, 13, 15, 17, 20, 23, and 25 you may receive or choose a weapon feat from the weapon trees in chapter 4.

For a list of example weapons of each class see the equipment lists chapter 9. The following is an example of a dagger class weapon:

Weapon (type), AP cost:	Stat Reqs:	Dmg die + Scaling + Status/magic:	Weapon skill (FP cost):
bandit knife (dagger), 2 AP	12 Dex	1d4 + E Dex + 1d2 bleed	Quickstep (2 FP)

So light attacks with this weapon cost 2 AP, it can only be used if you have 12 or more dexterity, and it deals 1d4 damage plus an E scaling in dexterity. Additionally it deals 1d2 bleed build up per attack. For more details on status effects see the "Status effects" section of this chapter.

This weapon also has the weapon skill "Quickstep", which costs 2 FP to use. See the Weapon Skills chapter (8) for a list of weapon skills and their details.

Making a ranged attack will have a range as specified by the spell, spirit ability, or arrow/device. Sorceries require a catalyst (staff), miracles require a talisman or chime, pyromancy requires a pyromancy flame, hexes vary between each, and spirit summons require a summoners crucible. Equipping spells or spirit summons will also require the player to have the appropriate number of attunement slots which are increased by leveling the Attunement stat. For more details on how spirit summons work see chapter 7. The following is an example of a staff and spell:

Casting implement (type)	Scaling	weapon skill and FP cost:
sorcerers staff (staff)	D Int	Steady Chant (3 FP)

Spell (type)	Stat Reqs:	Dmg die/type/range	Cost and effect:
Soul Arrow (sorcery)	10 Int	1d4/magic/20 feet	(2AP, 1 FP, 1 attunement slot) Fire a homing arrow of magic at the target. Charging this spell increases its range by 10 feet.

Note that **the damage of a spell is a die roll plus the scaling bonus from the catalyst used to cast it** (unless otherwise stated). Hexes, spirit summons, and pyromancy can scale with both Int and Fai when a catalyst includes them both. Also, often both spells and catalysts have stat requirements. All catalysts may be used as melee weapons with a light attack dealing 1d4 + E STR damage for 4 AP cost, but with a heavy attack dealing no poise damage. For more specifics on how spirit summons work, and how they differ from regular spell casting, see chapter 7.

Trick weapons are weapons which have two forms, each of a different weapon type. By switching between

the forms, characters can take advantage of both weapon types depending on the situation. In combat it takes 2 AP to switch forms, but if a character makes a light attack in one form, they may switch to and make a light attack in the second form immediately after for no extra AP cost. An example of a trick weapon is a thrusting sword which can change forms into a whip. In whip form it can debilitate enemies with its deafening whip cracks, and then switch back to a thrusting sword and perform a lunging thrust counter weapon skill to counter any enemies which approach to closely. Different combinations of trick weapons can make for interesting combinations of play style and flavor for a character. Note that **in order to wield a trick weapon, a character must meet the requirements of both of its forms**.

Twin weapons are weapons which come in a pair, or two parts. When both parts are wielded it counts as though you are dual wielding two of the same weapon type. For example a set of two daggers which wind around one another and are sheathed together. The daggers can be drawn and used together as one dagger, or pulled apart and dual wielded. Switching between dual wielding twin weapons cost the same as two handing a regular weapon (3AP).

Scaling: When dealing damage with any weapon, spell, or spirit summon you may add a bonus flat number to your damage roll dictated by your stats and the scaling multiplier of the weapon or catalyst.

Commonly, hammers/great hammers, great swords/ultra great swords, axes/great axes, crossbows and great bows, and shields scale primarily in strength. Daggers, whips, reapers, long and short bows, thrusting swords and katanas scale primarily in dexterity. Spears, guns, swords, fists, halberds and twinblades scale with strength and/or dexterity, depending on the specific weapon. Sorcery catalysts scale with primarily intelligence, miracles talismans and chimes with faith, pyromancy and hex casting implements or spirit summoner crucibles with both intelligence and/or faith. The following is a chart of scaling bonuses (note that scaling above S will not appear on regular weapons):

SS	Stat Mod $\times 4$
S	Stat Mod $\times 3$
A	Stat Mod $\times 2.5$
B	Stat Mod $\times 2$
C	Stat Mod $\times 1.5$
D	Stat Mod $\times 1$
E	Stat Mod $\times 0.5$