



UTOPIA

CREDITS

Thank you to the many amazing people for helping me in different areas on this project. Unfortunately, there's not enough trees in the world for me to reasonably print every single person who made this project possible and accessible. A massive thank you to every person who supported, interacted, and enjoyed.

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LEGAL INFO

Utopia TTRPG

Launch Edition

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		Chris	

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Nate Brandel	Maciej Guaz Gravestone	Rune	Benjamin
Aaron Feagans	BK Henry	TheCasualWendigo	Isaac J Grant
Wolf S.	Sangu	Pedro H C Francisco	Robert Rhynress
Dean Rundquist	XyleXI	A Random Kobold	Gabriel J. Luchs
Andrew Clark	SageBuilder	AlphaSkullReaper	Cailean M. Tobin
Richard Skrobis	Nouser757	hazzardkill	Perrin
Kenneth C Ziolkowski	Mark Tomczak	Arlo Jones-Rounds	Gaelan M
Charley Brandum	Colton S.	Nick Carroll	Jerry kolarik
EpiTrapezio	Lufeuter	JamieDxx	Jamie Taylor
Ryan Brolley	Jaycerial Lunarcrest	Sam Brown	DaiAtlas
Blake Mullins	Sigurdmk	Michael Barrett	

Kent McGowan	La'Roy Turnipseed	Vanhemelrijck Dimitri P.K.	Nolent Lucas
Markin Boots	Trug	Christopher Barnett	Cyberpunk998
Muhammad Adeel Zafar	Sleepyspooderman	Richard Bradshaw	Angel Lizarraga M.
Andy Reichert	Nathan Chadwick	Nyjak	ຈິກວັນ ອອນໄພເມືອນ
Rickard Hallin	Robert R	Squirrel_Gamez	Coltin Riegel
Zathras	Vivienne Windell	Robert	DPepperoni
Matstine	Seth Williams	Joseph Hays	River poort
rocketinator993	Lebryon Jones	Zinn Neon	Morgan L - Shaboigon
Shaded Star	Tim de Ocejo	Cody Meiners	DustyOldRowe
Staunch351	Kottel	Alfie Brushett	Nic Farrimond
Gladius	Derek Host	Toby Pryor-Darnell	Matthew Drake
Cromonic	Tenebignis	Patrick Peroša (Pa3ckP7)	Wimlev
Zachary Walsh	Stixus Ardarach	Doodledoot	Coby Johnson
Guardian Caregiver	Celaira & Yoshu	Dustin Conlon -	Calyx Teuton
John R. Goudelock	Austin Paquette	VoltaicGRID	Mitchel G Jardell
Walton Lee	Kevin Secker	Xavier Vettorello	Carlos Manalo
Jackson Bryant	Zellout	Timestorm	Adrien Ennis
Ezberron	mlc3141	Eko_TheFirst	MoonBoy - Sach
Jack Thomas	Matthew Coates	xX_doggogamuer_Xx	Erik Winslow
jonasdesuyo	Jean Paul Schutte	Jacob Powers	Remi Zylstra-Dixon
Aaron mangan	Elliot Ganning	Zack Samuels	Trent Houston
Necromanica	_cobble	Gavin Reynolds	Squid
James Walsh	Israel O'Connor	Kiernan Tavi Sweeney	Adrienne Mack (DreamingZinnia)
Graydon Charles Cory	Zoe	Czyione Mendoza	echriser
Cosmolego527	Sam Fitzpatrick	Puma	Emric Daugherty-Ledford
Kastabros	Devin "Toasty" Andrews	Deadkizz	00wilmo
Connor James Helton	William Strong	Batata	Budders & Dræk Saiko
Josh Sadler	Steve Schurmans	Richard Campbell	Kookie
Rex masters	Timothy	Brandon	Noah Rice
Giga	Raine Robinet	Engelhardt-DiBello	Someone
Craig Porter	demonfax04	Cynn Avalon	Christopher Glanzmann
SirRyloth	Will Zielinski	Chomp - THE MOFF GUARD	Drago The Small
Alderoine	Guiden Brookes	WillfullyHeretical	Liam Livers
KinNectar	Bowen Arrow	IcewolfJohnson	Josias Laugesen
Garrett B Jensen	Narzain	ChaoticNeutral	Dogeriforp
Kenrick Watkins	Travis Storms	UnseenBookworm	Matthew Simpson
Guag	Dominic Collie	Ikkerens	
Jacob Krause	Wollise	Rocky Blixt	
MisplacedFlowerpot	Muguyver	Thomas Militello	
Tyler Acton	Grimm Liberty	WCG	
Earspoon	Jordan Haynes	Daishin	
Biggus Dickus	Filipe	(William J. Šimoňák)	
existence.mp3	Spider M. P.	Trevor Nored	
Kazumaz1403	Grey	Trenton Boring	
Thea Jarosz	Joe McEwen	Theo Johansson	
Logan Hopper	Mango935	Lanlan	
Michael L Diaz	Vasil Boev	Shorgin	
Boris "William" Kopacek	Cure Prism	Giacomo "Gereko"	
Lincoln Rhoda	GuardianTempest	Paolicchi	
Callum Riley	BurntBread	Michael P. McMullen	
Xan Ehret	JeyCreed	Ben Ford	
Andy Holland-Healy	Seth Wyatt	Noah simons	
Joseph & Leo G.	Milkman the Man of Milk	Canaan Manning	
Alex Quinn	Adrian To	Fusa Fox Memphis	
Joshua Laywell	PrewGamer	Atropa	
Felony Man	Kevin P Hutton Jr.	Chesscake2641	
Aydin Pinjari	Thomas Bohannon	Nathan Fenimore	
Hells Courtesy	Nils	Charlie Galliero	
Quinn Pusell	Archibald Dockson	James Rogers -	
Iron Rabbit	Sunrava	SilentDragon	
Kim Helderbrand	Semih	Brandon Clark	
Lachlan Easton	Chloe & Rayne		

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THE WORLD OF UTOPIA

In the world of Utopia, you are native to one of two fractured worlds: Pia, the fantastical planet of magic and the mythical, or Uto, a moon colonized and innovated into a technological superpower.

Though they are independent of each other, they are not without peaceful communication. Creatures travel between these bodies often, though the contrast in culture is stark.

PIA AND UTO

There are two planetary bodies that exist baked-in to the game's setting. You may choose to keep this setting or replace it with one of your own.

Pia heavily resembles Earth, with similar land masses and ocean bodies. The biggest difference is the number of goblins and minotaurs.

This Earth-like body has a much larger population, but also a much sparser one. Territory lines are a bit foggy than usual and not all land is completely

conquered. Each piece of land is broken into territories, and chunks of territories can be further broken into cities, empires, or even small tribes.

Magic-users are common on Pia, as mana is much more rich there. Many mythical beasts such as hydras and griffons will be found on this body; it's rich with flora and fauna, beautiful colors, and dangerous lore.

Uto, on the other hand, heavily resembles our moon, and was once as barren. Approximately two centuries ago, Pians broke orbit and created a usable atmosphere to build infrastructure and civilization. This civilization is now known as the Utians.

This moon is densely populated and is now a whirring cityscape of innovation. Powerful technology, far surpassing what you have today; spanning from nanotechnology to kinetic force fields, and holo-light mobile devices to interplanetary travel.

Arcane arts are much more difficult on Uto due to a sparsity of mana; its lack of organic atmosphere, trees, flowers, and most life outside of humanoids makes it difficult for new life to flourish without an artificial touch.



WHAT'S UTOPIA TTRPG?

A tabletop roleplaying game (TTRPG) is a physical storytelling game played collaboratively between two or more players.

Whether these stories are woven in a physical setting or between virtual screens, you will take on one of two roles: a player, or the Game Master (GM).

THE GAME MASTER

The GM will be responsible for crafting the world around you, whether an original setting or an existing one, they will decide the outcome of every action.

As your adventure unfolds and the players carve new paths for themselves, the GM will produce new content for you to unravel. Their story will be written for you to explore, and beneath every rock the players uncover will be something crafted by the GM.

It will also be the GM's job to describe the world to you, the scenery, the detail, the interactions, and the narrative as a whole. If you have a question about anything other than another player, the GM will have your answer.

THE PLAYERS

A game may have as few as one player and as many as dozens of players, depending on how big your table is and how much your GM is willing to put up with.

Each player will craft their own unique character that will be their avatar through the world of Utopia, and it will be your job as a player to decide that character's actions, beliefs, behaviors, personality, and motivations. You will interact with this vast world through your character.

PCs AND NPCs

You will come across many different characters in your travels, but each will fit snugly into one of two categories: a Player Character (PC) or a Non-Player Character (NPC).

Simply, each player character is guided and controlled by a single player; all other characters (NPCs) are controlled and dictated by the GM. These may be characters as important as mentors, shopkeepers, or big-bad-evil-guys; or as small as the little bugs that crawled on your legs in that one nightmare you had last night.



YOUR FATE AND THE DICE

Whenever you find yourself in a difficult situation, you will likely need a number of dice to decide your outcome. This will often come in the form of a test, a roll based specifically on a certain quality, such as your character's Awareness or Dexterity. Tests are rolled with 3 six-sided dice, also known as 3d6.

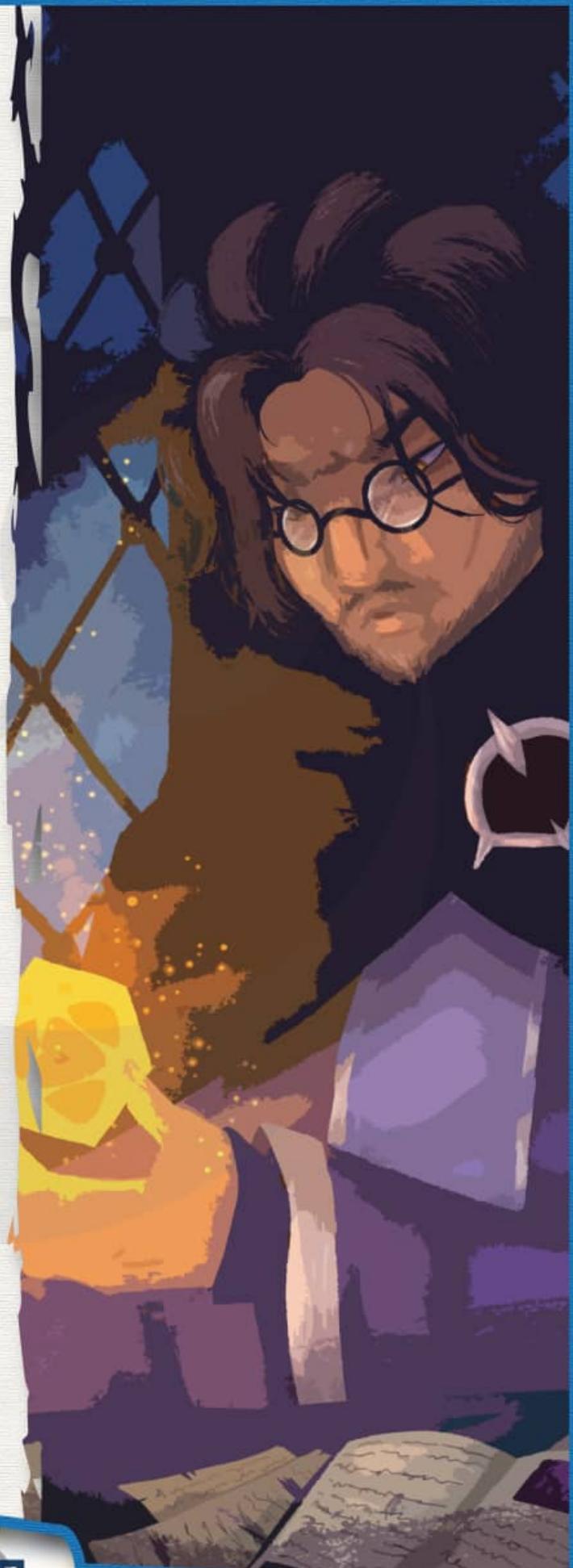
DICE NOMENCLATURE

You will roll many different combinations of dice, of which there are seven main types: four-sided (d4), six-sided (d6), eight-sided (d8), ten-sided (d10), percentile dice (also known as d10, but each number ends in 0, ranging from 00 to 90), twelve-sided dice (d12), and twenty-sided dice (d20).

When you roll multiple dice, we will add the quantity directly before the dice type. For instance, 4 eight-sided dice will be represented as 4d8.

Though no magic exists that can properly predict the future, divination acts as a way to calculate the most probable outcome. This knowledge can be used to offer more precise movements in combat and in harvest, taking advantage of insight that would normally be available only in the future.

The Art of Divination is a magical artistry that differs heavily from all the others, given it interacts with mana in its own unique way. It's said that mana has memory, and whatever the mana touches, a true diviner may see.



WHO ARE YOU, GAME MASTER?

As a Game Master (GM), you have a unique role in this game: to craft literally the entire world before the eyes of your players.

Surprisingly, it's somewhat easier than it sounds.

WORLD BUILDING

While this may serve as the most fun and creative part, it will also be the most important aspect of your design.

Whether it be a part of your own custom setting or a setting you've grown up loving, it's important that you have a consistent format to use. Ask yourself a couple of questions:

- What are the physical features and geography of this world? How does a player get from one place to another?
- What are the important points of history that any generic civilian may know?
- How do different cultures interact with one another?
- How do Utopia's mechanics integrate with this world? How is magic flavored; how is crafting flavored?
- Does the setting provide agency for the players to explore? Can players shape or influence this world with their actions?

It's a tall task, but a rewarding one just as much. It's important for you to have a baseline for how the world works in order to answer surprising questions about it in the future.

SCENARIO DESIGN

There are a lot of ways for players to interact with the world, whether that be objects, dreams, creatures, characters, or something much larger than us. Although, you should have a vague narrative in mind for the players to follow.

Keep in mind how the interactions you bring to your players will guide them accordingly to their next objective, and how your players are capable of reacting. Note, your players can change the narrative, and it's up to you whether to adapt or to bring your plot to them.

If the main plotline requires that the main antagonist (we'll call them Evil Alex III) be detained at any cost, how will you drive your players towards this objective? Perhaps you set out a well-laid path, but your players decided to take a different route. You have a couple of choices: create a new antagonist, perhaps Evil Alex IV, or have Evil Alex III block their new path (given, Alex is kind of clingy).

The world is yours (literally), but it's important to keep the players interacting in a meaningful way.

NON-PLAYER CHARACTERS

There are a lot of characters in any given world, and it'll be your job to decide what they do and how they do it.

Not every character needs to have a heroic backstory or dead parents, though it may not be a bad idea to have some "modular pieces" on hand. For instance, you may have a hat full of names, a hat full of species, a hat full of personalities, and a hat full of backstories. When the time comes that you need to generate a character, you pull one piece of each hat, and now you have Tardvar the Great, a dwarven scout from the great mountains who ran from home!

Your NPCs will play a vital role in several facets of your play. Enemies, shopkeepers, even villains and mentors—all are NPCs. How these characters interact with your players will be important for immersion and gameplay.

RULES AND MECHANICS

Utopia has plenty of rules and guides that you can reference back to, but the



number of potential circumstances will always outweigh the number of pages in this book.

There will be many times where you will need to make a judgment call, where the rules will not give you an exact answer. Stay consistent.

It's very easy to overpower your players, but it's also easy to corner your players in such a way that they can't reasonably escape. Consider your options, consider what makes sense, and craft yourself an "escape route" if you need one.

If you say no to a player being able to make a Stunt test to avoid some amount of fall damage, don't let them do it again in the future. But do, perhaps, think of a way that they may survive a lethal fall otherwise.

STORIES AND NARRATION

The final shred of responsibility you have is simply execution.

Beyond just crafting this grand expanse, you must also convey it to the table. Describe the scenery, play the NPCs, attack as the monsters, give an unnecessary amount of exposition on Evil Alex III's plans.

Some players opt for **Roleplay (RP)**, where you physically embody each character, alter your voice according to their dialect, and reasonably act out the scenario. Others may choose instead to describe the scene, the occurrences, and the actions of each creature. The choice is up to you, but stay consistent, and stay immersive.

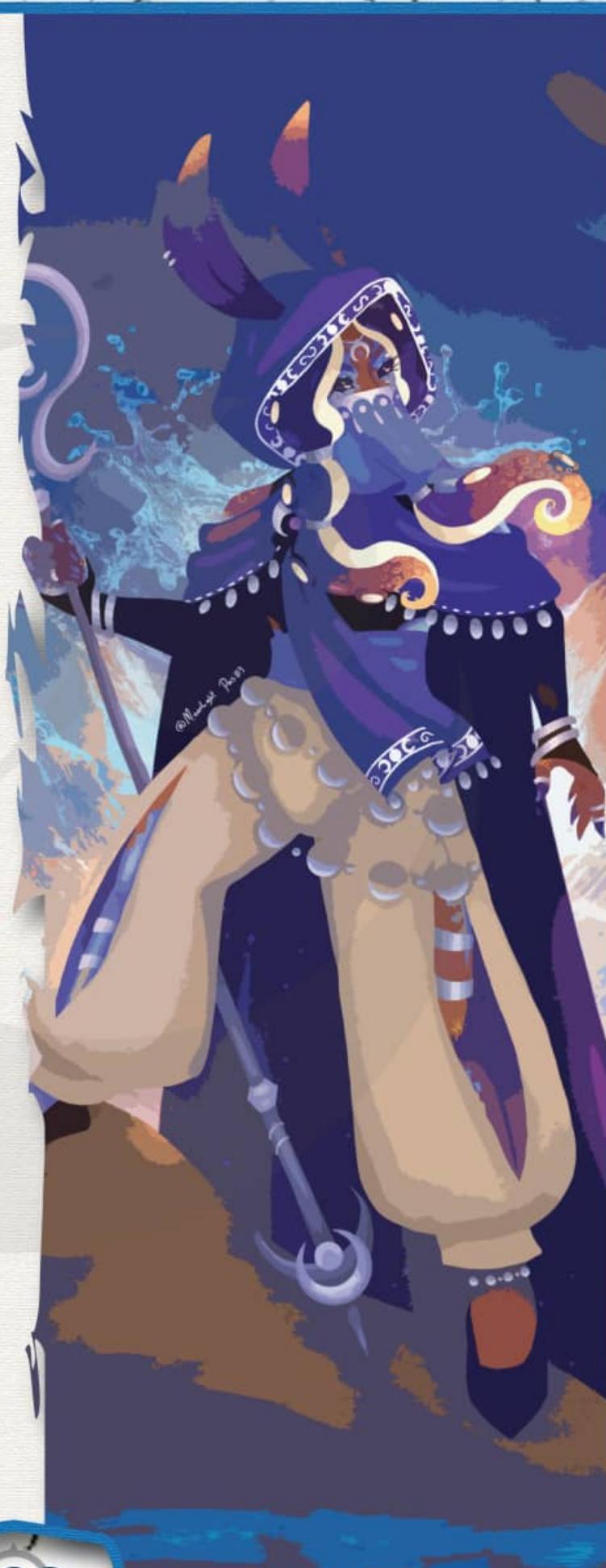
WHO ARE YOU, PLAYER?

The character you create will be your avatar in Utopia. This character will follow along the journey you take them, enacting your will down to what steps they take.

Throughout your adventuring career, you will gain **talents** that allow you to acquire new capabilities and features. Over your time of playing, you will obtain these via **talent trees** that grant you access to new abilities, making your character unique in both style and practicality. These talents together affect your character's **Body**, **Mind**, and **Soul**.

Your character will have multiple variables used to assess their overall capabilities. They will have **trait scores**, which express your character's abilities to do certain tasks. These are further broken down into **subtrait scores**, which are more refined levels of capability.

Your character will also be one of the many, often humanoid, species that inhabit the world of Utopia. This selection will have the strongest impact on your character, and is difficult to change in the future once decided. Each species has several characteristics that will alter your play: the rate at which your pool of health and stamina scales, small talent trees specific to that species, and some trait and subtrait bonuses. Moreover, each species has a unique heritage that will affect their social status, influence their style of decision making, and produce unique interactions in the way of your campaign's dedicated lore.





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CREATING A CHARACTER

Since your character will act as your avatar in the world of Utopia, you have full freedom to customize this character, from where fundamental statistics are distributed, to where they grew up and why they chose to embark on such a journey in the first place.

SPECIES

The first and most vital decision to make for your character is its species. There are seven core species to choose from: **human**, **automaton**, **dwarf**, **cyborg**, **oxtus**, **elf**, and **cambion**. More information can be found for each species in their respective chapters.

You'll get strict bonuses, scale with different meters, and have access to different talents based on species. Each species is further specified into **subspecies**, clarifying your character's particular abilities and gifts as a creature.

If you're having trouble deciding, you may want to find what type of character you want to play. If you're looking to be a tank, you may find interest in solar elves. Whereas if you're looking to play a tinkerer class, a copper dwarf would much better suit your needs. Check what type of role each species may fill and see if it fits your style of play.

Once you've come to a decision, scribe the title of the chosen species and subspecies into the Species field, found in Box 1.

SETTING UP STATS

Next step, scribing in your static stats. First, write your **Block Rating** and **Dodge Rating** into Box 2. These can be found on your species page. Your character's Block Rating, generally in the form of d4's, is a metric of how well it can negate incoming damage that they're aware of. Your character's Dodge Rating, generally in the form of d12's, is a metric of how well your character can avoid damage completely.

In Box 9, write in your **Constitution**, **Endurance**, and **Effervescence** based on your species.

Set your XP to 0 out of 1,000 in Box 5. Finally, set each of your defenses to 1 in Box 3. You will gain XP as you progress along your campaign. Once you've reached enough XP to level up, it will reset to 0 plus whatever XP carries over from leveling up. The amount of XP you need to level up is equal to 100 times the sum of your talent points and attributed points (overall level).

The dynamic stats will change over the course of character creation, but a base should be created for calculating. For now, set all of your subtraits, the smaller left-hand fields in Box 8, to 1 each. Check the box next to each subtrait you are gifted in.

TALENTS

Next part will be your choice. In Box 7, there are four fields: 3 different attributed points - **Body**, **Mind**, and **Soul**; and your spendable talent points at the top. You can spend **Talent Points** on talents, and you begin at

level 10 with 10 **Spendable Points**. There are three types of trees you can spend these on: **species talent trees**, **subspecies talent trees**, and **core talent trees**. All talents cost a number of attributed points. When you obtain a talent, you convert your talent points to Body, Mind, and Soul points respective to the chosen talent's cost.

Choose any number of talents you can afford, and write those talents down. Keep in mind, you don't have to spend all your points. Rather, you may save up to 5 Spendable Points for talents in the future. Obtaining a talent may be done at instant speed with no cost of time, regardless of whether you're in combat or enjoying downtime.

SPECIALIST TALENTS

Every 10 levels, you'll receive a specialist talent. Most specialist talents have prerequisites, anything from having specific talents, to minimum score values, or even being a certain species.

To start off, being level 10, you'll get your first initial specialist talent.

UPDATING STATS

Now that you have your attributed points in place, this will set the stage for your final character creation steps.

You'll write your **Surface Health Points (SHP)** and **Deep Health Points (DHP)** in **Box 4**. The amount you have of each is based on your Body and Soul points respectively. The same is true for your **stamina** in **Box 6**, which is dependent on your Mind points.

These stats are calculated as follows:

- Maximum SHP is equal to [Body Score] * [Constitution] + [Level]
- Maximum DHP is equal to [Soul Score] * [Effervescence] + [Level]
- Maximum stamina is equal to [Mind Score] * [Endurance] + [Level]

Over time, your maximum SHP, DHP, and stamina will increase as your Body, Mind, and Soul score increase. As well, you may increase your Constitution, Endurance, and Effervescence using the **Prowess** core talent tree. As these numbers change, your maximum stats will have to be recalculated.

The left-hand of each field is your current amount of a given total, which will change whenever you take damage or expend energy. The right-hand of each field is your maximum, which should only be modified when you obtain new talents.

Your surface health is a metric of external wounds. Maximum points means that you are unscathed, whereas having no points means you are heavily wounded. Your deep health measures internal and mortal wounds, such as broken appendages and system failure. Your character's deep health is directly connected to their soul's ability to continue piloting their body. When this drops to 0, their soul disconnects and their body dies.

When you are dealt damage, it will reduce your SHP first. If your SHP is 0, excess damage will instead be dealt to your DHP.

Your stamina is the overall energy you may expend. Stamina is used not only for transit combat maneuvers such as sprinting, special attacks, and flying, but also for casting spells and committing daunting tasks.

When your character runs out of stamina, they will begin paying stamina costs with deep health.

Finally, you have a pool of 15 subtrait tallies you can spend on increasing your subtrait scores. The maximum of a given subtrait is based on the trait it's a part of (with an exception that will be elaborated).

Strength and **Agility** based subtraits cannot be increased past your Body score, minimum of 1.

Intellect and **Will** based subtraits cannot be increased past your Mind score, minimum of 1.

Display and **Charm** based subtraits cannot be increased past your Soul score, minimum of 1.

The exception: the maximum for subtraits you are gifted in are doubled. For instance, if you have 4 Body points and you are gifted in Fortitude, you may have a maximum Fortitude of 8.

CALCULATING MODIFIERS

You'll need to calculate your modifiers before you're ready to begin adventuring. Each trait score is equal to the sum of its subtraits. For instance, if you have a Fortitude score of 3 and a Power score of 4, your Strength score is 7.

In the right-hand box of each subtrait, you will write a number equal to the respective subtrait minus 4. This number, called the subtrait's **modifier**, can be negative or positive, and will actively affect rolls you make with the respective subtrait. However, subtraits you are gifted in cannot have a modifier less than +0.

Now, calculate modifiers similarly for your traits. The number will be written to the right of each trait.

LANGUAGES

In the **Languages** text box, found in **Box 13**, make sure to write whatever languages your species knows innately. This will decide what creatures you can communicate with and which creatures will be across a language barrier.

TRAVEL SPEEDS

The last thing you'll need to do is update your character's Travel speeds according to their subtraits in **Box 10**.

Your Land Travel is equal to your Speed score, plus any modifiers due to talents, items, or other effects (such as the Fast talent for Elves.)

Your Water Travel is equal to half of your Speed score, rounded up, plus any modifiers due to talents, items, or other effects.

Your Air Travel will be 0 unless otherwise stated (only the Cambion species has an innate Air travel.)

Alyx Ploht was a young human adventurer and inventor, summoned by a Pian agency to test powerful technology through simulated combat. Each session was based on a real place, generally Pian, and each scenario was considered actually plausible, though generally radical.

Alyx was able to forage for resources and pick up new equipment within this simulation, and whenever a scene was completed, they were given congruent resources in the real world, offering them the ability to craft new items according to their needs and prospects on future battles.

This simulation went on for years; the original agreement included the clause that upon Alyx's virtual death, they would be omitted from the project, but such never happened. Rather, the cunning young human was able to make their way through hundreds of battles, slowly amassing riches and knowledge at no true risk of death. It wasn't until this agency was not willing to supply such powerful resource to Alyx that they decided to retire.

Over the next couple of years, Alyx traveled and explored every civilized land currently known by cartographers as well as some unknown. Their bountiful capabilities were told in tales passed down by those they greeted along the way, preaching the gifts they were given and the vast artifacts Alyx displayed.

Years have passed since record of Alyx's existence, though the technology they offered to the world set innovation forward leaps and bounds, one example being an extremely powerful piece of

armor that prevents the user from suffering mortal wound. This plating offers little in protection but is one of the most valuable pieces of wearable equipment that mortal money can buy.

Legend also states that the adventurer scavenged a gilded sword with no immediate redeeming qualities, barring that it seemed completely indestructible. Some preached this weapon the **Godslayer**, a weapon so powerful it's been deemed to mythos, though many have claimed those preachers insane or discredited. Never has Alyx spoken about this sword in great detail, the few words they offer on it shrouded in mystery. Alyx sparsely offers much information on the future, though they grant wisdom to those who ask questions.

Leaving massive craters in the shape of footsteps, Alyx's mark was permanently imprinted on the world. Scholars hypothesize this to be the reason for their disappearance, feeding the idea that merely their presence causes fissures in history. A small number of temples worship this mortal as if a godly entity, though all data shows Alyx far from immortal.

They now remain a testament to the absolute potential held within any given soul. With each sentient being comes endless possibilities, a path to powers unknown.

Though many journeys end in demise, even those with limited lifespan can grow to such excess strength that they be seen as a creator of prophecy itself. Most importantly, you are one of such creatures, and your path is yet to be carved.

Name _____

Utopia

Species

1

Block 2 Dodge

Defenses 3

DHP 4 SHP

Xp 5 Stamina 6

Agility Speed
Dexterity

Points 7
Body Mind Soul

Strength Power
Fortitude

Constitution
Endurance 9
Effervescence

Intellect Engineering
Memory

Travel 10

Will Resolve
Awareness

Languages
13

Display Portrayal
Stunt

Charm Appeal
Language

Actions

Name _____ Turn Action Cost _____ Stamina Cost _____ Damage _____ Range & Effects _____ Notes _____

Inventory _____ sp _____ uc _____

Crafting Components

	MC	RC	PC
Crude			
Common			
Extraordinary			
Rare			
Legendary			
Mythical			

Slots _____ / _____

Equipment

- Head
- Neck
- Back
- Chest
- Waist
- Hands
- Ring
- Feet

Augments



11

12

HUMAN

Humans are rare in comparison to most other humanoid species. With highly adaptable genes and easily mutated biology, they've become the butt-end of transmutational experiments and, in many historical cases, enslavement. Due to the mass hybridization, the number of pure humans have quickly dwindled. Now, they are held with high respect due to their scarcity and legacy.

Humans are very fluid and versatile, with no single strong characteristic. Low difficulty play including basic abilities and the ability to adapt from other species.

LOCATION

Humans can be found all over the colonized universe, albeit on rare occasions. Their extreme adaptability, both physically and genetically, made them targets for early arcane experimentation and subjugation.

Due to the dark history of the human population, their numbers have dwindled greatly. Their sparsity amongst Uto and Pia, and their ability to procreate with several other humanoid species, has forced their numbers to flatline.

LIFESPAN AND GENETICS

Humans have highly malleable genetics in comparison to any other sentient humanoid, making them optimal targets for testing. These creatures live up to 100 years naturally, though upwards of 250 years with proper medicine and healing.



BACKGROUND

Humans were one of the first humanoid Pian species, walking chronologically with the elves and the dwarves.

Once primitive innovation initially sparked, humans became a common target for experimentation and oppression. Humans were often not highly capable in any specific area, making them easy targets to dominate.

In time, many humans built numbers and revolted their captors, allowing their freedom in hiding. After human independence became the standard in more Pian societies than otherwise, many human-pure communities were created, generally housing mostly refugees. Though, many of these societies were turned impure by lingering arcane effects such as lycanthropy.

Currently, most humans have been granted liberty, both due to higher complexity social advancements, as well as the creation of artificial humanoids aiding in servitude. Although, some primitive Pian societies still enslave and farm humans.



ADAPTABLE DEFENSE

Each of your defenses increase by 1.



QUICK FOOTING

Your Dodge Rating increases by 1d12.



STRONG DEFENSE

Your Block Rating increases by 1d4.



PHYSICAL COMBAT

When you make an attack, you may spend an additional turn action up to 3 times to deal an additional 2d8 Physical damage.



INVENTIVE

When crafting an item other than a component, you require 1 less material component of your choice, minimum of 1.



CREATIVE

Spells you cast cost 1 less stamina, minimum cost of 1.



PRODIGY

Choose a subtrait. You become gifted in it.



EXPERTISE

Whenever you make a test using a subtrait that you are gifted in, you may spend 5 stamina to gain a point of favor. You may only gain a point of favor this way once per test.



FLEXIBLE

You gain the first-tier talent of any subspecies talent tree. The cost of this talent is equal to the cost of the chosen talent plus 1 Soul Point.



VERSATILE

You gain the second-tier talent correlated to the talent chosen with the Flexible talent. The cost of this talent is equal to the cost of the chosen talent plus 1 Soul Point.



MALLEABLE

You gain the third-tier talent correlated to the talent chosen with the Versatile talent. The cost of the talent is equal to the cost of the chosen talent plus 1 Soul Point.



HUMAN

2d4 Block Rating, 2d12 Dodge Rating, 4 Constitution, 5 Endurance, 3 Effervescence
You are gifted in 2 subtraits of your choice. You know any 2 simple languages.

AUTOMATON

Automaton is a blanket term, ranging from androids and robots to golems and homunculi. The use and creation of automatons exploded during the revelations in both the arcane and the technological, though during separate instances. Even today, those that aren't sentient are often owned and built for the higher classes, serving as a luxury item. This is a point of contention in some places, as many automatons have become complex enough to be sentient, even when born into servitude.

Automatons are extremely unique in comparison to any other playable species. Their inability to naturally regain stamina forces them to rely on items to recover energy. This is balanced by the fact that they do not need biological essentials, such as food or air.

LOCATION

Automatons are constructed and used as hired help all over the colonized universe. On some occasions, automatons may be built with sentience simply for the sake of the creation of life.

LIFESPAN AND GENETICS

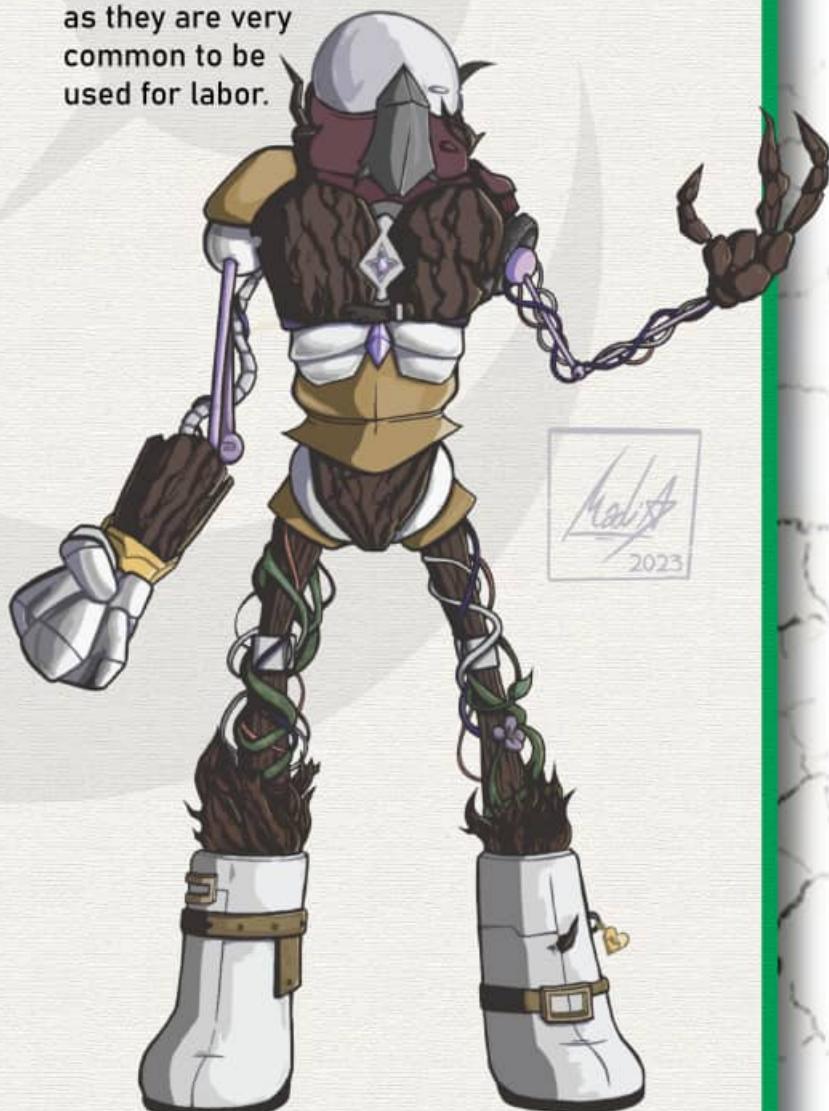
Automatons have varying lifespans, based on how they were constructed and what the purposes of their creator(s) were. More often than not, automatons do not age.

BACKGROUND

Automatons were first built by dwarves, specifically in the form of druidic golems. Since their initial creation, the use of golems spread throughout Pia for use as sentinels, tradesmen, and even companions.

Prior to and in the midst of the colonization of Uto, golems within specific areas slowly transitioned towards androids. Similar in purpose, though with no arcane characteristics. Early android prototypes were primitive in comparison to common standards, but highly advanced for the time. Such inventions paved new grounds for modern robots.

On a modern scale, some automatons are capable of complex emotions and beliefs, roaming free in certain cases, going as far as being allowed citizenship in many societies including Uto. The android population on Uto battles the population of some other humanoids, as they are very common to be used for labor.



WEAK ABSORPTION

You may spend 1 turn action and consume a Common or rarer power component to regain 3 stamina.



ACTIVE ABSORPTION

You may spend 1 turn action and consume an Extraordinary or rarer power component to regain 6 stamina.



STRONG ABSORPTION

You may spend 1 turn action and consume a Rare or rarer power component to regain 12 stamina.



ABSOLUTE ABSORPTION

You may spend 1 turn action and consume a Legendary or rarer power component to regain 24 stamina.



THERMAL BARRIER

Your Heat and Chill defenses each increase by 2.



SELF REPAIR

You may spend 6 turn actions to make an Engineering test. If the test succeeds the amount of DHP you're missing, you regain 2d4 DHP, otherwise you are dealt 3 damage. Damage dealt this way ignores defenses.



MECHANICAL MEDIC

When you use the Self Repair talent, you may consume a Common or rarer material component to gain a point of favor on the Engineering test.



THOROUGH

When you succeed an Engineering test using the Self Repair talent, you regain 2d8 DHP instead.



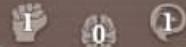
KINETIC BUFFER

Your Energy defense increases by 4.



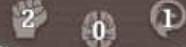
CONDUCTIVE

Whenever you take any amount of Energy damage, you regain that much stamina.



MECHANIZED

When you are the target of an attack, you may spend 1 interrupt action and up to 7 stamina to increase one of your defenses by the amount of stamina spent for the rest of the action.



AUTOMATON

2d4 Block Rating, 2d12 Dodge Rating, 7 Constitution, 4 Endurance, 3 Effervescence

You are gifted in 2 subtraits of your choice. You know any 1 language.

You are considered a Construct and do not need to breathe, eat, drink water, or sleep. You cannot be inflicted with points of Fatigue or Unconsciousness. When resting, you remain conscious but Paralyzed.

You cannot take the Deep Breath action. Rather, you may spend 6 turn actions to convert 1 kilogram of organic material into a Biocell (Crude PC). You may spend 2 turn action and consume 1 Power Component to regain 1 stamina.

DWARF

The most immutable of the beginning humanoids, dwarves quickly became capable of magic due to their natural resistance to mana. Beginning with the arcane arts, dwarves adapted habits of entire civilizations mastering one profession, becoming the most capable engines of that industry. Over centuries of work and determination, this flourished into a mental, physical, and social stubbornness that was unshakable. This unwavering force is so strong that, on the rare occasion that a group does adapt in new ways, a new biological subspecies may be formed, such as how the copper dwarves did.

Dwarves are mechanically simple to play but strong in specific fields of play, between item crafting and magic. They have stout stats, with their talent pool aiding predominately in defense. This pairs well with the offensive capability offered in their subspecies talent pools.

The first group of dwarves to exist were called **crystal dwarves**, and by far, they were the hardiest of the dwarven species. Though, with their thicker skin came less refined skills. These primal humanoids lived in very radical environments ranging from burrows made in glaciers to the hearts of volcanoes.

A small subset of this subspecies laid the groundwork in the development of arcane arts, and those that completed such work changed on a biological level. These arcanists were transmuted into the modern **iron dwarf**.

Time was not just with these simplistic creatures. As their habitats failed to produce proper civilization and their lack of adaptability took bites out of their numbers, the surviving population turned to cultish behavior, worshiping celestial beings and building the foundations for modern Pian beliefs. Some groups of crystal dwarves even went considerably feral due to lack of natural food or social interaction.

In time these dwarves fell extinct, leaving the iron dwarves as the only subspecies until the beginning phases of the colonization of Uto.

LOCATION

Dwarves riddle the populations of Uto and Pia, found in many different diverse regions. They are well-adapted to many environments and thrive as such, though many live more content lives isolated. Many societies have adapted to welcome dwarves, given they are natural-born laborers and specialized tradesmen.

LIFESPAN AND GENETICS

Dwarves are highly resistant to medicine and drugs; their genes resistant to mutation. Many dwarves share similar, common features such as dark hair and brown eyes, as their recessive genes are rare to come by and often smothered by those that are dominant. They live on average to the age of 200, though upwards of 300 years with proper medicine.

Prior to the colonization of Uto, dwarves began to split into two groups, now called the iron dwarves and copper dwarves.

Living under drastic conditions, the copper dwarves' common biology was altered enough for them to be deemed a separate subspecies. Iron dwarves and copper dwarves cannot produce offspring with one another.

BACKGROUND

Much like their genetic makeup, dwarves are extremely stubborn by nature. Many dive deep into the profession they find themselves in at youth and stay in that position until pardoned by death.

Dwarves share some ancestry with humans and more ancestry with elves. Though, after taking to the underground, their features, both physical and otherwise, changed drastically. The most ancient species of dwarves, crystal dwarves, were strong miners and exceptionally durable creatures. Although, as civilization began to sprout amongst Pia, crystal dwarves became hostile and cultish.

A firm pride that many dwarves hold is in their ancient generations constructing the foundations of spellcraft as it is used today. Even with eight total arcane arts used in the modern age, the primary four have not only stood the test of time but also served as a basis for more arcane arts to be constructed. Some dwarves hold this arcane nature deep in their blood, while others are just simply clever and bold with their magical signatures.

Even with pride in their ancestry, dwarves of differing subspecies clash socially. Their stubbornness and isolating tendencies can easily act as a catalyst for disagreement between the

traditional souls and the innovative minds.

PLAYING A DWARF

Dwarves are ultimately a rather basic species for learning more advanced mechanics in Utopia. **Iron dwarves** have many talents that make them more powerful spellcasters, while **copper dwarves** offer more efficiency when it comes to crafting.

All dwarves share a relatively defensive nature, leaning towards a tank style. A majority of dwarven talents help to build defense stats while they have an innately higher block rating than average.

Regardless of the playstyle, it's important to take into account that dwarves often have a large stamina pool to take from. Iron dwarves can easily benefit from this due to spells requiring copious amounts of stamina, though copper dwarves need a bit of cunning to make good use of this. Most commonly, this resource is easiest abused with combat maneuvers, such as those found on the **Warfare** core talent tree.

Other synergistic talents depend on subspecies. Iron dwarves will find the **Magecraft** core talent tree nearly essential, given talents from this tree are required in order to cast spells. On the flip side, copper dwarves may find the most use from the **Innovation** core talent tree, allowing them not only to craft more powerful and valuable items, but also allowing them to use their naturally gifted mental traits and subtraits in place of (or in addition to) what would normally be used.

COPPER DWARF

As a copper dwarf, you are the youngest of the dwarven species, descended from iron dwarves. After the several iterations of the Hellion broke Pian orbit in an attempt to touch foot on its moon, your ancestors adapted to the odd conditions of space and lacking gravity on Uto, the barren rock that it used to be.

Over years and years of desperate innovation to survive Uto's absence of commodities such as food and breathable air, your ancestors became master tinkerers and crafters. What was once a means of survival is now your deep-rooted art.

Naturally, you are curious, never leaving any stone unturned in the name of your next epiphany. You will only take no for an answer in time, but you'll remember the question and solve it one day. And until the day you find that solution, you will quietly turn every stone and read any page until you find its answer.

Each invention is just the means to the next one. A jetpack has many uses, but importantly, it makes it much quicker to build a ship. A ship also has many uses, but of course, it helps find far-away resources much faster for a new workshop with new tools, tools that will

allow you to progress even further. Your hunger for knowledge and innovation is endless.



THICK SKIN

Your Physical defense increases by 4.



STRONG DEFENSE

Your Block Rating increases by 1d4.



PHYSICAL COMBAT

When you make an attack, you may spend an additional turn action up to 3 times to deal an additional 2d8 Physical damage.



KINETIC BUFFER

Your Energy defense increases by 4.



ORE SCENT

You gain a point of favor on tests made to forage and to find natural resources.



STUBBORN

You gain a point of favor on tests made to resist being influenced or forced to commit to an action.



IRON WILL

Your Psyche defense increases by 4.



PROUD

When you spend 5 or more stamina on something other than casting a spell, you may make a Portrayal test. If the test succeeds the amount of stamina spent, you regain 2 stamina. You may only make 1 Portrayal test per stamina costing event.



INVENTIVE

When crafting an item other than a component, you require 1 less material component of your choice, minimum cost of 1.



INGENIOUS

When crafting an item other than a component, you require 1 less refinement component of your choice, minimum cost of 1.



BRILLIANT

When crafting an item other than a component, you require 1 less power component of your choice, minimum cost of 1.



COPPER DWARF

3d4 Block Rating, 1d12 Dodge Rating, 4 Constitution, 6 Endurance, 3 Effervescence
You are gifted in Memory, Resolve, and Engineering. You know Utopian and Dwarvish.

IRON DWARF

As an iron dwarf, the second oldest species of the dwarven race, your great ancestors were the founders of the fundamental Arcane Arts. Prior to their mastery, mana was used in some chaotic forms, though never to any level of control.

Ancient iron dwarves created the Art of Evocation, Array, Enchantment, and Wake. These arts carved a path for future spell casters, allowing new minds into the world of magecraft, thus changing ancient Pia for newer generations, for better or for worse.

Your ancient ancestors spent most of their lives in extreme conditions, generally centered within mountains, active and otherwise, and deep caves. They adapted over centuries to poor air conditions, harsh climates, and the whims of nature of which they respected greatly. Now, these extreme climates

are rather comfortable to you. Nothing to be perturbed about.

Really, your ancestors gave you a true gift: the ability to exist where nobody will bug you. You've been granted peace in a world covered in noisy, irritating, leggy creatures that keep trying to talk to you. They have no business being that talkative or that tall.

Magic is a fundamental part of life. It's a part of your blood, your existence, it's all built off of the arcane arts handed down to you. What cannot be solved with magic can be solved with violence, and obviously, most things can be resolved with magic.

MARIANA
AMATISTA



THICK SKIN

Your Physical defense increases by 4.



STRONG DEFENSE

Your Block Rating increases by 1d4.



PHYSICAL COMBAT

When you make an attack, you may spend an additional turn action up to 3 times to deal an additional 2d8 Physical damage.



KINETIC BUFFER

Your Energy defense increases by 4.



ORE SCENT

You gain a point of favor on tests made to forage and to find natural resources.



STUBBORN

You gain a point of favor on tests made to resist being influenced or forced to commit to an action.



IRON WILL

Your Psyche defense increases by 4.



PROUD

When you spend 5 or more stamina on something other than casting a spell, you may make a Portrayal test. If the test succeeds the amount of stamina spent, you regain 2 stamina. You may only make 1 Portrayal test per stamina costing event.



CREATIVE

Spells you cast cost 1 less stamina, minimum cost of 1.



MAGE MENTALITY

You gain a point of favor on tests made to remain focused and to keep concentration.



RUNIC BUFFER

You gain a point of favor on tests made to resist spell effects.



IRON DWARF

3d4 Block Rating, 1d12 Dodge Rating, 4 Constitution, 6 Endurance, 3 Effervescence
You are gifted in Memory, Resolve, and Awareness. You know Utopian and Dwarvish.

CYBORG

Many creatures use artificial augmentation to improve their health or to push their abilities. Although, cyborgs differ in the fact that their fate is irreversible. Though biological augmentation had existed prior to the colonization of Uto, its normality came after. Cyborgs are classified as humanoid creatures that have replaced multiple vital systems with artificial enhancements. Due to their adaptability, humans are the most common species to become cyborgs.

Cyborgs are naturally versatile, their full potential is unlocked through augmentable items. Augmentation of items is normally a long, grueling process that requires huge spans of time, but cyborgs

can change augmentations multiple times in a single combat. Though reliant on equipment, this creates massive versatility for them, in virtually any way they wish.

LOCATION

Cyborgs are predominantly found on Uto, as the practice of such augmentation is sold on the open market. Mechanical enhancements are common amongst Utians and the medical technology necessary is both advanced and readily available.

Cyborgs can be found scarcely on Pia, though most Pian cyborgs share non-mechanical parts, often including arcane improvements.

The augmentation of humanoids is much older than cyborgs, but the true recorded birth of cyborgs happened when one could not live without their augmentations. The transition from creatures augmenting themselves to having artificial parts one could not live without was gradual, but the first ever case was long ago.

The population of genuine cyborgs exploded just prior to the colonization of Pia's moon, Uto. Due to disagreement on the ethics of moving an entire population to a moon, war broke loose and hundreds were gravely injured. With technological innovation at a peak at this point, augmentation seemed to be the easiest answer.

This was also true after Uto's colonization, as the surface of Uto is littered with useful resources such as iron, titanium, and silicon, all of which are usable in structural components and in computational devices.

As technology advanced, creatures were able to make the transition from purely organic to partially inorganic for luxury purposes, such as increased physical capabilities. Once a hunger grew for these types of personal advancements, companies began designing more effective, less expensive, and safer ways to modulate organisms.

Currently, cyborgs are respected as their own species, though some stigma still lingers based on their reasoning. Pians may be somewhat less accepting of these creatures, partially due to traditional values passed down from before Uto.

LIFESPAN AND GENETICS

More often than not, cyborgs outlive their humanoid counterparts given their supplemental technology. A cyborg's lifespan varies greatly based on the humanoid affected and how sound the technology is.

BACKGROUND

Cyborg modifications were first tested on humans on ancient Pia, mostly for the sake of learning the biological capability to capacitate it.

Consensual cyborg modifications first became popular for medical purposes, such as limb or organ replacement. Once the technology had become more accessible and the knowledge more widespread, frivolous augments were used purely for altering one's physical or mental characteristics.

PLAYING A CYBORG

Cyborgs are a very item-dependent species to play, their best effects flaunted when they are well equipped. This is heavily accentuated by their ability to quickly augment and de-augment items in a very short period of time. **Biotech cyborgs** compliment this with restorative properties whereas **cybernetic cyborgs** complement this with combat prowess.

The cyborg talent tree includes an entire branch dedicated to augmentation, and at its maximum tier, a cyborg may augment or de-augment items at no cost to health and in only two seconds of time while also offering a bonus to damage when augmented this way. Augmenting normally requires 1 hour of time and de-augmenting removes half a creature's DHP.

These abilities are powerful if used well, but come at a great cost to resource. With some exceptions, the lowest rarity of an augmentable item is **Common**, meaning **Crude** items generally cannot be augmented. Additionally, augmentable items are generally rarer and more costly for the pure reason of being augmentable. To take advantage of these augmentation abilities, cyborgs must have access to some amount of time or money to purchase or create these items.

Being able to craft higher-rarity items is a very valuable feature for cyborgs as it allows more customization for how one may use their abilities. This includes the entire middle branch of the **Innovation** core talent tree. As well, some **Fabrication** specialist talents will be very beneficial, such as **Hasty Craft**, **Relaxed Craft**, **Cybernetic Specialist**, and **Nanomechanics** (though many of these have substantial prerequisites).

Cyborgs have an influx of defensive talents, but each subspecies may support different playstyles. For instance, biotech cyborgs make a better support role, complimented by talents such as the **Natural Healer** specialist talent. Cybernetic cyborgs, on the other hand, may be better at taking and dealing more damage, being well-adapted to **Warfare** core talents and **Innovation** core talents that represent combat.

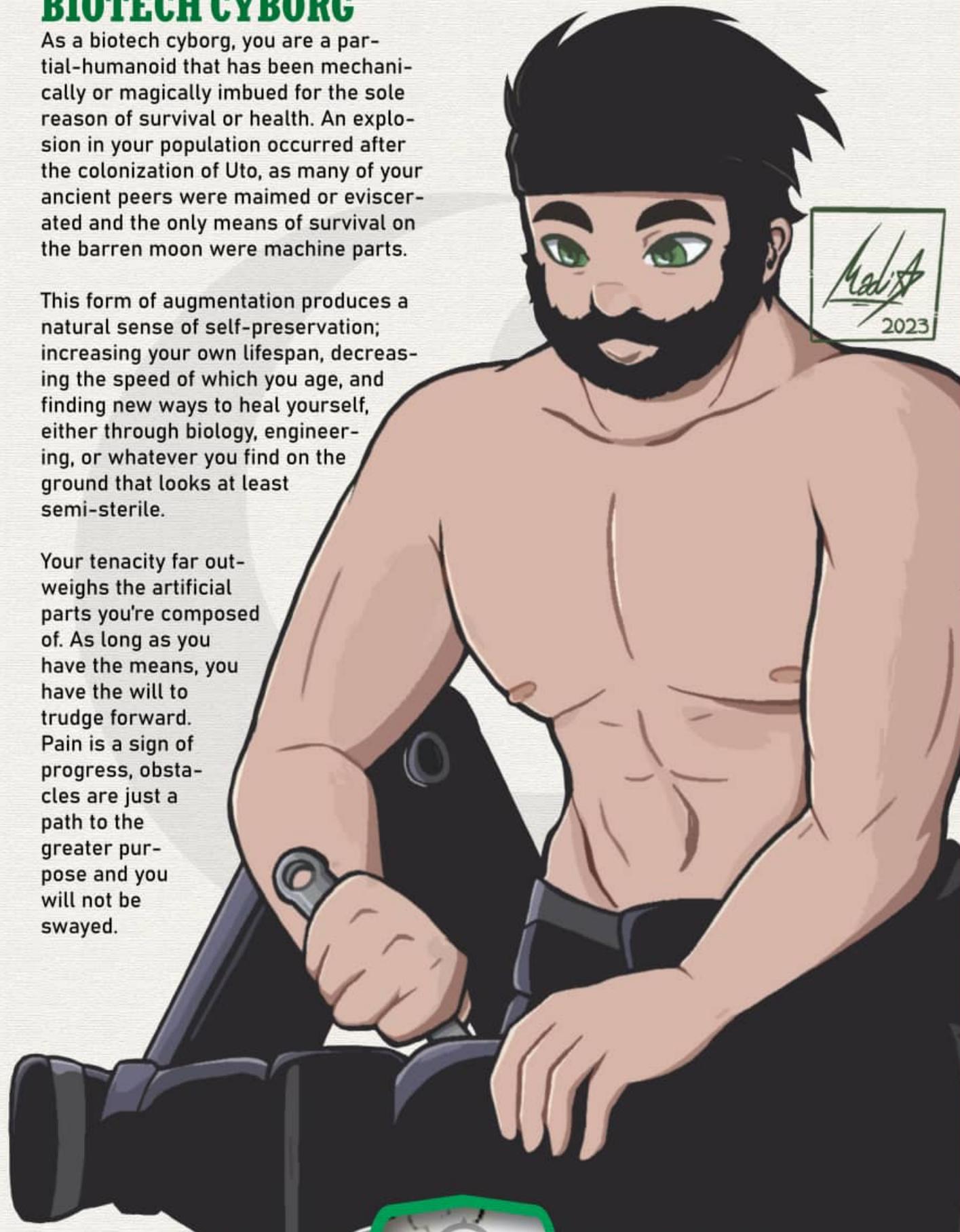
Outside of talents, cyborgs are somewhat versatile with base stats matching that of a human's, with no glaring strengths or weaknesses. Talents will, in turn, dynamically change a cyborg's capabilities inside and outside of combat.

BIOTECH CYBORG

As a biotech cyborg, you are a partial-humanoid that has been mechanically or magically imbued for the sole reason of survival or health. An explosion in your population occurred after the colonization of Uto, as many of your ancient peers were maimed or eviscerated and the only means of survival on the barren moon were machine parts.

This form of augmentation produces a natural sense of self-preservation; increasing your own lifespan, decreasing the speed of which you age, and finding new ways to heal yourself, either through biology, engineering, or whatever you find on the ground that looks at least semi-sterile.

Your tenacity far outweighs the artificial parts you're composed of. As long as you have the means, you have the will to trudge forward. Pain is a sign of progress, obstacles are just a path to the greater purpose and you will not be swayed.



QUICKENED AUGMENT

You may spend 2 turn actions to augment or de-augment an item from yourself.



INTERNAL SLOTS

De-augmenting an item does not deal damage to you.



AUGMENT PREP

You may use the Quickened Augment talent with 1 turn action rather than 2.



STEEL STRIKES

Weaponless attacks you make deal an amount of additional Physical damage equal to four times the number of items you have augmented.



THERMAL BARRIER

Your Heat and Chill defenses each increase by 2.



STRONG DEFENSE

Your Block Rating increases by 1d4.



KINETIC BUFFER

Your Energy defense increases by 4.



ACTIVATED COMBAT

When you make an attack, you may spend an additional turn action up to 3 times to deal an additional 2d6 Energy damage.



CONDUCTIVE

Whenever you take any amount of Energy damage, you regain that much stamina.



RESTORATIVE CYCLE

You may spend 1 turn action and up to 4 SHP to regain an amount of stamina equal to double the amount of SHP spent.



PRACTICAL USAGE

When you regain stamina, SHP, or DHP from an item, you regain twice as much instead.



BIOTECH CYBORG

2d4 Block Rating, 2d12 Dodge Rating, 4 Constitution, 5 Endurance, 3 Effervescence

You are gifted in Engineering, Memory, and Awareness. You know Utopian and 1 other simple language.

CYBERNETIC CYBORG

Contrasting to your biotechnical counterparts, cybernetic cyborgs like you are humanoids enhanced with a speculative goal in mind, such as physical might or dexterity. These improvements are not a necessity, rather a luxury. After cyborg technology was mass-produced to aid in the war efforts, alternate versions of the process were patented for commercial use, much later in the creation of Uto's society.

NexLab is your strongest supplier of such technology. It's a common conversation how you gathered the coin to get such parts, but the story means loads in comparison to the font. These parts are no more than strong interpretations of you.

Cybernetics is a form of expression, manifested in the physical world. Regardless of what parts you are made of, your strength is yours, your speed is yours, your wisdom has been earned through the years, regardless of the cost.

MARIANA
AMATISTA



QUICKENED AUGMENT

You may spend 2 turn actions to augment or de-augment an item from yourself.



INTERNAL SLOTS

De-augmenting an item does not deal damage to you.



AUGMENT PREP

You may use the **Quicken Augment** talent with 1 turn action rather than 2.



STEEL STRIKES

Weaponless attacks you make deal an amount of additional Physical damage equal to four times the number of items you have augmented.



THERMAL BARRIER

Your Heat and Chill defenses each increase by 2.



STRONG DEFENSE

Your Block Rating increases by 1d4.



KINETIC BUFFER

Your Energy defense increases by 4.



ACTIVATED COMBAT

When you make an attack, you may spend an additional turn action up to 3 times to deal an additional 2d6 Energy damage.



THICK SHELL

Your Physical defense increases by 4.



ACTIVATED CLASH

When you make an attack, you may spend an additional turn action and up to 4 stamina to deal an additional 2d10 Energy damage. You may use this feature up to 5 times per attack.



QUICK FOOTING

Your Dodge Rating increases by 1d12.



CYBERNETIC CYBORG

2d4 Block Rating, 2d12 Dodge Rating, 4 Constitution, 5 Endurance, 3 Effervescence

You are gifted in Engineering, Memory, and Power. You know Utopian and 1 other simple language.

OXTUS

Oxtii are humanoid fauna-like alien creatures. They are able to take advantage of biological spores that they eject from their body, allowing them to communicate mentally with creatures that the spores attach to from short distances. This is their sole form of communication. Some subspecies of oxtii have spores with more purposes, such as the release of specific pheromones. This species is ancient and well-adapted into Utian and Pian society, though their origins are still debated.

Oxtii function very differently based on their subspecies, sharing a powerful healing capability in common. Albeit slow, any form of natural healing capability is rare to see and very

powerful, specifically that of healing DHP. The three subspecies of Oxtii allow for a better experience in a specific playstyle, but don't offer maneuverability in this sense.

LOCATION

Oxtii claim their original residence on the planet of Oxtane, a planet in a neighboring solar system that was destroyed post their departure. They can be found wandering predominately throughout the streets of Uto, though dense populations exist in warm, floral areas of Pia.

LIFESPAN AND GENETICS

Oxtus biology resembles that of plants and fungi on Pia as well as some level of alien DNA.

The background of the oxtus species is heavily debated, even outside of the oxtii themselves. The most commonly accepted explanation for these aliens are that they came from a Pia-like planet called Oxtane, residing in a neighboring solar system. Utian technology has spanned far enough to take a glimpse into this solar system, but no such planet has ever been seen. Although, some speculate that nearby rogue rubble and debris may show signs that the planet was obliterated sometime in the past.

Another critique on the accepted backstory of these creatures is the extreme distance one would have to travel in order to reach the Utopian solar system. A daunting four lightyears away, it would be much of a struggle for life to be sustained the entire distance through the void of space. Whether or not it was intelligent life or just prokaryotic is unanswered, though both are difficult for many to believe.

There are two recorded plausible explanations to the congruency between oxtan biology and Pian plant life: either the alleged Oxtane had a similar carbon biology to Pia and thus the lifeforms grew and matured in similar fashions, or oxtii were actually a parallel prokaryotic life form that existed on Pia before any other humanoid, growing to sentience before gaining motor function.

Unlike standard plant life, oxtii use a more superior form of photosynthesis, allowing them to not only convert and digest solar energy, but also electrical energy. This works in tandem with their ability to melt and absorb nutritional substances instead of eating.

This allows them to use a more advanced photosynthesis called hyperphotosynthesis.

Oxtii do not have gender. Rather reproduction is limited only by what subspecies each oxtii is. Reproduction is done between oxtii remotely, and all breeding must include at least one regal oxtus.

Some oxtii care for and nurture their young, whereas others have been seen leaving their youth stranded. There are no recorded patterns based on location or species. Oxtii do not show signs of aging.

BACKGROUND

The oxtus population has a dense oral history, though none of the claims have been considered provable yet. The reason for their planet's extinction has been lost to history, and some strong minds have claimed the oxtii lore "too convenient," as their biological composition resembles many lifeforms on Pia. This is often combatted with the presence of some alien physiology, though some chalk this up to evolution and the existence of mana.

Even though Oxtane had never been officially discovered, the solar system they claimed it was within had been seen and their accounts of it prior were accurate. Some floating debris and damages show signs of what may have been a livable planet, but this conclusion is still heavily debated.

PLAYING AN OXTUS

Oxtii are very unique in their ability to

heal, having not only a self-regenerating ability, but the ability to convert water into a minor form of healing and stamina restoration. The **regal oxtus** is a naturally social creature and shares some basic talents that allow them to regain stamina and resist influence. The **brazen oxtus** has some of the most powerful combatants, and in contrast, the **astute oxtus** is extremely smart, having two separate heads and a heightened ability to craft and cast spells.

The oxtus talent tree offers one of the only talents that allows a supply of deep health. Although this is somewhat limited, the ability of medical regeneration is quite unique. Outside of this, they also have distinctive ways of regaining both health and stamina.

Each different subspecies of oxtus gains benefit from different core talents. Brazen oxtii may find the most benefit from the **Warfare** or **Tactics** trees, boosting their offensive and defensive abilities respectively. Astute oxtii may increase their potential through the **Innovation** and **Magecraft** trees, offering them abilities in the way of artifice. Regal oxtii, to contrast, are versatile and may benefit from several core talent trees.

Although, one powerful specialist talent that may help them is **Natural Healer**, allowing them to push their healing capabilities even further. Each of the oxtii may take advantage of the **Emotional Synapse** specialist talent, making them capable of speaking to any creature regardless of language, including beasts and other non-verbal species.

Oxtii serve not only a powerful support role, but also specialize well into several other potential roles.

REGAL OXTUS

Regal oxtii, also regarded as "flower" oxtii, like you are considered the most appealing of the oxtii, aided by spores you emit that alter basic emotional chemistry. This effect is subtle, but enough to make close creatures attracted to you.

To further this, regal oxtii are the only subspecies of the oxtus capable of reproduction. Based on archeological discoveries, you are also a part of the youngest subspecies. This often begs the question how oxtii reproduced before your kind came around.

You have been deemed socially attractive, attentive, and a natural leader, parental even. You have a strong natural pull on sentient creatures, which is one of the reasons you are found to be so appealing. Your social abilities are your strongest abilities.



SOCIAL SPORES

The range at which you may communicate with creatures telepathically increases by 20 meters.



HYPERPHOTOSYNTHESIS

When you successfully dodge any amount of Energy damage, you regain 1d4 stamina.



DEEP HEAL

If your current DHP is lower than half of your maximum DHP rounded down, you may spend 1 turn action and 1 SHP to regain 1 DHP.



REGENERATIVE

When you take the Deep Breath action, you regain 1 SHP.



TIRELESS

You do not gain points of Fatigue from lack of sleep.



ADAPTABLE DEFENSE

Each of your defenses increase by 1.



REMINERALIZE

You may spend 1 minute to remineralize water. Any creature may spend 3 turn actions to drink it, regaining 1d4 stamina and 1d4 SHP. Water remineralized this way becomes impure after 1 hour.



NATURAL SUPPORT

You may spend 1 turn action and up to 10 SHP to force a touching creature to regain an amount of SHP equal to the amount spent.



STUBBORN

You gain a point of favor on tests made to resist being influenced or forced to commit to an action.



PERSUASIVE

You gain a point of favor on tests made to influence and force creatures to commit to an action.



BEAUTIFUL

You cannot gain points of disfavor on Appeal tests.



REGAL OXTUS

2d4 Block Rating, 2d12 Dodge Rating, 4 Constitution, 4 Endurance, 3 Effervescence

You are gifted in Memory, Portrayal, and Appeal. You know Utopian and Oxtan.

You cannot physically speak. You may communicate telepathically with creatures that are able to communicate using a language you understand. Your telepathy has a maximum range of 10 meters.

Armor must be made custom for you to be able to equip. Custom armor takes 1 additional hour to craft. A piece of armor can be customized with 1 hour using a tool set. Only creatures able to craft items of similar rarity may modify armor this way.

BRAZEN OXTUS

As a brazen oxtus, also known as the "tree" oxtus, you are passive by nature, though extremely physically capable. The term "humanoid" is loose when interpreting your figure, as your large arms aid in supporting the massive weight of your upper body, making quadrupedal walking much more efficient.

You are the largest of the oxtii, and definitely the most menacing. With a large upper body and huge hands, your figure is prominent and recognizable from the quickest of glances. This does not denote the fact, though, that your terrestrial appearance allows you mild camouflage in dense brush.

Like all oxtii, you omit spores to communicate, though yours also double as an intimidation agent. Your presence spikes anxiety and fear in most creatures, regardless of your intentions. In combat scenarios this may be beneficial, but it's hard to fight the fact that it gets lonely at times when everybody is afraid of you.



SOCIAL SPORES

The range at which you may communicate with creatures telepathically increases by 20 meters.



HYPERPHOTOSYNTHESIS

When you successfully dodge any amount of Energy damage, you regain 1d4 stamina.



DEEP HEAL

If your current DHP is lower than half of your maximum DHP rounded down, you may spend 1 turn action and 1 SHP to regain 1 DHP.



REGENERATIVE

When you take the Deep Breath action, you regain 1 SHP.



TIRELESS

You do not gain points of Fatigue from lack of sleep.



ADAPTABLE DEFENSE

Each of your defenses increase by 1.



REMINERALIZE

You may spend 1 minute to remineralize water. Any creature may spend 3 turn actions to drink it, regaining 1d4 stamina and 1d4 SHP. Water remineralized this way becomes impure after 1 hour.



NATURAL SUPPORT

You may spend 1 turn action and up to 10 SHP to force a touching creature to regain an amount of SHP equal to the amount spent.



QUICK FOOTING

Your Dodge Rating increases by 1d12.



STRONG DEFENSE

Your Block Rating increases by 1d4.



BERSERK

When you take the Attack action, you may spend 2 additional turn actions and 12 stamina to attack a random target within range. If you do, the attack's damage is doubled.



BRAZEN OXTUS

2d4 Block Rating, 2d12 Dodge Rating, 4 Constitution, 4 Endurance, 3 Effervescence

You are gifted in Memory, Portrayal, and Power. You know Utopian and Oxtan.

You cannot physically speak. You may communicate telepathically with creatures that are able to communicate using a language you understand. Your telepathy has a maximum range of 10 meters.

Armor must be made custom for you to be able to equip. Custom armor takes 1 additional hour to craft. A piece of armor can be customized with 1 hour using a tool set. Only creatures able to craft items of similar rarity may modify armor this way.

ASTUTE OXTUS

You, an astute oxtus or "shroom" oxtus, are one of the most intellectual of the oxtii, sharing your thoughts between two segregated minds with ease. Your two powerful brains often work well in tandem and allow high-level thought processing with little effort, making you naturally intelligent.

Having two heads comes with much benefit, though one of the most favorable is that you can push and pull thoughts between your two brains. This means that, even when offering or forcefully emitting your thoughts to another creature, you can control what is given based on where you've shifted those thoughts. An amount of control only left to the most brilliant of creatures, truly.

Per fossil records, you share the wisdom of the eldest oxtii species. You feel almost in-touch with your ancestors, as if connected by an interwoven network of neurons. Some say that the spores you use to communicate aid with your intelligence, but you are well aware that this is not the case. Simply put, you're just a genius.

MARIANA
AMATISTA



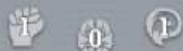
SOCIAL SPORES

The range at which you may communicate with creatures telepathically increases by 20 meters.



HYPERPHOTOSYNTHESIS

When you successfully dodge any amount of Energy damage, you regain 1d4 stamina.



DEEP HEAL

If your current DHP is lower than half of your maximum DHP rounded down, you may spend 1 turn action and 1 SHP to regain 1 DHP.



REGENERATIVE

When you take the Deep Breath action, you regain 1 SHP.



TIRELESS

You do not gain points of Fatigue from lack of sleep.



ADAPTABLE DEFENSE

Each of your defenses increase by 1.



REMINERALIZE

You may spend 1 minute to remineralize water. Any creature may spend 3 turn actions to drink it, regaining 1d4 stamina and 1d4 SHP. Water remineralized this way becomes impure after 1 hour.



NATURAL SUPPORT

You may spend 1 turn action and up to 10 SHP to force a touching creature to regain an amount of SHP equal to the amount spent.



INVENTIVE

When crafting an item other than a component, you require 1 less material component of your choice, minimum cost of 1.



CREATIVE

Spells you cast cost 1 less stamina, minimum cost of 1.



NATURAL SURVIVALIST

When you harvest components from a creature or from foraging, you may make an Awareness test. If the test succeeds 11, you gain a random additional similar component. You may only make 1 Awareness test per harvest.



ASTUTE OXTUS

2d4 Block Rating, 2d12 Dodge Rating, 4 Constitution, 4 Endurance, 3 Effervescence

You are gifted in Memory, Portrayal, and Engineering. You know Utopian and Oxtan.

You cannot physically speak. You may communicate telepathically with creatures that are able to communicate using a language you understand. Your telepathy has a maximum range of 10 meters.

Armor must be made custom for you to be able to equip. Custom armor takes 1 additional hour to craft. A piece of armor can be customized with 1 hour using a tool set. Only creatures able to craft items of similar rarity may modify armor this way.

You have 2 functional heads. You have 2 head slots and 2 neck slots. Your head and chest slots cannot be augmented.

ELF

Elves are one of the eldest humanoids to walk Utopian soil, and stand similar in many ways to dwarves, their distant biological cousins. They are well known for staying youthful and excessively good at specific things, though not often known for being good at many. Elven culture is natively prideful, in the past using their skills as a lever point for social power and maneuverability in a hierarchy. Though, violence is often an option to traditional elves given their superior combat skills, generally tailored to their profession.

Elves are well specialized and powerful in combat, gaining abilities to use social stats in place of combat stats during

battle. With that, outside of the use of magic, elves are not very versatile and may lack utility without additional aid.

LOCATION

Elves are found almost exclusively on Pia, though scattered around, and are one of the most ancient species to live there. A very prideful nature has pushed elves to many positions of power, whereas those who fail to do so cast themselves from their respective societies. Some, as such, inhabit isolated communities in woodland areas, specifically warmer climates.

LIFESPAN AND GENETICS

Elves live naturally to 500 years old on average, and upwards of 1,000 years with

Based on historical events, elves are a dominant species when it comes to power across the territories of Pia. One of the largest civilized territories on Pia, Imperium, has held elven rule for centuries.

Many elves are much more hospitable than their ancient ancestors, no longer observing the race of creatures in many scenarios. Though, the actions of elven leaders have proved that they haven't removed overall prejudice. Rather, physical capability has become the new pivot for the elven highnesses.

Elves slowly began the process of building an inclusive culture once twilight elves were introduced again. A mix of recognition of how powerful different creatures can be and a level of embarrassment produced by outcasting one of the greatest magical innovators opened many eyes.

Regardless of their wishes, twilight elves are generally held at high esteem in elven society. With the interest of history, this esteem may be taken as insulting, almost a failed apology for previous events. Disregarding that, statues were built in the image of groundbreaking twilight elves, often disregarding the dwarven aid received.

The pride of the elven species has left them with an idea melded into their culture: the amount of literal power a creature has directly correlates with that creature's value in the world.

proper medicine and healing.

Elves are often very selective with breeding, though their genetics may pass between subspecies on specific rare occasions. Their genetics are finely evolved and thus nearly immutable.

Solar elves and lunar elves are able to breed with each other, though offspring is uncommon this way. On the off chance, twilight elves are born, which are able to breed with any other elf, in which case a solar or lunar elf will be born.

BACKGROUND

Elves are ancient egotistical creatures, prideful and powerful in their actions. Most elves are currently, as ancient elves were, highly specialized in a narrow set of skills, such as combat or hunting, and boast their attributes greatly.

Prior to the birth of the first twilight elf, the two original subspecies fought a social war of superiority. After the first interbred elf was birthed, twilight elves became the new target. Their odd markings created a pattern on their skin and they became a subject of mockery in elven society. They became a product of sin and deemed as failure.

In elven nature, the few twilight elves took this as fuel to become the most powerful spell casters of the ancient species, founding the 4 newest Arcane Arts. In this new light, the twilight elves' markings became a status of prosperity and worth.

PLAYING AN ELF

Elves are charismatic creatures by nature, and they often use this much to their advantage. More than just social interaction, elves are capable of using their beguiling prowess to aid their physical actions. Skilled **solar elves** use their Stunt score in place of their Power, **lunar elves** of a similar caliber use their Appeal score in place of their Dexterity. **Twilight elves**, uniquely, use Language in place of Resolve, affecting not only their mental fortitude, but also their ability to cast spells.

For combat, elves may find a lot of use in the **Warfare** core talents, which give bonuses to melee weapons and ranged weapons separately, as well as decreasing the amount of time each attack takes. Weapons can also be aided by the **Hunter's Mark** and **Dual Wielder** specialist talents. For stealth, speed, and defense, there are the **Tactics** core talents, further complimented by the **Silent Steps** specialist talent.

When it comes to spell casting, the **Magecraft** core talents are a necessity. Some of the most powerful abilities include **Wake Artistry** and **Alteration Artistry**, allowing area-of-effect spells and modifications such as healing and kinetic force, respectively. Specialist talents ranging from **In Tune**, to **Intense Concentration**, and most arcane specialist talents are extremely supportive.

Overall, elves are powerful in single sections of play but aren't very versatile. It's optimal to focus on specific subtraits based on what subspecies you're playing, as they take on double value once you've reached the better tiers of their species talent trees.

SOLAR ELF

Solar elves much like yourself grew into being natural gladiators, glorifying the ability to do battle. In elven society, you decide worth through combat prowess, either through direct encounter or through trials such as gauntlets, rightfully capable of killing those who are too weak.

Your skin is light, golden and reactive to sunlight. Due to your defining features, it's difficult for you to hide your identity within the elves, and thus, your failure cannot be hidden.

Elven brawler lineages often spent most of their ancient life being considered superior to their lunar counterparts, partially due to physical force and advantage. Through time, this catalyzed wars between you and your lunar counterparts, ending with the decision that no natural superiority actually exists.

Though to you, this hasn't really been proven, as they are not nearly as capable of winning such battles that you can. Their physical prowess is below you, and it's a shame this isn't better recognized.

MARIANA
AMATISTA



MISCHIEVOUS

You gain a point of favor on Appeal tests made against creatures that are hostile towards you.



YOUTHFUL

When you spend 5 or more stamina on something other than casting a spell, you may make a Portrayal test. If the test succeeds the amount of stamina spent, you regain 3 SHP. You may only make 1 Portrayal test per stamina costing event.



PROUD

When you spend 5 or more stamina on something other than casting a spell, you may make a Portrayal test. If the test succeeds the amount of stamina spent, you regain 2 stamina. You may only make 1 Portrayal test per stamina costing event.



BEAUTIFUL

You cannot gain points of disfavor on Appeal tests.



FAST

Your Land travel increases by 2.



FORTUNATE

When you make a test, you may spend 3 stamina to reroll a single 1. You may only reroll any number of dice once per test.



SPONTANEOUS

You may make an Agility test rather than a Speed test when calculating turn order.



DAREDEVIL

You cannot gain points of disfavor on Stunt tests.



STRONG DEFENSE

Your Block Rating increases by 1d4.



PRIDEFUL WARRIOR

When you make a melee attack against a creature that can sense you, you may spend 8 stamina to deal an additional 1d8 Physical damage. You may use this effect a number of times equal to your Appeal modifier per attack, minimum of 1.



CHAMPION BRAWLER

When making tests or calculating based on scores or modifiers, you may use your Appeal score in place of your Power score and use your Charm score in place of your Strength score.



SOLAR ELF

2d4 Block Rating, 2d12 Dodge Rating, 3 Constitution, 7 Endurance, 2 Effervescence
You are gifted in Speed, Portrayal, and Appeal. You know Utopian and Elvish.

LUNAR ELF

Lunar elves like you are natural hunters and stalkers, blending well with starry night skies. If there's no place to hide, you will easily make one to fit your needs.

The nightly elves have historical conflict with solar elves, given the contrast of their abilities. No signs of true superiority exist anymore, rather your skill sets were denied through rigged testing in ancient conflicts of skill. You've spent your life in the shadow of false warriors, boasting their might like it was of the gods themselves.

Common Pian beliefs state that lunar elves are modified solar elves born of the celestials, granting them lineage with greater bodies. Utian beliefs harshly critique this idea, claiming that said celestials are not capable of creation of life, as these large bodies are inorganic and non-sentient. Debates as such have gone on, not often diplomatically, even prior to the colonization of Uto.

You more than likely stray away from settled living situations, often living on foot with a bedroll, enough water to get by, and blocks of jerky on your back. You camp, hunt, and stalk through the nights and find hidden places to rest during the day. Lunar elves that do take shelter in cities often resort to underground passageways, cartels, and other black-market institutions. These elves are not criminals, rather their broken reputation keeps them unjustly in a position of presumption within the urban spaces of Pia.

You are a creature born of redemption, and you must fight hard for your worth. The world isn't fair for you and your siblings, but that's a challenge you will take on with a strong mind and quick feet.




2022

MISCHIEVOUS

You gain a point of favor on Appeal tests made against creatures that are hostile towards you.



YOUTHFUL

When you spend 5 or more stamina on something other than casting a spell, you may make a Portrayal test. If the test succeeds the amount of stamina spent, you regain 3 SHP. You may only make 1 Portrayal test per stamina costing event.



PROUD

When you spend 5 or more stamina on something other than casting a spell, you may make a Portrayal test. If the test succeeds the amount of stamina spent, you regain 2 stamina. You may only make 1 Portrayal test per stamina costing event.



BEAUTIFUL

You cannot gain points of disfavor on Appeal tests.



FAST

Your Land travel increases by 2.



FORTUNATE

When you make a test, you may spend 3 stamina to reroll a single 1. You may only reroll any number of dice once per test.



SPONTANEOUS

You may make an Agility test rather than a Speed test when calculating turn order.



DAREDEVIL

You cannot gain points of disfavor on Stunt tests.



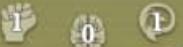
QUICK FOOTING

Your Dodge Rating increases by 1d12.



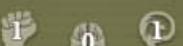
VALLEY STALKER

You gain a point of favor on tests made to remain inconspicuous.



CHAMPION HUNTER

When making tests or calculating based on scores or modifiers, you may use your Stunt score in place of your Dexterity score and use your Display score in place of your Agility score.



LUNAR ELF

2d4 Block Rating, 2d12 Dodge Rating, 3 Constitution, 7 Endurance, 2 Effervescence
You are gifted in Speed, Portrayal, and Stunt. You know Utopian and Elvish.

TWILIGHT ELF

Twilight elves are the youngest species of elves. In evolutionary youth, your existence was mocked and heckled, as you were a sign of interbreeding, a cardinal sin amongst your elven kind. This prejudice led to unjust prosecution, ignored crimes against your ancestors, and general injustice against your people within day-to-day life.

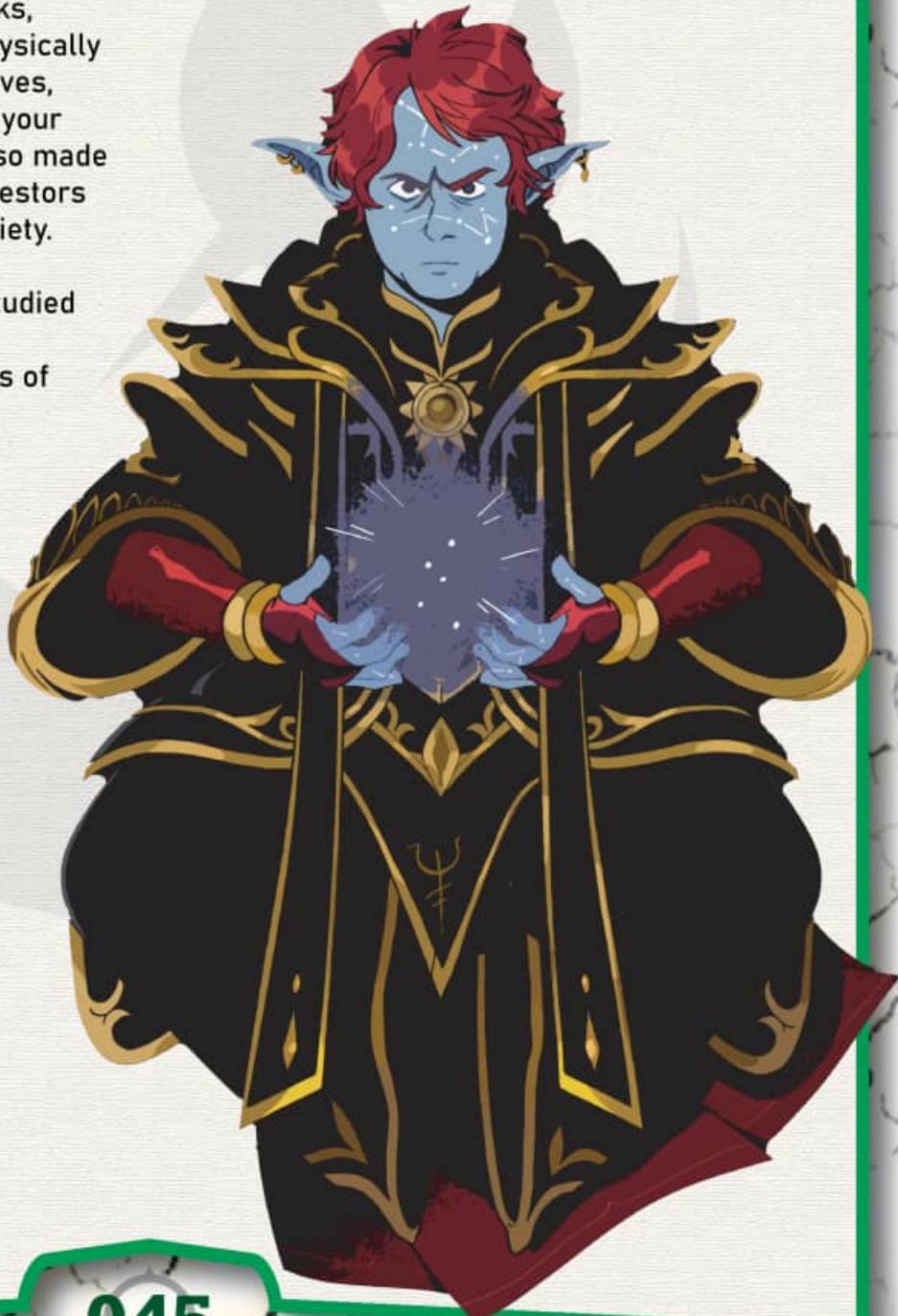
Your skin comes in shades of flat, dark colors, marked with bright streaks, shapes, and blotches. You are physically distinguishable from the other elves, making it difficult for you to hide your identity from other elves. This also made it a struggle for your ancient ancestors to protect themselves within society.

Outcasted, your young species studied the magic arts, aided by isolated ancient Pian dwarves. After years of exponential progress, they were able to craft and found four new Arcane Arts: the Art of Illusion, the Art of Divination, the Art of Necromancy, and the Art of Alteration.

After their innovations towards magic, twilight elves were held with new respects and reintegrated into society. Currently, you are still held in high regard. Not only does your lineage lift you, but you and your siblings' births are rather rare to come by. Though to some, this newfound fame means little in the way of the

Elven past. It's hard to push down the resentment you feel for your prideful counterparts, stuck in the old ways of solving problems with bigger sticks than your opponents.

Magic is natural to you, a medium of peace and enlightenment when the world tries to foil you. Mysticism is a language and an art more than it is a tool. Magic doesn't need purpose, magic needs to mean something to its caster.



MARIANA
TAMATISTA

MISCHIEVOUS

You gain a point of favor on Appeal tests made against creatures that are hostile towards you.



YOUTHFUL

When you spend 5 or more stamina on something other than casting a spell, you may make a Portrayal test. If the test succeeds the amount of stamina spent, you regain 3 SHP. You may only make 1 Portrayal test per stamina costing event.



PROUD

When you spend 5 or more stamina on something other than casting a spell, you may make a Portrayal test. If the test succeeds the amount of stamina spent, you regain 2 stamina. You may only make 1 Portrayal test per stamina costing event.



BEAUTIFUL

You cannot gain points of disfavor on Appeal tests.



FAST

Your Land travel increases by 2.



FORTUNATE

When you make a test, you may spend 3 stamina to reroll a single 1. You may only reroll any number of dice once per test.



SPONTANEOUS

You may make an Agility test rather than a Speed test when calculating turn order.



DAREDEVIL

You cannot gain points of disfavor on Stunt tests.



CREATIVE

Spells you cast cost 1 less stamina, minimum cost of 1.



MAGE MENTALITY

You gain a point of favor on tests made to remain focused and to keep concentration.



CHAMPION CASTER

When making tests or calculating based on scores or modifiers, you may use your Language score in place of your Resolve score and use your Charm score in place of your Will score.



TWILIGHT ELF

2d4 Block Rating, 2d12 Dodge Rating, 3 Constitution, 7 Endurance, 2 Effervescence
You are gifted in Speed, Portrayal, and Language. You know Utopian and Elvish.

CAMBION

The very existence of cambions is controversial and heavily argued for and against. These flames are further stoked by strong belief systems. To the moderately religious or more, the birth of a cambion is a symbol from a much higher power, offering a message to the mortal realm. Cambions are uncommon, a rare mutation of two human parents, that of which is already scarce. This lack of sample size makes these debates often baseless. Social pressure is common for these creatures on Pia due to a more dense religious population, though many skeptics live on Pia and many more on Uto.

Cambions share a unique set of skills, given the ability to affect rolls in any

way is hard to come by, especially to the extent cambions can. Your social pressures may be used to your advantage if done cunningly. In the worst case, you can find use in armless combat, using just your natural body as a basic weapon. To top that, you also boast a well-developed natural defense.

LOCATION

Cambions can be found sparsely amongst Pia and even less on Uto. Their appearances are behold by many of the common Pian beliefs, pushing them towards isolation or dense populations based on their physical attributes.

LIFESPAN AND GENETICS

Cambions are born of two human parents; the reason for their birth is widely

Thawn Quatron is a powerful name in the world of innovation, known to be one of the greatest inventors in both Pian and Utian history. He not only designed weapons on par with those told in distant bardic song, but even created systems used to facilitate such craft.

What many don't know is that Thawn is a sibling of four, the second eldest. He was cast out by his human parents once realized to be an eldritch cambion, a sign of the end-times to the faithful, a destruction to a family crest if ever discovered.

His two younger siblings, Xon and Faun, never heard tales of such a sibling in their youth. Dawn Quatron, the oldest sibling, was the only one to know of such a thing, though little did she know of the reason or the connotations of such.

The Quatron siblings gained a lot of reputation through their family's prestige. Although, as they grew into their name, the number of people that were stepped on to gain such a name grew as well. The three siblings sought to find the since lost Thawn, but he had since found refuge in the Utian technocracy where prejudice was virtually nonexistent.

Though much spite was built in the absence of his family, he spread his various ideas to the public, founding the systems used to create the iconic items held by his siblings.

discussed and debated. The common Pian belief states that the birth of a cambion is a message from a greater power. These beliefs entail the idea that the steps of a cambion create extreme world events, whether those be for better or for worse.

Common Utian beliefs speculate that some humans exist with stifled modified genetics from experiences of their distant past. Said genetics are extremely recessive and uncommon, making the chance of a cambion's birth rare by nature.

Cambions do not show any signs of aging and there are no recorded deaths due to age. However, the age of the oldest cambion is also unknown. They are completely sterile, unable to reproduce without modification.

BACKGROUND

Cambions are a sight to behold amongst most people, as the beliefs and controversy that follows them create odd reputations. The first cambion was recorded after the independence of humans, though there's no proof that they weren't alive before then.

Each cambion shares physical traits with one of three celestial creatures: angels, demons, and eldritch beings. Some speculate that this is coincidence, some say that it was by intelligent design during human captivity, others say that this is made by the touch of the celestials themselves and serve as a message.

PLAYING A CAMBION

Cambions are very unique as playable creatures, given their superior

weaponless attacks and ability to fly. Though it costs stamina, this allows prevention of fall damage and an additional vertical axis when traveling. Angelic cambions have some of the most prolific healing and buff abilities in their talent trees, while demonic cambions hold strong melee weaponless attacks and debuff abilities. Eldritch cambions, in contrast, gain a ranged weaponless attack and telepathic communication.

With a fair number of combat talents at their disposal, cambions may find interest in the **Warfare** core talents for offensive abilities and the **Tactics** core talents for defensive and evasive abilities. For healing, the **Alteration** Artistry in the **Magecraft** core tree offers healing magic while the center branch of the **Innovation** tree allows one to craft healing items.

Given their ability to fly, cambions can take advantage of items such as the **Aerial Sash**, which only increases the Air travel of creatures that would have one innately. With this ability to fly, talents that offer mind points will help increase stamina while ranged weapons and abilities will give cambions a stark advantage on melee creatures.

Overall, cambions are versatile creatures with a few strong edges. Each cambion is followed by a strong social connotation due to their heritage and their placement in faith, sometimes good and bad other times. When playing a cambion, consider how your character may cope with the way that they are perceived, as some shopkeepers may refuse to sell, though others may beg for consistent favor.

ANGELIC CAMBION

Reminiscent of their names, angelic cambions have feathery white wings, always a clear complexion, and they keep a youthful figure the majority of their very long lives.

You are humble and modest, but in many regions you will be showered with love and affection, regardless of your previous deeds. You are a symbol to many, a symbol of peace and serenity.

The pressure to appease is strong when you stay stagnant, expectations are always nothing but high. As it has been explained so many times, you are simply perfect.

When you use your limited "angelic" blessings, your eyes more than likely will glow a stark, beaming white. This enforces a symbolic nature that you can't shake, and also makes it very difficult for you to disguise yourself, regardless of your wishes.



MARIANA
AMATISTA

THERMAL BARRIER

Your Heat and Chill defenses each increase by 2.



RAPID BLOWS

Your weaponless attacks require 1 turn action rather than 2.



STRONG DEFENSE

Your Block Rating increases by 1d4.



KINETIC BUFFER

Your Energy defense increases by 4.



HYPERCOGNANT

You cannot be inflicted with Unconsciousness unless you choose to, given you have more than 0 stamina and more than 0 DHP.



RUNIC BUFFER

You gain a point of favor on tests made to resist spell effects.



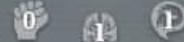
FORTUNATE

When you make a test, you may spend 3 stamina to reroll a single 1. You may only reroll any number of dice once per test.



PROUD

When you spend 5 or more stamina on something other than casting a spell, you may make a Portrayal test. If the test succeeds the amount of stamina spent, you regain 2 stamina. You may only make 1 Portrayal test per stamina costing event.



QUICK FOOTING

Your Dodge Rating increases by 1d12.



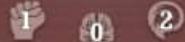
HEAVEN'S HALO

Whenever you take the Deep Breath action, you may spend 1 SHP. If you do, choose any number of other creatures within 1 meter of you. They each regain 1 SHP.



OTHERWORLDLY GIFT

When a creature within 5 meters of you makes a test, you may spend 1 interrupt action and 4 stamina up to once per test to give the creature a point of favor.



ANGELIC CAMBION

2d4 Block Rating, 2d12 Dodge Rating, 4 Constitution, 6 Endurance, 2 Effervescence

You are gifted in Power, Appeal, and Stunt. You know Utopian and Primordial.

Chest armor and back armor must be made custom for you to be able to equip. Custom armor takes 1 additional hour to craft. A piece of armor can be customized with 1 hour using a tool set. Only creatures able to craft items of similar rarity may modify armor this way. You have 3 meters of Air travel. You may spend either 1 turn action or 1 interrupt action to hold an airborne position. If you fly for any amount of time during a turn, you lose 5 stamina at the end of the turn.

DEMONIC CAMBION

Many demonic cambions are ousted at birth, expected to live on their own the moment their demonic features become prominent. Or, in some cases, some may hope you never made it to the stage of walking.

Unfortunately for all of them, you are very resilient and capable. Even worse for you, you have an extremely distinct scent and look, something soft and sweet, almost alluring. This scent is

tightly held in the minds of the mob, making you a natural enemy to anybody who's visited those disgusting temples. Those who don't recognize it may find themselves deeply attracted to you if you were to push the mentality.

Life is easy, really; disguising yourself is often impossible, making intimidation your strongest quality. Many demonic cambions like yourself have been pushed into criminal syndicates, either by societal standard and prejudiced law, or just because they were good at it. Your best friends are strong friends, and your worst enemy is your own image and the masses.

A stylized illustration of a woman with dark skin and curly hair, wearing a red and black outfit with a cape. She has a determined expression and is surrounded by red and orange energy or flames. The background is white with some dark, jagged shapes.

MARIANA
AMATISTA

THERMAL BARRIER

Your Heat and Chill defenses each increase by 2.

**RAPID BLOWS**

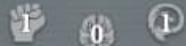
Your weaponless attacks require 1 turn action rather than 2.

**STRONG DEFENSE**

Your Block Rating increases by 1d4.

**KINETIC BUFFER**

Your Energy defense increases by 4.

**HYPERCOGNANT**

You cannot be inflicted with Unconsciousness unless you choose to, given you have more than 0 stamina and more than 0 DHP.

**RUNIC BUFFER**

You gain a point of favor on tests made to resist spell effects.

**FORTUNATE**

When you make a test, you may spend 3 stamina to reroll a single 1. You may only reroll any number of dice once per test.

**PROUD**

When you spend 5 or more stamina on something other than casting a spell, you may make a Portrayal test. If the test succeeds the amount of stamina spent, you regain 2 stamina. You may only make 1 Portrayal test per stamina costing event.

**THICK SKIN**

Your Physical defense increases by 4.

**FALLEN HORNS**

Your weaponless attacks deal 2d8 Physical damage.

**OTHERWORLDLY CURSE**

When a creature within 5 meters of you makes a test, you may spend 1 interrupt action and 4 stamina up to once per test to give the creature a point of disfavor.



DEMONIC CAMBION

2d4 Block Rating, 2d12 Dodge Rating, 4 Constitution, 6 Endurance, 2 Effervescence

You are gifted in Power, Appeal, and Portrayal. You know Utopian and Primordial.

Chest armor and back armor must be made custom for you to be able to equip. Custom armor takes 1 additional hour to craft. A piece of armor can be customized with 1 hour using a tool set. Only creatures able to craft items of similar rarity may modify armor this way.

You have 2 meters of Air travel. You may spend either 1 turn action or 1 interrupt action to hold an airborne position. If you fly for any amount of time during a turn, you lose 3 stamina at the end of the turn.

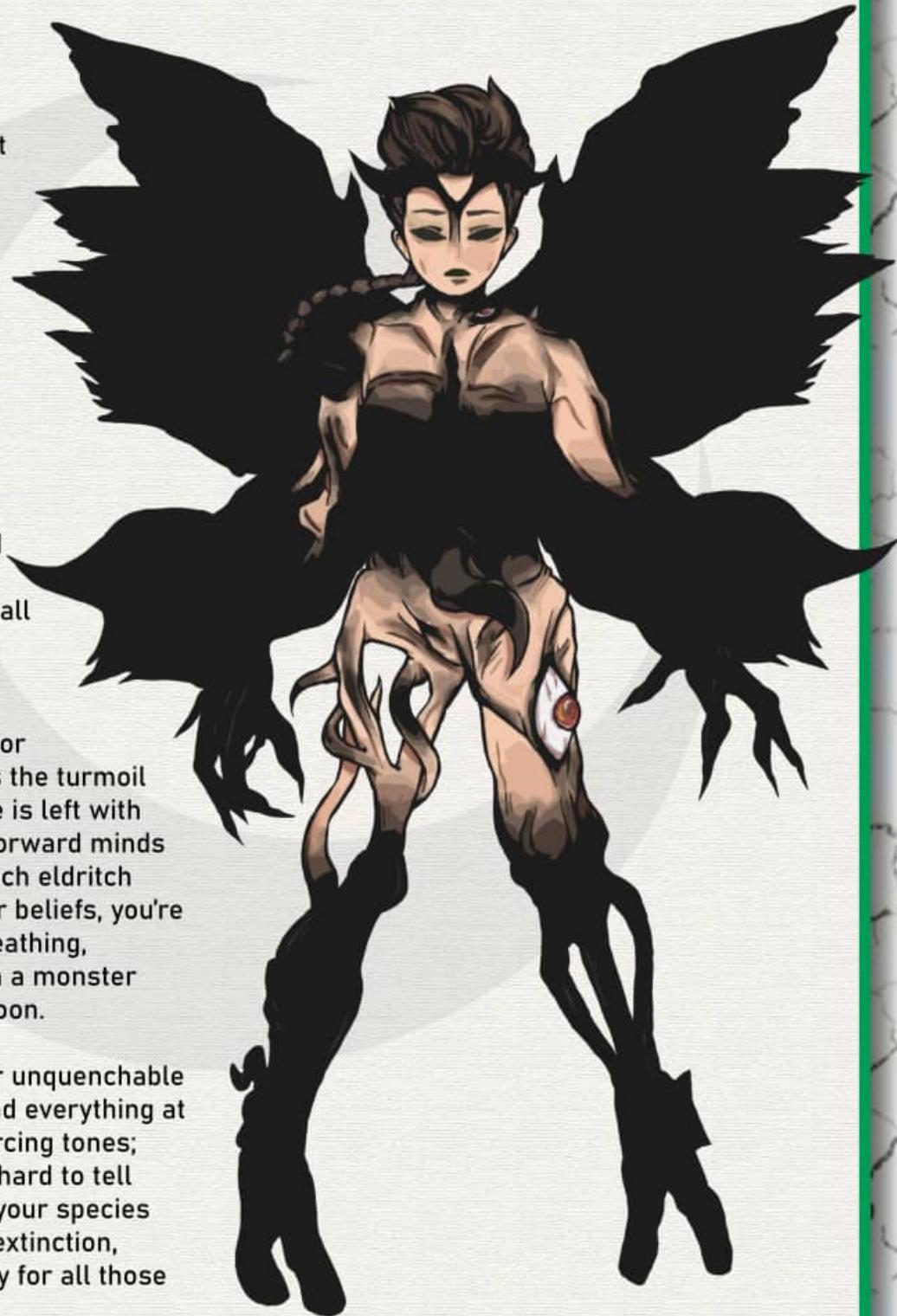
ELDRITCH CAMBION

If you are sure of anything, it is that society was not built for creatures like you. Eldritch cambions are only things of ancient lore, no more than radical bedtime stories of the apocalypse yet to come. Little do any of those storytellers know, you walk, breathe, and eat just like they all do.

Your very existence is objectified; you are a sign of the end. It's hard to make acquaintances when you have been deemed a prophet of the world-enders. Even to those that do not believe in the eldritch, your dark tendrils, odd growths, and lopsided features are things of nightmares, per all the children you've met in your life.

Uto is a common escape for cambions like yourself, as the turmoil surrounding your heritage is left with the religious on Pia. The forward minds of Uto do not believe in such eldritch beings; regardless of their beliefs, you're recognized as a living, breathing, sentient being rather than a monster from the depths on the moon.

Periodically, you may hear unquenchable voices that say nothing and everything at once, speaking in ear-piercing tones; nothing decipherable. It's hard to tell what these voices mean, your species was born on the brink of extinction, perhaps rather fortunately for all those never born.



THERMAL BARRIER

Your Heat and Chill defenses each increase by 2.



RAPID BLOWS

Your weaponless attacks require 1 turn action rather than 2.



STRONG DEFENSE

Your Block Rating increases by 1d4.



KINETIC BUFFER

Your Energy defense increases by 4.



HYPERCOGNANT

You cannot be inflicted with Unconsciousness unless you choose to, given you have more than 0 stamina and more than 0 DHP.



RUNIC BUFFER

You gain a point of favor on tests made to resist spell effects.



FORTUNATE

When you make a test, you may spend 3 stamina to reroll a single 1. You may only reroll any number of dice once per test.



PROUD

When you spend 5 or more stamina on something other than casting a spell, you may make a Portrayal test. If the test succeeds the amount of stamina spent, you regain 2 stamina. You may only make 1 Portrayal test per stamina costing event.



TELEPATHY

You may communicate telepathically with creatures that are able to communicate using a language you understand. Your telepathy has a maximum range of 10 meters.



MENTAL SCREECH

When you make a weaponless attack, you may choose for it to deal 2d6 Psyche damage and have 5 meters of close range, 10 meters of far range, instead. Attacks made this way use your Memory modifier for calculating damage and accuracy.



IRON WILL

Your Psyche defense increases by 4.



ELDRITCH CAMBION

2d4 Block Rating, 2d12 Dodge Rating, 4 Constitution, 6 Endurance, 2 Effervescence

You are gifted in Power, Appeal, and Memory. You know Utopian and Primordial.

Chest armor and back armor must be made custom for you to be able to equip. Custom armor takes 1 additional hour to craft. A piece of armor can be customized with 1 hour using a tool set. Only creatures able to craft items of similar rarity may modify armor this way.

Your Air travel is equal to half your Speed score rounded down, minimum of 1. You may spend either 1 turn action or 1 interrupt action to hold an airborne position. If you fly for any amount of time during a turn, you lose 4 stamina at the end of the turn.



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A TALENTED CHAMPION

As you venture, you will amass experience and practice. Naturally, you may choose how your character adapts to the conditions using talents.

Talent trees, much like those your species has, are broken into branches and those are further broken into tiers. Every species has a two-branch talent tree, each branch containing four tiers. Each subspecies has a single-branch tree with three tiers.

Beyond your species, there are five core trees that you can take talents from. These vary greatly in what they offer, and none of them have any requirements barring two: to have access to a talent, you must have each talent of the lower tier within that branch. For instance, in regards to the **Warfare** core tree, you cannot take the **Recovery** talent until you have already taken the **Swift Strike** talent followed by the **Hasty Attacks** talent.

CORE TALENTS

All players, and even some creatures, have access to the core talent trees. There are five total, each specializing in different facets of character development.

WARFARE

The **Warfare** core tree offers offensive talents, broken into three categories: melee attacks, ranged attacks, and

increasing attack speed. This tree prioritizes Body points.

TACTICS

The **Tactics** coretree is evasive, offering talents that increase Block Rating and Dodge Rating, as well as talents that increase one's maneuverability in combat. This tree prioritizes Soul points.

INNOVATION

The **Innovation** tree often works in line with crafting, though offers several benefits that aid both in crafting and in natural activity. This tree prioritizes Mind points.

MAGECRAFT

The **Magecraft** tree is unique in design, as talents offering new arcane artisries are scattered throughout the tree, while the remainder aid in versatility when casting. This tree prioritizes Mind points.

PROWESS

Finally, the **Prowess** tree is the smallest, most generic, and the most expensive for its value. As a trade to this, once one has gained every talent in a Prowess branch, they may start that branch from the beginning again. This tree prioritizes Body points.

INFLUENCE

The **Influence** tree is for diplomatic approaches and full party support. This tree includes healing and rejuvenation talents, while granting one the ability to recognize and understand more complex social interactions. This tree prioritizes Soul points.

CLEAVE

When a melee weapon or weaponless attack you make reduces a creature's DHP to 0, you may retarget the remaining damage to another creature within the weapon's range.



BRAWLER

You gain a point of favor on tests made to grapple creatures.



CHARGER

When you take the Attack action weaponless or with a melee weapon directly after taking the Travel action, you may reduce the amount of stamina required for the attack by the highest Travel score used during the action.



BLITZER

When you take the Attack action weaponless or with a melee weapon, you may target each creature within the weapon's range. Attacks made this way deal half damage to each creature, rounded up.



SWIFT STRIKE

When you make an attack with a weapon, you may spend 3 stamina to reduce the number of turn actions required by 1 up to twice, minimum cost of 4 turn actions.



HASTY ATTACKS

When you make an attack with a weapon, you may spend 5 stamina to reduce the number of turn actions required by 1 up to twice, minimum cost of 2 turn actions.



RECOVERY

You may spend 2 turn actions and up to 20 SHP to regain an amount of stamina equal to the amount of SHP spent.



TERMINAL DRIVE

When you make an attack with a weapon, you may spend 7 stamina to reduce the number of turn actions required by 1 any number of times, minimum cost of 1 turn action.



WARMONGER

When a creature you're aware of takes the Attack action, you may spend 8 stamina to take the Attack action using interrupt actions as if they were turn actions.



SNIPER

Ranged weapon attacks you make have double the amount of close range.



TITAN SLAYER

You gain a point of favor on tests made to scale creatures.



QUICK HANDS

When you make an attack with a ranged weapon that must be loaded or charged, you may spend 10 stamina to load or charge the weapon without paying the turn action cost.



VOLLEY

When you take the Attack action with a ranged weapon, you may target three times as many creatures within range and deal half the amount of damage to each creature, rounded up.



WARFARE

The Warfare tree is a path towards combat and finesse in conflict. Talents from this tree are battle oriented, both general and specialized. It is the fine art of not only hitting things really hard, but also hitting things very quickly and in close succession.

SPRINT

When you take the Travel action, you may spend 3 stamina to add your Stunt score to your Land travel for the rest of the action.



ATHLETE

When you become the target of any effect, you may spend 3 stamina to take the Travel action using interrupt actions as if they were turn actions.



PARKOUR

When a source deals kinetic force damage to you, it deals half as much, rounded down, instead.



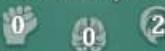
REFLEXIVE

Choose either your Block Rating or Dodge Rating. The chosen rating increases by 1 die.



REFLEXIVE

Choose one from Block Rating or Dodge Rating that has not been chosen by the Reflexive talent. The chosen rating increases by 1 die.



ILLUSIVE

Choose either your Block Rating or Dodge Rating. The chosen rating increases by 2 dice.



ILLUSIVE

Choose one from Block Rating or Dodge Rating that has not been chosen by the Illusive talent. The chosen rating increases by 2 dice.



TOTAL POISE

Your Dodge Rating increases by 2d12 and your Block Rating increases by 2d4.



LIVELY

You gain a point of favor on tests made to decide turn order.



PARRY

When you take the Block action against a melee attack, you may spend 1 additional interrupt action and 5 stamina to roll your melee weapon's attack damage rather than your Block Rating.



ARMOR APTITUDE

When you take the Dodge action, you may spend 5 stamina to treat all of your defenses as if they were equal to your highest defense for the rest of the action.



TACTICS

The Tactics tree offers evasive maneuvers and technical outfitting. The talents in this tree push superior movement and reflexive defense, including not only increasing one's blocking and dodging capabilities, but also offering alternative methods.

DECONSTRUCTOR

You may spend 1 minute at a tool station to destroy an item other than a component, receiving half of the components used to craft it rounded down.



ALCHEMIST

When you craft a Consumable item, you craft twice as many instead.



TENACIOUS

You may craft items and components without a tool station. Items and components crafted this way require twice as long to craft.



TINKERER

You can craft Common items.



CRAFTSMAN

You can craft Extraordinary items.



MAKER

You can craft Rare items.



VISIONARY

You can craft Legendary items.



CREATOR

You can craft Mythical items.



ALGORITHMIC

When you make a Power or Dexterity test, you may spend 3 stamina to make an Engineering test instead.



MNEMONIC

You have a number of Recollection Charges equal to your Memory score. When you would make a test, you may spend a Recollection Charge for each time you've used this feature since your last rest plus 1 to make a Memory test instead. You regain all charges after completing a rest.



INTELLECTUAL

Whenever another creature within 5 meters of you makes a test, given you can both sense each other, you may spend 1 interrupt action to add your Intellect modifier to its roll. You may use this feature up to once per test.



INNOVATION

The innovation tree is purely based in the heart of craft. One cannot craft powerful artifacts without first accepting these talents. Innovation not only allows the creation of custom equipment, but also advanced usage for said items as well as others, including dismantling and medical aid.

NOVICE ARTISTRY

Choose one between Evocation, Enchantment, and Illusion that hasn't been chosen by the Novice Artistry talent. You learn the chosen arcane art.



1

1

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ADEPT ARTISTRY

Choose one between Array, Necromancy, and Divination that hasn't been chosen by the Adept Artistry talent. You learn the chosen arcane art.



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WIZARD'S WITS

When you become the target of any effect, you may spend 2 interrupt actions and an amount of stamina to cast a spell. The amount of stamina is equal to the spell's cost after discounts.



2

2

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EXPERT ARTISTRY

Choose one between Wake and Alteration that hasn't been chosen by the Expert Artistry talent. You learn the chosen arcane art.



2

3

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SWIFT CASTING

You may spend 6 stamina to cast a spell with 2 turn actions or 11 stamina to cast it with 1 turn action. This cost does not count towards the cost of the spell.



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NOVICE ARTISTRY

Choose one between Evocation, Enchantment, and Illusion that hasn't been chosen by the Novice Artistry talent. You learn the chosen arcane art.



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MAGUS APPRENTICE

Spells you cast cost 2 less stamina, minimum cost of 1.



0

2

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ADEPT ARTISTRY

Choose one between Array, Necromancy, and Divination that hasn't been chosen by the Adept Artistry talent. You learn the chosen arcane art.



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RUNECRAFT ADEPT

You may spend an additional turn action up to 3 times when casting a spell. If you do, the spell costs 4 less stamina for each additional turn action, minimum cost of 1.



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NOVICE ARTISTRY

Choose one between Evocation, Enchantment, and Illusion that hasn't been chosen by the Novice Artistry talent. You learn the chosen arcane art.



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ADEPT ARTISTRY

Choose one between Array, Necromancy, and Divination that hasn't been chosen by the Adept Artistry talent. You learn the chosen arcane art.



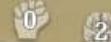
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BLOOD MAGIC

When you cast a spell, you may spend SHP instead of stamina. Spells cast this way cannot regain SHP. This does not count as a discount to cost.



0

2

2

EXPERT ARTISTRY

Choose one between Wake and Alteration that hasn't been chosen by the Expert Artistry talent. You learn the chosen arcane art.



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3

2

MAGE MURMUR

Whenever you take the Deep Breath action or regain stamina from consuming a component, you regain 2 additional stamina.



0

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3

MAGECRAFT

Sometimes, mana teaches the caster and the magecraft tree allows for this, the usage of magic and the arcane. Not only may one learn the arcane arts, but also how to cast more efficient spells with lower costs to suit a caster's needs.

IMPERSONATE

You gain 2 points of favor on tests made to disguise yourself or to keep your identity unknown.



MIMIC

You gain 2 points of favor on tests made to mimic the actions of another creature.



SLEUTH

You gain 2 points of favor on tests made to deduce if another creature is lying or attempting to hide information from you.



EXECUTANT

Before you make a Portrayal, Stunt, or Display test, you may choose to treat each 5 rolled as if it was a 6 when calculating critical successes. If you do, treat each 2 rolled as if it was a 1 when calculating critical failures.



REFRESHING

You may spend 6 turn actions to make an Appeal test. For each creature you choose that can sense and understand you, if the test was higher than the amount of stamina it was missing, it regains $Xd6$ stamina, where X is your Appeal modifier, minimum of 1.



MENTOR

When a creature that you can sense makes a test, you may spend an interrupt action and 5 stamina to increase the roll by $1d4$, given it understands you. You may do this a number of times per test equal to your Appeal modifier, minimum of 1.



ROUSING

You may spend 6 turn actions to make an Appeal test. For each creature you choose that can sense and understand you, if the test was higher than the amount of SHP it was missing, it regains $Xd4$ SHP, where X is your Appeal modifier, minimum of 1.



INFLUENTIAL

Whenever a creature within 5 meters of you makes a test, you may spend an interrupt action and 10 stamina up to once per test. If you do, it adds your modifier to the test.



LINGUIST

You gain a point of favor on tests made to gain information from languages you don't understand.



FLUENT

You learn an additional language of your choice.



BROADCAST

When you communicate, you may choose for creatures that sense you to gain 2 points of favor on tests made to deduce what you're saying, regardless of what languages they understand.



POLYGLOT

Before you make an Appeal, Language, or Charm test, you may choose to treat each 5 rolled as if it was a 6 when calculating critical successes. If you do, treat each 2 rolled as if it was a 1 when calculating critical failures.



INFLUENCE

Social conducts and misconducts can both be utilized using the Influence tree. A practical usage of words can aid your allies and goad your opponents, perhaps even convince them all that you're somebody else entirely.

TRAVELER

Choose one between Land travel and Water travel. Your travel of the chosen type increases by 2.



ADVENTURER

Choose two defenses. They each increase by 2.



VOYAGER

Choose either your Block Rating or Dodge Rating. The chosen rating increases by 1 die.



PRACTICE

Choose one or two subtraits. If one is chosen, it increases by 2 given it wouldn't increase past its maximum. If two are chosen, they both increase by 1, given they aren't at their maximum.



DISCIPLINE

You become gifted in a subtrait of your choice. If you are gifted in each subtrait, instead choose a subtrait. It increases by 3, given it wouldn't increase past its maximum.



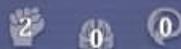
PROSPERITY

Increase either your Constitution, Endurance, or Effervescence by 1.



NOMAD

When you regain 5 or more SHP, you regain an additional 1d4 SHP.



WANDERER

When you spend any amount of stamina, you may reduce the cost by an additional 1 stamina, minimum cost of half of the original, rounded up.



VAGABOND

When you finish a rest, you regain an additional 1d4 DHP.



PROWESSION

The Prowess tree is unique from any other: **once one completes a branch, they may revisit it from the start.** This tree is small and subtle, but offers infinite talents and usage of levels. Though it is slow, it is extremely powerful in the way of potential.

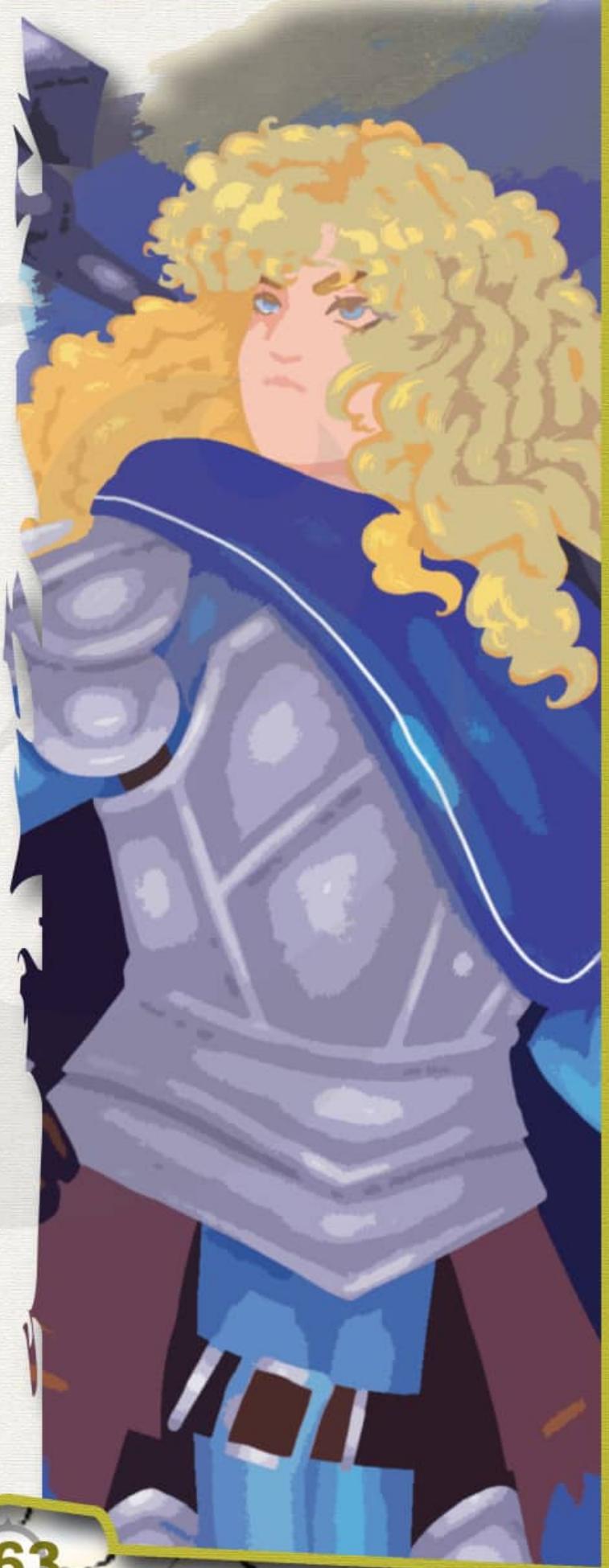
SPECIALIST TALENTS

Beginning at a base level of 10 and followed by each 10 levels afterwards, your character is granted a specialist talent of your choice. These are cost-free talents that offer supplementary abilities. Often these are passive, but some active abilities exist.

Many talents, excluding some common variety, have special requirements you must meet in order to take them on. You must meet those requirements upon reaching a 10th level, otherwise that talent is deemed unavailable until the requirement is met. A prerequisite may be anything from a minimum subtrait score, acquiring a previous specialist talent, having a specific core talent, as well as others.

If you're unsure of what specialist talent to take, consider checking the **Species Specialist Talents**. Every species has one specialist talent specific to them; beyond that, there is a specialist talent centered around each subtrait, called **Skill Specialist Talents**. For instance, if your character is centered around Power, the **Iron Gripped** talent may be suitable. None of the Skill Specialist Talents have requirements and many will increase their respective subtrait score by 1.

The most powerful talents are called **Ultimate Specialist Talents**. These talents boast extreme capability, but also have the massive requirement of mastering an entire talent tree. Which talent tree needs to be mastered is specific to each Ultimate Specialist Talent.



Basic Specialist Talents

Basic specialist talents are modest, offering lax ability with minimal requirements, such as another specialist talent or a minimum trait or subtrait score. Many of these talents are specific or niche, though synergistic with other abilities.

Talent Name	Prerequisites	Abilities
Silent Steps	None	You gain a point of favor on tests made to remain inconspicuous.
Mage Fighter	None	When you are affected by a spell using the Art of Array, you may make a Will contest against the caster. If you succeed the test, the spell fails and has no effect, though all costs are still paid by the caster. You may make a number of tests against a spell effect equal to your Strength score.
Sage Slayer	Must have the Mage Fighter specialist talent.	When you are affected by a spell, you know the effects of the spell and may use interrupt actions before the effects resolve. You may make a number of tests against a spell effect equal to double your Strength score.
Coup de Grace	Must have a Stunt score of 7 or higher.	When you make an attack against a creature that doesn't sense you, you may spend 8 stamina. If you do and the attack deals more damage than the creature's maximum DHP, its DHP is reduced to 0 instead. Otherwise, it deals half as much damage, rounded down, instead.
Hunter's Mark	Must have a Dexterity score of 7 or higher.	When you make a test for accuracy using a ranged weapon, you may make an Agility test rather than a Dexterity test.
Dual Wielder	Must have a Strength score of 7 or higher. Must have an Agility score of 7 or higher.	When you make an attack with multiple weapons simultaneously, you may spend 1 additional turn action and 8 stamina to have each weapon deal full damage.
Intense Concentration	Must have a Resolve score of 7 or higher.	While concentrating, you may cast spells and take the Attack, Block, and Dodge action.
Split Focus	Must have an Awareness score of 7 or higher.	You do not gain points of disfavor for focusing on multiple tasks when making tests to remain focused.

Skill Specialist Talents

These talents are each centralized around specific subtraits. Much like basic specialist talents, skill specialist talents don't have any requirements whatsoever. Each offers a modest advantage and most give a permanent boost to a subtrait.

Talent Name	Prerequisites	Abilities
Iron Gripped	None	Your Power score increases by 1. When a creature enters within 1 meter of you, you may take the Grapple action by spending 2 interrupt actions and 6 stamina.
Poised Handling	None	Your Dexterity score increases by 1. You gain a point of favor on tests made to decide the accuracy of attacks made with ranged weapons.
Expeditious	None	Your Speed score increases by 1. You may spend 3 stamina to take the Travel action with no turn action cost, up to once per turn on your turn.
Pragmatic	None	Your Engineering score increases by 1. You gain a point of favor on tests made to use or alter devices.
Photographic Memory	None	Your Memory score increases by 1. When you make a test to recall information and roll less than a 10 before modifiers, you roll a 10 instead.
Survivor	None	Your Awareness score increases by 1. You cannot be surprised by an attack if your current SHP is equal to your maximum SHP.

Skill Specialist Talents

These talents are each centralized around specific subtraits. Much like basic specialist talents, skill specialist talents don't have any requirements whatsoever. Each offers a modest advantage and most give a permanent boost to a subtrait.

Talent Name	Prerequisites	Abilities
Acrobat	None	Your Stunt score increases by 1. You gain a point of favor on tests made to climb and traverse obstacles and difficult terrain.
Thespian	None	Your Portrayal score increases by 1. When you make a test to replicate the behavior of a creature and roll less than a 10 before modifiers, you roll a 10 instead.
Engaging	None	Your Appeal score increases by 1. You gain a point of favor on tests made to persuade creatures that you've never attempted to persuade before, given they're not hostile towards you.
Phonetic Composer	None	Your Language score increases by 1. You know a self-made language, only known by creatures who you have taught. You may teach another creature over 8 hours.
Natural Healer	None	Your Resolve score increases by 1. You have a number of Restoration Charges equal to your Resolve score. You may spend 3 turn actions, any number of Restoration Charges, and choose a touching creature. It regains your choice of 1d4 SHP per charge used or 1d4 DHP per 2 charges used. You regain all charges after completing a rest.
Rugged	None	Your Fortitude score increases by 1. You have a number of Protection Charges equal to your Fortitude score. You may spend any number of Protection Charges to add an additional die to your next Block or Dodge roll for each charge used. You regain all charges after completing a rest.

Species Specialist Talents

Species specialist talents equate to a character growing and manifesting into their hereditary gifts, those of which may not be so obvious without experience. Each of these talents are specific to a species, and one's species serves as a prerequisite for each.

Talent Name	Prerequisites	Abilities
Adept	Must be a Human .	Choose a subtrait. You become gifted in the chosen subtrait. If you are gifted in all subtraits, increase a subtrait by 3 instead, given it wouldn't increase past its maximum.
Swift Consumption	Must be an Automaton .	When you consume a power component to regain stamina, you may consume three times as many instead, given they are all the same rarity. If you do, you regain three times as much stamina.
Unbreakable Mind	Must be a Dwarf .	If you would make an Engineering or Memory test, you may spend 10 stamina to make an Intellect test instead. If you would make a Resolve or Awareness test, you may spend 10 stamina to make a Will test instead.
Artificial Hybrid	Must be a Cyborg .	When you become the target of an effect, you may choose to be treated as a Construct rather than a Humanoid against the effect. You do not gain points of Fatigue from lack of sleep.
Emotional Synapse	Must be an Oxtus .	You may communicate telepathically with any creature, regardless of what languages it understands, if any.
Elven Pride	Must be an Elf .	When you make a Portrayal, Appeal, Stunt, or Language test, you may choose to reroll it once. You must take the new roll. You lose an amount of stamina equal to the new roll.
Greater Intervention	Must be a Cambion .	When your DHP is reduced to 0 or less, you may choose to have your stamina reduced to 0 and your DHP reduced to 1 instead. You may not use this talent again until your DHP has been fully restored.

Fabrication Specialist Talents

Fabrication specialist talents are a strong choice for craftsmen and artificers, offering more efficiency and versatility in craft. Each talent has a requirement based on the Innovation talent tree, specifically that of the longest branch. These talents present drastic potential for crafting speed and augmentation.

Talent Name	Prerequisites	Abilities
Hasty Craft	None	Crafting items and components requires that you spend half as much time.
Augmentor	Must have the Tinkerer core talent.	You may remove an augmented item from a creature without dealing damage to it.
Advanced Construction	Must have the Craftsman core talent.	When you make an attack with a weapon that you crafted, additional damage calculated by modifiers is doubled, minimum bonus of +1.
Relaxed Craft	Must have the Maker core talent.	You regain all SHP and stamina after crafting an item other than a component that is Common or rarer. You may only regain SHP and stamina this way once between rests.
Cybernetic Specialist	Must have the Visionary core talent.	You may augment armor that isn't augmentable into creatures.
Nanomechanics	Must have the Creator core talent.	You may augment two items into yourself per armor slot instead of one.

Arcane Specialist Talents

Arcane specialist talents are used to push a caster when putting spells together, allowing for significant versatility. Some require that the caster have a specific talent within the Magecraft tree, others require that the caster can simply cast spells at all, even less require specific trait scores.

Talent Name	Prerequisites	Abilities
Subtle Spells	Must have at least one talent from the Magecraft core talent tree.	You may cast spells without making any physical or audible gestures. Creatures gain a point of favor on tests made to resist spells cast this way. You may cast spells 2 meters through a medium rather than 1.
Mystical Cognizance	Must have the Subtle Spells specialist talent.	When casting spells with no physical gestures, creatures do not gain a point of favor on tests made to resist spells cast this way. You may cast spells 3 meters through a medium rather than 2.
Arcane Withdrawal	Must know the Art of Enchantment.	You may spend 6 turn actions to undo a permanent spell that you cast, given you are within 1 meter of the spell's effects.
In Tune	Must have a Will score of 10 or higher.	Your Spellcap is equal to your Will score. If you have no Spellcap, spells you cast cost less stamina by an amount equal to your Soul score.
Enlightened	Must have the In Tune specialist talent. Must be able to use at least three Arcane Arts.	Your Spellcap is equal to double your Will score. If you have no Spellcap, spells you cast cost less stamina by an amount equal to your Mind score.
Occult Mind	Must have at least one talent from the Magecraft core talent tree.	You gain 2 points of favor on tests made to resist losing Focus or breaking Concentration.
Pyromancy	Must know the Art of Evocation.	You may cast spells that deal only Heat damage and cost 3 stamina or less after discounts without spending any stamina.
Cryomancy	Must know the Art of Evocation.	You may cast spells that deal only Chill damage and cost 3 stamina or less after discounts without spending any stamina.

Ultimate Specialist Talents

Without competition, ultimate specialist talents are the most powerful specialist talents a character may have access to. On the other side of the coin, these talents have the highest requirements of any other specialist talent, each requiring mastery of a single core talent tree. The raw effort of meeting the requirements is found worth the inhuman raw capability offered. A creature with multiple of these talents would no longer be considered fully mortal.

Talent Name	Prerequisites	Abilities
Conquerer	Must have each talent in the Warfare core talent tree.	On each of your turns, you have 9 turn actions rather than 6. Your full turn is still 6 seconds.
Champion	Must have each talent in the Tactics core talent tree.	On each other creature's turn, you have 3 interrupt actions rather than 2.
Predisposed	Must have each talent in the Innovation core talent tree.	You may spend 6 turn actions to craft an item or component. Items crafted this way do not require a tool station.
Archmage	Must have each talent in the Magecraft core talent tree.	You have no Spellcap. You may use SHP for spells that use the Perpetual feature.
Faesong	Must have each talent in the Influence core talent tree.	Whenever you regain DHP, you may choose any number of creatures within 10 meters that can sense and understand you. Each creature chosen this way regains a similar amount of DHP.
Empirical	Must have each talent in the Prowess core talent tree. You may take this specialist talent up to once for each time these talents have been acquired.	Choose up to 6 subtraits and up to 4 defenses. Increase the chosen subtraits by a total of 6 and the chosen defenses by a total of 10, distributed in any way you choose. Subtraits cannot be increased beyond their maximum this way. Your choice of Constitution, Endurance, or Effervescence increases by 1.



PLAYING THE GAME

In the world of Utopia, your character can do just about anything. Although, all creatures have limitations. Below are not only the tools that all basic creatures have access to during gameplay, but also the trials and stipulations you must endure while adventuring, such as keeping your character fed, rested, and breathing.

It's a big world, and there's a lot to take in. If the number of options is intimidating, imagine what your character would do, and see how that translates through this guide. How many turn actions would it take? What kind of resources would your character need to expend to complete this action in regards to your stats, such as stamina?

LEVELING UP

When your character has gained enough experience to level up, there's a number of things that will change, and all for the better (probably).

RESETTING YOUR XP

The amount of XP you need for each level should be 100 times your overall level. For instance, if you are level 20, you need 2,000 XP to get to level 21.

At level 10, once you've received 1,000 XP, your current XP will be set to 0, your level will increase by 1, and your needed XP will be set to 1,100. If you gained more XP than you needed to level, the remainder will carry over.

Your level can be tracked by adding your Spendable points, Body score, Mind score, and Soul score.

INCREASING SUBTRAITS

When your character levels up, you get a chance to increase one of their subtraits.

It may be any subtrait, though none of your character's subtraits can go beyond its maximum:

Strength and **Agility** based subtraits cannot be increased past your Body score, minimum of 1.

Intellect and **Will** based subtraits cannot be increased past your Mind score, minimum of 1.

Display and **Charm** based subtraits cannot be increased past your Soul score, minimum of 1.

The exception: the maximum for subtraits you are gifted in are doubled. For instance, if you have 4 Body points and you are gifted in Fortitude, you may have a maximum Fortitude of 8.

Most creatures exist within full mortality, meaning they exist below a measurable number of means. More powerful creatures, though, are considered demimortals. They are more than capable of impending doom, but such is so rare that they may succeed dozens of generations.

Only creatures that have found a way to prevent aging can achieve this. Some are born in such a way, such as cambions, automatons, and creatures subject to chronohomogony.

TRAIT AND SUBTRAIT USAGE

Each trait and subtrait corresponds to a potential test your character may make. Your circumstances change what test will be necessary.

Speed - Your Speed isn't just a direct correlation to how fast you can run in meters per second, but also how quickly you can gain momentum in a moment's notice. This subtrait will affect how far you can move in a turn.

Dexterity - Your Dexterity includes how deft your fine motor functions are, including sleight of hand and swiftness. This subtrait will affect how accurate you are with ranged weapons.

Power - Your Power resembles how much force you can put behind your swing or your leap. How much effort you can put into a swift motion.

Fortitude - Your Fortitude will constitute how much your body can handle, whether that be toxins, alcohol, or just simply a good beating.

Engineering - Your Engineering is how well you may operate and manipulate a working system, including things such as technology or even the human body.

Memory - Your Memory score determines how well you can recall previously processed information. Not just ideas, but events in great detail.

Resolve - Your Resolve deduces how you react under pressure, a mental fortitude you hold. The more resolve you have, the more mental taxation you can withstand. This subtrait will affect the power of spells you can cast.

Awareness - Your level of Awareness shows how alert you are, how observant you are, and how prepared you are on a passive and active basis.

Portrayal - Your Portrayal helps you resemble something that you may not always be; this includes your ability to replicate social behavior, intimidate others, or simply lie.

Stunt - Your Stunt shows how well you can keep your balance and understand your body in a three-dimensional space. The higher your Stunt score, the better you are at positioning yourself and stealthing, remaining inconspicuous.

Appeal - Simply, Appeal is how well you can communicate yourself to others in a beneficial manner. The more appealing you are, the better you are at interacting with others.

Language - Language is not only how well you speak, but rather how well you communicate with others. This skill includes how easy you can pick up new languages based on previous speech and writing patterns.



GATHERING TALENTS

With each level, you gain a Spendable talent point. Talent points can be spent to gain talents, from either the core talent trees or from your specific species or subspecies tree.

Remember, you don't have to take any talents immediately. You may spend talent points on a talent at any moment, it doesn't even require actions. Although, once you've taken on a talent, the points you spend need to be reorganized into your Body, Mind, and Soul scores.

Once you've learned a talent, the maximum for some subtraits will be increased and your SHP, DHP, or stamina may be increased. Those stats must be calculated accordingly.

Each of these stats are calculated as so:

- Maximum SHP is equal to [Body Score] * [Constitution] + [Level]
- Maximum DHP is equal to [Soul Score] * [Effervescence] + [Level]
- Maximum stamina is equal to [Mind Score] * [Endurance] + [Level]

Finally, if the level you've reached is a multiple of 10, you must choose a specialist talent. Many specialist talents have prerequisites, but as long as you meet the necessary requirements, you may acquire it.

TURN ACTIONS AND INTERRUPT ACTIONS

Turn actions and interrupt actions are the temporal currency of Utopia.

When you are faced with a time-sensitive situation, such as during combat, everything you do will require a number of turn actions or interrupt actions.

When time is of the essence, you will enter a turn-based encounter. On your turn, you are granted 6 turn actions to use, though you do not have to use all of them. When it's not your turn, you are granted 2 interrupt actions. The number of interrupt actions you have available resets at the beginning of each other creature's turn.

Each turn is 6 seconds, regardless of the number of turn actions somebody takes. 1 turn action generally corresponds to 1 second, though interrupt actions vary depending on what the creature is responding to. There are 10 turns in 1 minute, and turns are not simultaneous. Your turn is 6 seconds, and your enemy's turn will be another 6 seconds.

If you're in a time sensitive situation but not necessarily interacting with other creatures, it's possible that your turn actions will be independent of other creatures'. For instance, if your party is stuck in a room with only 1 minute of oxygen, your party may be granted 60 turn actions each to escape.



INTERCHANGING ACTIONS

If you would like to take an action that requires turn actions when it's not your turn or respond to something on your turn, you may exchange actions in the following way:

- You may spend 2 interrupt actions as if they were 1 turn action.
- You may spend 1 turn action as if it was 1 interrupt action.

The test difficulty is the minimum roll needed to succeed in doing the task.

For instance, if your character is attempting to dodge falling debris, they may make an Agility test. The GM will generate an appropriate TD, though often the players will not know what it is before rolling. In this example, it will be 10. If the character rolls a 10 or higher, they successfully avoid the debris.

ROLLS AND TESTS

Any time a creature embarks on a task that requires some level of skill or has some level of difficulty, that creature will make a test.

Each test made is based on one of 6 traits or one of 12 subtraits. To make a test, such as a Power test, a player rolls 3d6 and adds their Power modifier to the roll. This roll's outcome will determine how successful the player's character is at doing the given task.

3D6

As a player, you will roll 3d6 many times during your adventures, this is a base-level set of dice. Unlike systems that use a d20 for a "test" or "check", 3d6 reduces radicals. The chance of rolling a 10 with 3d6 is much higher than the chance of rolling a 17.

Keep in mind that the minimum roll for 3d6 is 3, and the maximum roll is 18, especially when considering test difficulty.

TEST DIFFICULTY

For any given test, there should be a test difficulty (TD).

CONTESTING

Sometimes, you'll be directly pitted against another opponent. In these cases, such as during an attempted grapple, you will contest another creature. This means that your test will be compared to another's test, and the higher roll will win the contest.

TIE BREAKERS

Any time a creature is rolling against another, whether that be during tests, blocking, dodging, or other circumstances, there is a chance that both roll the same final number. In these cases:

- If a PC is rolling against an NPC, the PC wins the tie.
- If either both creatures are PCs or both are NPCs and one creature is defending itself, the defending creature wins the tie.
- If the above is true and both or neither is defending, the creature with the better modifier wins the tie.
- If the above is true and both have the same modifier, the creature of higher level or DR wins the tie.
- If the above is true and both creatures have the same level or DR, one is chosen at random.

FAVOR AND DISFAVOR

If luck is on your side, or perhaps you are both blind and deaf, you may have some points of favor or disfavor on a roll. Any unruly circumstance that would push a roll slightly one way can cause a point of favor or disfavor, though exactly which events do are up to GM discretion.

For each point of favor you have on a roll, you roll an additional 1d6. For each point of disfavor you have on a roll, you remove a d6. If you have enough disfavor to roll zero dice, the test is automatically failed.

CRITICAL SUCCESSES AND FAILURES

On very rare occasions, a roll may be so successful (or so disastrous) that it has extreme outcomes.

If three or more 6's are rolled during a test, it is considered a **critical success**. Its roll's overall value, before modifiers, is doubled. So if you roll 18 on a test using 3d6, treat it as if you rolled a 36. Critical successes are more likely with favor and impossible with disfavor, due to the number of dice.

If every die rolled during a test is a 1, it is considered a **critical failure**. The roll's value becomes 0 and ignores modifiers. If you had a point of disfavor on a test and you rolled a 2, you would have rolled a critical failure.

The outcome of critical successes and critical failures should have additional effects that aids or hinders the intentions respectively. The specifics of the outcome are up to GM discretion.

STANDARD ACTIONS

Standard actions are actions that any creature is capable of, given it can foot the necessary costs. It's important to be aware of your capabilities during tense moments such as combat.

When deciding what the turn order is, every applicable creature will make a Speed test. Those who rolls the highest will go first, continuing with each creature descending, until the one that rolled the lowest going last. A creature may choose to put themselves lower in turn order, but not higher.

ATTACK

The Attack action allows a creature to make an attack against a creature or object. If not using a weapon, this requires 2 turn actions. Weaponless attacks naturally deal $1d8 + [\text{Power Mod}]$ Physical damage. Otherwise, the amount of turn actions necessary is depicted by the used weapon.

If you would receive bonus damage from an effect such as Imbuement or equipment, the additional damage does not obtain the properties of your weapon. For instance, if a weapon ignores SHP and is imbued with an additional 2d6 Heat damage from a spell, the weapon will ignore SHP, but the Heat damage will not.

MULTI-WEAPON ATTACKS

A creature may attack with any number of weapons simultaneously, given it can use all functionally this way. When making an attack this way, the number of turn actions required is equal to the highest needed of the weapons.

Rolls made this way are reduced by half, rounded down. Modifiers, although, are still calculated as normal when attacking this way.

RANGED WEAPONS

Ranged weapons should have two separate metrics: a close range and a far range (often detailed as **close/far** or **30/60**, for example).

When you make an attack with a ranged weapon, you must make a Dexterity test against the number of meters away the target is. If it's within the weapon's close range, you gain a point of favor, whereas you gain a point of disfavor for targets within the weapon's far range. Upon failing the test, you miss the attack.

AIM

The Aim action allows you to spend 1 turn action to increase your accuracy on a ranged attack. Whenever you take the Aim action, you gain 1 additional point of favor on your next ranged attack. If you take any actions after the Aim action but before making a ranged attack, you lose the effects of aiming.

TRAVEL

The Travel action allows a creature to spend 1 turn action to move a number of meters equal to its travel distance. If less than the full travel distance is used during the action, the remainder is lost.

There are 3 types of travel: Land travel, Water travel, and Air travel. These types of travel are detailed later in this chapter.

STEALTH

If you would like to take an action while remaining inconspicuous, you must make a Stunt test contested against each other present creatures' Awareness score. The following conditions may affect this roll: If any number of creatures were suspicious of your presence or have information on your potential location, you gain a point of disfavor.

- If you were already seen by creatures you're attempting to remain inconspicuous from, they instead make an Awareness test against your Stunt test. You gain a point of disfavor and each other creature gains a point of favor.
- If you are entering an unsuspecting creature's line of sight, you gain 2 points of disfavor.
- For creatures that are gifted in Awareness, you must contest against double its Awareness score.
- If the terrain or circumstance is distracting for potentially suspecting creatures, you gain a point of favor.

You may spend double the amount of time while attempting to remain inconspicuous to gain a point of favor on the test. This effect may be used up to twice per action.

DEEP BREATH

The Deep Breath action allows a creature to spend 1 turn action to regain 1 stamina.

LEAP

The Leap action allows a creature to spend 3 turn actions and 3 stamina to leap. The distance or height a creature can leap is equal to its Power score.

If a creature used at least 2 meters of travel directly prior, its leap distance is equal to its Strength score instead.

ENVIRONMENTAL EFFECTS

If a creature takes the Leap action in circumstances other than basic terrain under Pia's gravity, the distance a creature may leap may change. On Uto, the distance a creature can leap is multiplied by 6.

BLOCK

If a creature is subject to damage from an instance it is aware of, it may spend 1 turn action or 1 interrupt action to take the Block action. It rolls its Block Rating, reducing a single instance of damage dealt by the roll.

A creature cannot block or dodge a single source of damage more than once.

DODGE

If a creature is subject to damage from an instance it is aware of, it may spend 1 turn action or 1 interrupt action to take the Dodge action. It rolls its Dodge Rating. If the roll is equal to or higher than the single instance of damage that would be dealt after defenses, all damage is prevented.

A creature cannot block or dodge a single source of damage more than once.

TAKE COVER

If a creature is subject to damage from a source they are aware of, it may spend 1 turn action or 1 interrupt action to take the Take Cover action, doubling its Block Rating and Dodge Rating for the rest of the turn.

In order for a creature to be able to take the Take Cover action, there must be an applicable obstacle against the source of damage.

GRAPPLE

The Grapple action allows a creature to spend 3 turn actions and 2 stamina to attempt to restrain another adjacent creature that is no more than one size larger.

The targeted creature must make its choice of a Strength or Agility contest against the grappler's Strength test. The grappler will gain a point of disfavor for each size category smaller or larger the defending creature is. If the targeted creature fails, it becomes grappled.

Grappled creatures cannot take the Travel action. Whenever the grappler moves, the grappled creature moves similarly, though the grappler's travel distances are halved, rounded up. When grappled, the Attack, Block, and Dodge action requires twice the number of actions if it targets a creature other than the grappler.

A creature may spend 1 interrupt action or 2 turn actions as well as 2 stamina, up to once per turn, to attempt another contested Strength or Agility test against the grappler. If the grappler chooses to attempt the test, its stamina is reduced by 2.

SCALE

The Scale action allows a creature to spend 3 turn actions and 4 stamina to attempt to climb onto another adjacent creature that is the same size or larger.

The targeted creature must make a contest (Strength if it's equal size, Agility if it's larger) against the scaling creature's Agility test. The scaling creature gains a point of disfavor for each size category larger the defending creature is. If the targeted creature fails, the scaling creature successfully scales it.

When scaled, the Attack, Block, and Dodge action requires twice the number of actions if it targets the creature scaling it. If the weight of the scaling creature surpasses its carry capacity, the creature becomes encumbered. Whenever a scaled creature moves, the scaling creature moves similarly.

A creature may use 1 interrupt action or 2 turn actions, up to once per turn, to attempt another contested Strength or Agility test against the scaling creature. If the scaling creature chooses to attempt the test, its stamina is reduced by 2.

HOLD ACTION

The Hold action allows a creature to conserve 2 turn actions for use of 1 interrupt action on a later turn. A creature holding an interrupt action may use it only once before it is expended.

Held actions are depleted if not used by the creature's following turn.

ASSIST

When another creature within applicable range takes an action, a creature may take the Assist action to aid. Outside of standard aid, the level of aid the action-taking creature receives and the number of interrupt actions required is up to GM discretion.

STANDARD AIDS

- A creature may spend an interrupt action to add 1d4 to a blocking creature's Block Rating or 1d12 to a dodging creature's Dodge Rating, any number of times per event. Creatures aided this way must be within 1 meter.
- A creature may spend an interrupt action to aid a touching creature taking the Leap action, adding the aiding creature's Power score to the leaping creature's leap distance.
- A creature may spend 2 interrupt actions to aid an adjacent grappling creature, adding its Strength test to the grappling creature's.
- A creature may spend an interrupt action to aid another creature making a test. Some tests, such as Strength tests, may add the aiding creature's roll to the aided creature's. Otherwise, such as with Awareness tests, the aided creature is given a point of favor, as well as any points of favor or disfavor that the aiding creature would have received. Its roll is also increased by the aiding creature's modifier, minimum of +1.

ARMOR AND EQUIPMENT

There are eight total slots you can use to equip armor and items. This includes your chest, head, hands, feet, back, waist, neck, and ring slots. Unless otherwise stated, it takes 3 turn actions to don or doff a neck or ring item and 6 turn actions to don or doff any other type of armor.

Weapons can occupy one to two hands, exceptions left for customized items.

A weapon may be sheathed or unsheathed with 1 turn action, though a creature may unsheathe a weapon without using turn actions if it's directly followed by an attack using the given weapon. Dropping a weapon does not require any turn actions.

STARTING EQUIPMENT

There's no set rules on how much equipment a character should start with, or what they enter a campaign holding. However, these rules may be followed for a basic setup that varies based on player level.

Players begin with an amount of Silver Pieces that they can spend on equipment, equal to their level squared (level multiplied by level, 100 Silver Pieces for a level 10). Components cannot be purchased this way, but custom items can be purchased for their base value, given the character would be able to craft it. For instance, to make a custom Common item, a character must have the Tinkerer talent.

Players may use an amount of downtime equal to their level in hours. If a character is level 10, they would have 10 hours to craft, forage, or customize their items.

DEFENSES

Whenever you are dealt damage by a source, as long as it has a type, it will observe your defenses. The respective defenses will reduce the damage you take, equal to that defense's value.



For instance, if you have 5 Physical defense, an incoming attack of 15 Physical damage would only deal 10 Physical damage to you.

If a source would deal multiple types of damage, the damage is reduced by each applicable defense.

AUGMENTATION

On top of equipping, some items will have the **Augmentable** feature. This feature allows you to imbue that item into your body, relieving the slot it originally occupied. Only one item may be augmented per armor slot.

Both augmenting and de-augmenting an item each require 1 hour of time. De-augmenting, however, deals an amount of damage to the creature's DHP equal to half of its maximum, rounded down.

CONCENTRATION AND FOCUS

When it comes to tasks that require your direct attention, it may require you to focus or to concentrate.

CONCENTRATION

Tasks that require concentration are tasks that require full, undivided attention. A creature can concentrate on only one thing at a time. If the concentrating creature takes any amount of damage from a source, it must make a Resolve test against the amount of damage taken. Upon failing, it loses concentration.

Concentrating creatures cannot focus, cast spells, take the Attack action, the Block action, or the Dodge action.

FOCUS

Tasks that require focus do not require utter fixation, but do require some level of consistent, extended attention. A creature can focus on a number of tasks equal to its Awareness score. When a focusing creature takes any amount of damage from a source, it must make a Fortitude test against the amount of damage taken. For each task it's focusing on beyond the first, it gets a point of disfavor. Upon failing the test, it loses focus on all tasks.

RESTING

A creature may spend 6 hours resting, generally sleeping in this time. Sleeping is not required, although a lack of sleep will still cause points of Fatigue, regardless of rest.

After resting, a creature regains all missing SHP and stamina but does not regain any DHP this way.

AILMENTS

When it comes to battle, there are a lot of ways to get hurt, and some pain lingers. Many of these ailments can be categorized and have specific effects.

CONDITIONS

Conditions are specific, standard ailments. Each has its own debilitating effects that work against a creature.

DEAFENED

A creature afflicted with Deafness has no audible sensation or stimulus.

- It automatically fails tests that require hearing.
- It gets a point of disfavor on Awareness tests.

BLINDED

A creature afflicted with Blindness has no visual sensation or stimulus.

- It automatically fails tests that require sight.
- It gets 2 points of disfavor on Awareness tests.
- Its Block Rating and Dodge Rating is halved, rounded down.
-

UNCONSCIOUS

A creature afflicted with Unconsciousness may be treated as if it is sleeping, unable to use any senses.

- It cannot take actions of any form.
- It cannot concentrate or focus.
- It fails all tests other than those made to end the effect.

PARALYSIS

A creature that is Paralyzed has minimal control, if any control, over its motor functions.

- It cannot take actions of any form.
- It fails all tests that require movement.

DAZED

A creature afflicted with Daze is not able to take advantage of all of its turn assets.

- It may only use half of its turn actions and half of its interrupt actions each turn, rounded down.

ENVIRONMENTAL HARM

There are many ways to get hurt without being in combat, though some of those ways have special effects, more so than your standard bucket of "ouch".

SPELL EFFECTS

A creature can only make a test against a single spell effect a number of times equal to its Fortitude score. Once it has made its maximum number of tests, it fails all tests directly required from that spell effect. A creature may choose to automatically fail a test against a spell effect in order to reserve the number of tests it's allowed to attempt.

SUFFOCATION

A creature can go a number of turns equal to their Fortitude score without breathing before they begin to **suffocate**. For each turn they spend suffocating, it loses 1 stamina for each turn it has spent suffocating.

STAMINA OVERPAY

If a creature would pay more stamina than it has available, two effects will trigger: whatever stamina wasn't able to be paid will be paid with DHP instead. As well, any creature with 0 stamina is rendered Unconscious. The creature will remain Unconscious until either its stamina is raised above 0 or it has completed a 6 hour rest. Creatures that rest this way only receive half of their maximum stamina and half of their maximum SHP, rounded down.

Fall Damage Chart

Below is a chart for calculating fall damage on Pia (Earth-like gravity) and Uto (moon-like gravity).

Distance	Damage on Pia	Damage on Uto
5-10 Meters	1d10	None
10-30 Meters	3d10	1d10
30-60 Meters	6d10	1d10
60-100 Meters	10d10	3d10

KINETIC FORCE

When a creature abruptly begins or ends motion, such as hitting the ground after falling, it is dealt 1d10 damage for every 10 meters per second it was traveling, rounded accordingly (10 meters per second is equal to 60 meters in a single turn). Damage dealt this way has no type and is dealt directly to DHP.

LEVELS OF FATIGUE

With necessary body functions comes starvation and sleep deprivation, and with that comes **Fatigue**. If a creature becomes extremely exhausted or its necessities are neglected for long enough, Fatigue will begin to kick in.

These following actions will each cause a creature to gain a point of Fatigue. A point gained this way cannot be removed until the respective necessity is rectified. A single necessity going untended can stack for multiple points of Fatigue. Only 1 point can be removed every 24 hours if stacked this way.

- Going 24 hours without eating.
- Going 24 hours without sleeping.
- Going 24 hours without water.
- Carrying more than your Carry Capacity (see **Travel**).

Each additional point of Fatigue has an effect:

- **1 point** - The creature cannot take the Deep Breath action.
- **2 points** - When the creature loses any amount of stamina, it loses double instead.
- **3 points** - The creature cannot regain stamina for any reason.
- **4 points** - The creature cannot cast spells. The Attack, Block, and Dodge action cost an amount of stamina equal to the number of points of Fatigue it has.
- **5 points** - The Travel action costs an amount of stamina equal to the number of points of Fatigue the creature has.
- **6 points** - The creature loses 1 point of stamina for each point of Fatigue it has every hour (not modified by other Fatigue multipliers).

TRAVEL

There are three forms of travel a creature can use on any turn with no further assistance, given it has the ability to do so: Land travel, Water travel, and Air travel.

LAND TRAVEL

The most common form of locomotion. Land travel is the distance a creature can walk or run on flat, hard ground with a single Travel action.

A creature's Land travel is equal to its Speed score unless otherwise modified.

WATER TRAVEL

Water travel is the distance a creature can swim through a water-like liquid with a single Travel action.

A creature's Water travel is equal to half its Speed score, rounded up, unless otherwise modified.

AIR TRAVEL

Generally only available for creatures that can properly maneuver any direction in an open space, Air travel is the distance a creature can fly with a single Travel action.

A creature has an Air travel of 0 meters unless otherwise stated.

CARRY CAPACITY

Every creature has a **Carry Capacity** based on its Strength score. The number of items, varying in size, that a creature can carry unburdened is based on the number of **slots** it has.

The number of slots a **Medium** creature has is equal to 5 times its Strength score. For **Small** creatures, it is 2 times, and for **Large** creatures it is 15 times (see **Size Categories**).

Currency and items that are augmented into a creature do not count against the number of slots it has available.

Every carriable entity requires a number of available slots to possess, whether it be worn, augmented, or stored. GM discretion may be required for items or creatures that do not have a listed number of slots.

ENCUMBERMENT

Whenever a creature is holding or solely carrying more weight than its Carry Capacity, it becomes **Encumbered**.

Creatures gain a point of Fatigue when Encumbered, and this point is removed upon being relieved of additional weight. While Encumbered but not holding over double Carry Capacity, creatures may only properly use Land travel.

Creatures cannot physically carry more than double their Carry Capacity, and are in danger of being harmed when attempting to or being forced to do so. Essentially, a creature is being crushed rather than carrying anything at this point.

SIZE CATEGORIES

All creatures and objects exist within a specific size category. These categories are used to substantiate how much other forces may affect it and how much it can modify itself.

The size of an object or creature is depicted while it's in an idle or "resting" state.

MINISCULE

Minuscule objects and creatures fit in a 5-centimeter cube while in a resting state. Examples range from diminutive insects to standard coins.

TINY

Tiny objects and creatures do not fit in a 5-centimeter cube but do fit in a 25-centimeter cube. Examples include human footwear, gloves, and cutlery.

SMALL

Small objects and creatures do not fit in a 25-centimeter cube but do fit in a 1-meter cube. Examples include standard shortswords used by humans or the average domesticated canine.

MEDIUM

Medium objects and creatures do not fit in a 1-meter cube but do fit in a 3-meter cube. Examples include most humanoids including humans, elves, and dwarves.

LARGE

Large objects and creatures do not fit in a 3-meter cube but do fit in a 10-meter cube. Examples include vessels such as carts and canoes.

HUGE

Huge objects and creatures do not fit in a 10-meter cube but do fit in a 40-meter cube. Examples include old trees and buildings of 5 to 6 stories.

MASSIVE

Massive objects and creatures do not fit in a 40-meter cube but do fit in a 200-meter cube. Examples include standard skyscrapers and cargo ships.

COLOSSAL

Colossal objects and creatures are too large to fit in a 200-meter cube while in a resting state. Examples range from intergalactic ships to living, breathing islands.



LANGUAGE AND COMMUNICATION

There are two categories of languages that a creature can learn; simple languages and complex languages. Languages have three components: audible vocabulary, written vocabulary, or somatic components. Any given language may have all three or just a single one.

SIMPLE LANGUAGES

A simple language has simple structure and can be learned by virtually any literate creature. There's no special requirements to communicate with a simple language.

UTOPIAN

Utopian is the most common language used in general. It's taught widely on both Uto and Pia, and serves as a common language between the two bodies. It has no special capabilities in showing emotion or complex thought, and is very simple in nature.

Spawning from Elvish, Utopian was created as a wide-spread form of communication. Thus, there is a somatic, verbal, and written form of Utopian.

A creature can learn Utopian with proper study material or tutelage by making a TD 10 Language test up to once each day after 3 hours of study. Upon succeeding 8 times, the creature successfully learns Utopian.

ELVISH

Elvish is a rather ancient language that has been barely modified over centuries. It was first spoken, and currently is spoken, by elves and several other humanoid species. However, it also serves as a common second language on Pia.

Elvish is one of the first languages and is rather crude in comparison to newer ones. It comes only in verbal and written form.

A creature can learn Elvish with proper study material or tutelage by making TD 12 Language test up to once each day after 4 hours of study. Upon succeeding 10 times, the creature successfully learns Elvish.

DWARVISH

The Dwarvish language is an evolved version of Elvish, first derived from ancient crystal dwarves. Its literary features were adapted for ease of learning spellcasting, making it slightly more complicated than Elvish while sacrificing some communication abilities.

Dwarvish is commonly used solely by dwarves, and even then is regularly treated as a second language. Although, some learning spellcasters may take the time to learn it for aid in their studies.

A creature can learn Dwarvish with proper study material or tutelage by making TD 11 Language test up to once each day after 4 hours of study. Upon succeeding 8 times, the creature successfully learns Dwarvish.

APPARATUS CODE

Apparatus Code is a language used by much of technology, either on a simplistic level or in a very complicated manner. Beyond this intended use, it can be used to communicate ideas with very limited tools.

All of Apparatus Code is binary, meaning there's only 2 characters that can be used called binits. This allows it to be communicated in multiple ways, including "0" or "1", "red" or "blue", "left" or "right", or any other recognizable pair. These binits can be used to create characters, and those characters to create words, and so on. Due to it only using 2 binits, it takes a long time to communicate a simple idea, but it can be done somatically, audibly, written, and sometimes even in more ways than that.

A creature can learn Apparatus Code with proper study or tutelage by making a TD 11 Memory test up to once each day after 4 hours of study. Upon succeeding 5 times, the creature successfully learns Apparatus Code.

COMPLEX LANGUAGES

Complex languages come with contingencies that are required to communicate with them. These contingencies may include a necessary body part in order to speak it or requiring echolocation receptors in order to understand it in full detail.

Even if a creature cannot fully use a complex language, it's possible for it to somewhat comprehend it. Most often, this comes in the form of being able to understand it but not being able to speak it.

OXTAN

The Oxtan language is one brought from an alien species called the oxtii, each one born naturally knowledgeable of the language, rather enigmatically.

Oxtii cannot speak, thus Oxtan has no verbal form. It is a sign language including a somatic form and written form. Given it's built for oxtii communication, it's more efficient to sign with two hands and three to five fingers, but still possible without.

However, the Oxtan language has special innate features when speaking telepathically. It is capable of communicating direct emotions to the recipient, such as excitement, anger, and hunger. A creature must be able to speak telepathically to use this feature.

A creature can learn Oxtan with proper study material or tutelage by making TD 15 Language test up to once each day after 5 hours of study. Upon succeeding 12 times, the creature successfully learns Oxtan.

PRIMORDIAL

Primordial creatures are creatures of mana, intune with the ebb and flow of arcane energy by nature, not by practice. The language these creatures speak natively is barely a language, though its patterns are just strong enough to be studied.

The primordial language is spoken through mana and can express a huge plethora of ideas with few words. For this reason, it cannot be written and non-native speakers must be able to cast spells in order to communicate with

it. Creatures unable to communicate with the Primordial language may perceive others speaking it as just humming or speaking in a light singing tone.

A creature able to cast spells can learn Primordial with proper study material or tutelage by making a TD 18 Resolve test up to once each day after 6 hours of study. Upon succeeding 12 times, the creature successfully learns Primordial.

DYING (NOT RECOMMENDED)

There are two ways your character can die. The body can be killed outright, meaning that its body is not only dead, but it's completely incapable of sustaining life, preventing resuscitation. If your character dies without such annihilation, the body enters stasis.



While surface health is a creature's bodily wounds, the true meaning behind their deep health is how well the body is attached to its soul. As a creature loses DHP, the body becomes less and less capable of holding onto its essence.

This can easily be achieved by pure harm via destroying a creature's body. Although, some effects such as necromancy purely sever the connection. In these cases the body remains capable but the soul is forcefully shunted out.

More effervescent creatures are more resistant to severing effects and have a stronger attachment to their soul, allowing them to not only stay alive longer but stay attached while sustaining more intense injury.

ENTERING STASIS

When a creature's DHP is reduced to 0, further damage will force its current DHP into the negatives.

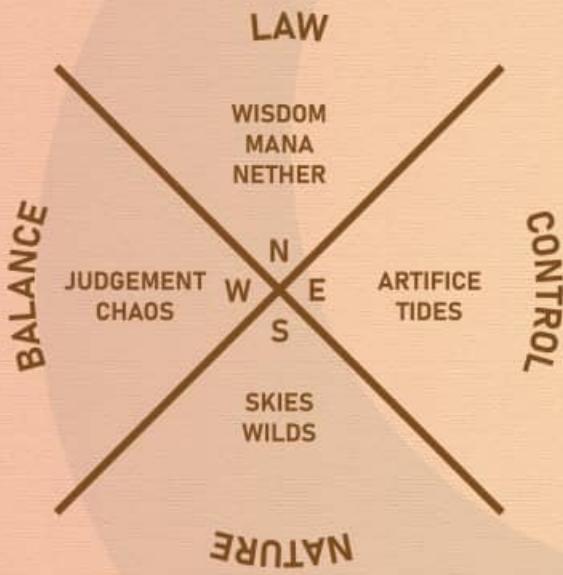
If a creature's DHP is reduced to an amount equal to 0 minus the creature's maximum DHP, its body becomes unusable. Until this point, the creature is dead, but its body is in stasis.

A body in stasis is just capable enough to retain a creature's soul once repaired back to its original function, though a body in stasis, by definition, has no soul attached to it.

A body in stasis loses 1 DHP every minute. Bodies in stasis may have its DHP healed, though its DHP cannot go above 0 until it is reconnected to a soul using an effect such as the Art of Necromancy.

Though it is told in many different fashions, many Pian civilizations with a formal religion spawn from the fundamental ideas of the Pian pantheon, also referred to as the **Piantheon**. Naming convention changes based on region, but the basic concepts hold true.

There were two extremely powerful bodies acting as the beginning entities of existence. These generally incorporate the idea of creation and destruction, though some see each as night and day, good and evil, or other abstract binary forces.



Three beings spawned from each. **Creation** manifested three primordial bodies: **Tempest**, **Inferno**, and **Gale**. These are often compared to the three main elements: storm, fire, and frost, respectively. To contrast, **Destruction** spawned **Blight**, **Craft**, and **Surge**. While **Destruction** is often seen as a purely devastating force, it is also perceived as refinement to many.

The pantheon of the nine greater gods was wrought from all of the individual combinations of Creation and Destruction's children. Lesser deities are found in the Piantheon as well, that of which includes concepts like **Death**. These lesser gods exist within the dominions, having a North to South and an East to West scale.

Though each region may have their own interpretation of the pantheon, the concept remains similar: these are abstract forces that both plague and fabricate existence as it is known.

Some atheists do find solace in this framework, though not in its justifications. While many Pian territories will personify these abstracts, Utians will generally treat them as fundamental powers that exist purely autonomously.

The full greater pantheon goes as follows:

- **Wisdom of the Northern Dominion**, born of Gale and Craft.
- **Mana of the Northern Dominion**, born of Tempest and Blight.
- **Nether of the Northern Dominion**, born of Inferno and Surge.
- **Judgment of the Western Dominion**, born of Inferno and Blight.
- **Chaos of the Western Dominion**, born of Tempest and Surge.
- **Artifice of the Eastern Dominion**, born of Inferno and Craft.
- **Tides of the Eastern Dominion**, born of Gale and Surge.
- **Skies of the Southern Dominion**, born of Tempest and Craft.
- **Wilds of the Southern Dominion**, born of Gale and Blight.

SPELLS

In the world of Utopia, there is an unseen force called **mana** that collects and flows in organic ways, purely of its own device. Though this is more concentrated and more residual in some places, the layer on Pia and Uto is always enough for a single caster to cast basic spells.

Any creature is capable of casting spells. The truth of a spell is that they pierce the **Aether**, a dimension with no mass or matter but infinite information. Every spell pierces with a certain calculation tied to it, pulling different effects from different places around the planar universe based on the formula tied in.

Different casters have different styles of casting; some sing a melody, some draw scriptures in the air. Each has their own style passed down to them or a way they taught themselves to remember these arcane codings.

CASTING REQUIREMENTS

All spells require 3 turn actions to cast, as well as an amount of stamina predetermined by any given spell. The amount of stamina required to cast a spell, as well as any additional cost, should be detailed in each individual spell.

Every caster must observe a maximum called a **Spellcap**. Innately, your spellcap is equal to your **Resolve** score. This amount is the maximum amount of stamina you may spend on a single spell. For instance, without discounts, if you have a **Resolve** score of 7, you cannot cast a spell that costs 8 or more stamina.

If a spell has a discounted stamina cost, the discount is calculated before observing the spellcap. For instance, if a caster has a 2 stamina discount while having a **Resolve** score of 5, they can cast spells that naturally cost up to 7 stamina while only paying 5.

No matter what arts are used, you can increase its duration by Concentrating. The spell continues for as long as you can keep Concentration. All spells must have an audible and visual component. What variety of audible and visual components is up to the caster, ranging from chanting to singing to weaving.

MAGICAL MEDIUMS

Any spell can be cast through up to 1 meter of a solid medium. This means that the caster may force the spell's origin to travel up to 1 meter through the floor, through their weapon, through a wall, or a combination of all, before the spell activates. Without the **Art of Array**, this is the maximum range of a spell. The spell's effects always spawn from where the spell's origin ends up after casting.

STANDARD AND CUSTOM SPELLS

There are a slew of spells that have been pre-built for any situation. These spells are simple, easy to grab when the time is right. Although, what they give in convenience, they take in efficiency.

For the more experienced, customized spells will be a much better match. Every custom spell will be tailored to the situation, specific to the caster's circumstantial needs. This can be done on the fly, and with any number of characteristics; changing the spell's range, lifespan, effects, and a multitude of other things.

COMBAT SPELLS

The most primitive, but perhaps the most commonly used, combative magics. There's a lot of places in the world to pull destructive power, making demolition based spells the easiest to access for new casters. Controlling one's output is difficult, though, much like the venom of a dangerous animal in youth.

ENERGIZE

Combat
Evocation

Duration: Immediate

Range: Touch

AOE: Target weapon that isn't currently imbued

3 TIMES X STAMINA

You imbue a weapon, submerging it in crackling electricity. A weapon imbued this way deals an additional $Xd8$ Energy damage on its next attack.

THERMAL CHARGE

Combat
Evocation

Duration: Immediate

Range: Touch

AOE: Target weapon that isn't currently imbued

3 TIMES X STAMINA

Choose between Heat or Chill. You imbue a weapon with thermal power, surrounding it in a faint glow. A weapon imbued this way deals an additional $Xd8$ damage of the chosen type on its next attack.

ELEMENTAL BOLT

Combat
Evocation, Array

Duration: Immediate

Range: 10 meters

AOE: Target object or creature

3 TIMES X + 3 STAMINA

Choose between Energy, Heat, or Chill. You surround your target with a column of magical power. It's dealt $Xd8$ damage of the chosen type. Creatures may block or dodge damage dealt this way.

ELECTROCUTE

Combat
Evocation, Array

Duration: Concentration

Range: 10 meters

AOE: Target object or creature

5 TIMES X + 3 STAMINA

You cover the target with a pillar of electricity. Upon casting and at the beginning of each turn for the spell's duration, it's dealt $Xd8$ Energy damage. Creatures may block or dodge damage dealt this way, and if the spell deals no damage in a turn, the spell ends.

TERRORIZE

Combat
Illusion

Duration: Concentration
Range: Touch
AOE: Target creature

4 TIMES X STAMINA

You terrorize a creature, burdening its mind. It makes a Will contest against you and repeats the contest at the beginning of each turn for the spell's duration. Each time the creature fails, it's dealt $Xd4$ Psyche damage. Upon succeeding, the spell ends.

THERMAL BLAST

Combat
Evocation, Array, Wake

Duration: Concentration
Range: 10 meters
AOE: All objects and creatures within 2 meters of a chosen point

9 TIMES X + 23 STAMINA

Choose between Heat or Chill. You create a sphere of destructive power. Upon casting and at the beginning of each turn for the spell's duration, all targets are dealt $Xd12$ damage of the chosen type. Creatures may block or dodge damage dealt this way, and if the spell deals no damage in a turn, the spell ends.

CRACKLING DART

Combat
Evocation, Array

Duration: Immediate
Range: 5 meters
AOE: Target object or creature

10 STAMINA

You throw a thin, energetic projectile fiercely at your target, dealing $1d20$ Energy damage. Creatures may block or dodge damage dealt this way.

REND

Combat
Necromancy

Duration: Concentration
Range: Touch
AOE: Target creature

8 TIMES X STAMINA

You slowly rip the soul of a creature from its body. It makes a Will contest against you and repeats the contest at the beginning of each turn for the spell's duration. Each time the creature fails, it's dealt $Xd4$ damage. Damage dealt this way cannot be blocked or dodged and is dealt directly to DHP, but cannot reduce the creature's DHP to less than 0. Upon succeeding, the spell ends.

THERMAL STRIKE

Combat
Evocation

Duration: Concentration
Range: Touch
AOE: Target object or creature

6 TIMES X STAMINA

Choose between Heat or Chill. You force thermal power unto your target. Upon casting and at the beginning of each turn for the spell's duration, it's dealt $Xd8$ damage of the chosen type. Creatures may block or dodge damage dealt this way, and if the spell deals no damage in a turn, the spell ends.

ICE KNIFE

Combat
Evocation, Array

Duration: Immediate
Range: 10 meters
AOE: Target object or creature

9 STAMINA

You send a sharp, icy missile directly at your target, dealing $2d8$ Chill damage. Creatures may block or dodge damage dealt this way.

ELEMENTAL BLADE

Combat

Evocation, Enchantment

Duration: 1 minute

Range: Touch

AOE: Self

20 STAMINA

You conjure a small elemental blade fitted to your grip. It has the same stats as a **Shiv**, but deals your choice of **Energy**, **Heat**, or **Chill** damage instead. It disappears once the spell ends.

SWEETFIRE

Combat

Evocation, Array, Enchantment, Illusion

Duration: 1 minute of Focus

Range: 5 meters

AOE: Target creature

24 STAMINA

A creature spontaneously combusts with a phantasmal blue flame, feeling no pain whatsoever. Upon casting and at the beginning of each turn for the spell's duration, it's dealt **4d4 Heat damage**. It may block or dodge the damage dealt this way, and if the spell deals no damage in a turn, the spell ends.

THUNDER CLAP

Combat

Evocation, Wake

Duration: Immediate

Range: Touch

AOE: All objects and creatures within a 90-degree cone extending 3 meters from the caster

47 STAMINA

You summon a cacophonous boom in front of you, dealing **4d8 Energy damage** to all targets. Creatures may block or dodge damage dealt this way.

ELEMENTAL STAFF

Combat

Evocation, Enchantment

Duration: 1 minute

Range: Touch

AOE: Self

20 STAMINA

You conjure a large, decorated staff perfectly sized for you. It has the same stats as a **Maul**, but deals your choice of **Energy**, **Heat**, or **Chill** damage instead. It disappears once the spell ends.

FIRE STRIKE

Combat

Evocation, Array

Duration: Immediate

Range: 20 meters

AOE: Target object or creature

11 STAMINA

You shoot an accurate bolt of flame at your target, dealing **1d10 Heat damage**. Creatures may block or dodge damage dealt this way.

LIGHTNING BOLT

Combat

Evocation, Wake

Duration: Concentration

Range: 5 meters

AOE: All objects and creatures between the caster's starting position and a chosen point

25 STAMINA

A vibrant pillar of lightning erupts from you. Upon casting and at the beginning of each turn for the spell's duration, all targets are dealt **4d8 Energy damage**. Creatures may block or dodge damage dealt this way, and if the spell deals no damage in a turn, the spell ends.

FLASH FREEZE

Combat

Evocation, Wake

Duration: Concentration

Range: Touch

AOE: All objects and creatures on the same surface as the caster's starting position within 10 meters

62 STAMINA

The ground beneath you freezes over with a devastating force. Upon casting and at the beginning of each turn for the spell's duration, all targets are dealt **6d6 Chill damage**. Creatures may block or dodge damage dealt this way, and if the spell deals no damage in a turn, the spell ends.

FIREBALL

Combat

Evocation, Array, Wake

Duration: Concentration

Range: 15 meters

AOE: All objects and creatures within 4 meters of a chosen point

81 STAMINA

You hurdle a massive ball of flame and molten destruction. Upon casting and at the beginning of each turn for the spell's duration, all targets are dealt **8d6 Heat damage**. Creatures may block or dodge damage dealt this way, and if the spell deals no damage in a turn, the spell ends.

MAGNESSIS

Combat

Array, Wake, Enchantment, Alteration

Duration: 1 minute

Range: 25 meters

AOE: Target object or creature

86 STAMINA

You send a magnetic grasp through your target, forcing everything around it to gravitate towards it with tremendous force. For the spell's duration, all objects and creatures within 5 meters that weigh 200 kilograms or less are forcefully attracted to the target. A creature may make a TD 20 test to end this effect. They may choose to make a Will test to end the effect on themselves, or a Strength test to end it on themselves or another touching affected creature.



AID SPELLS

Deeper forms of healing are hard to come by, and magical healing never comes without a cost. Creatures cannot be healed by mana alone; rather spells are able to convert tangible materials into a healing effect, specifically when it comes to mortal wounds that may cost one their life. These effects are common amongst clerics and druids and take much practice to learn.

ILLUMINATE

Aid
Illusion

Duration: Concentration
Range: Touch
AOE: Chosen point within range

3 STAMINA

A chosen spot begins to glow with a vibrant light, whatever color you choose. The light remains stationary regardless of creatures or objects around it. The light dissipates once the spell ends.

PIXIE LIGHT

Aid
Array, Enchantment, Illusion

Duration: 1 hour of Focus
Range: 10 meters
AOE: Target object or creature

13 STAMINA

You summon a small orb of light, orbiting a point within range, gracefully dancing and illuminating its surroundings. It can be any shape, any color, and travel around the point at will, but must stay within 1 meter of the chosen point. It dissipates once the spell ends.

SILENT STEPS

Aid
Illusion

Duration: Concentration
Range: Touch
AOE: Self

8 STAMINA

You cloak yourself in an aura of silence, completely removing your audible outputs. You are completely silent, gaining 2 points of favor on tests to remain inconspicuous for the duration of the spell.

MAGE SHIELD

Aid
Evocation, Enchantment

Duration: 1 minute of Focus once triggered
Range: Touch
AOE: Self

15 STAMINA

You speak a protective incantation, carving temporary runes into your skin. The next time you are subject to an attack, a magical shield manifests given you have an open hand available. While equipped, your Dodge Rating increases by 2d12. The shield disappears once the spell ends.



PRESERVE

Aid

Array, Necromancy

Duration: Concentration

Range: 10 meters

AOE: Target creature with less than 1 DHP that hasn't died yet

8 STAMINA

You gently preserve the body of one nearly deceased, a magic essence preventing it from decaying. Its DHP becomes 0. If an effect would lower its DHP without killing it during the spell's duration, its DHP becomes 0 again instead.

RESUSCITATE

Aid

Necromancy

Duration: Immediate

Range: Touch

AOE: Target creature with less than 1 DHP that hasn't died yet

10 STAMINA

You breathe mortal life back into a dying creature, pulling it away from the grasp of death. Its stamina and DHP each become 1 and the creature gains 4 levels of Fatigue. A level of Fatigue gained this way is removed each time it completes a rest.

WATER BREATHING

Aid

Enchantment, Alteration

Duration: 1 hour of Focus

Range: Touch

AOE: Self

15 STAMINA

A formation of amphibious gills manifest along the caster. For the duration of the spell, you can breathe in air and in water.

HUNTER'S MARK

Aid

Array, Enchantment, Divination

Duration: 1 minute of Focus

Range: 20 meters

AOE: Target creature

14 STAMINA

Your eyes glow with poise, marking a creature within your sights. Tests you make for accuracy against the creature gain 2 additional points of favor for the duration of the spell.

FLIGHT

Aid

Enchantment, Alteration

Duration: 1 minute

Range: Touch

AOE: Target creature

18 STAMINA

A pair of spectral wings sprout off the back of a creature touched by the caster. For the duration of the spell, its Air travel becomes equal to half its Speed score, rounded down, given it wasn't already higher.

ELEMENTAL ARMOR

Aid

Evocation, Enchantment

Duration: 1 minute

Range: Touch

AOE: Target creature

26 STAMINA

You conjure elemental plates around the body of a vulnerable creature. Given the slot isn't occupied, the creature becomes equipped with chest armor that grants 10 defense in your choice of Energy, Heat, or Chill. It disappears once the spell ends.

MAGE ARMOR

Aid

Evocation, Enchantment

Duration: 1 minute of Focus

Range: Touch

AOE: Target creature

20 STAMINA

You manifest a suit of magical armor around an unequipped creature. Given the slot isn't occupied, the creature becomes equipped with chest armor with the same stats as **Body Armor**. It disappears once the spell ends.

LUCK

Aid

Wake, Enchantment, Divination

Duration: 1 minute

Range: Touch

AOE: All creatures within 5 meters

70 STAMINA

A shimmering light gleams in your eyes as luck showers its favor unto you. For the duration of the spell, whenever you make a roll against an affected creature, including damage rolls, blocking, dodging, and tests, each die cannot roll less than half of its maximum, rounded down.

BATTLE SCRY

Aid

Wake, Enchantment, Divination

Duration: 1 minute of Focus

Range: Touch

AOE: All creatures within 2 meters

31 STAMINA

A fury runs through your aura, offering decisive battle stratagem to those around you. You choose one creature that the spell affects. For the duration of the spell, whenever you or another creature affected by the spell blocks or dodges an attack or spell from the chosen creature, its Block Rating and Dodge Rating is doubled for the rest of the action.

MAGENHANCE

Aid

Enchantment, Alteration

Duration: 1 minute

Range: Touch

AOE: Self

28 STAMINA

A specular force runs through you, magically enhancing your abilities. Upon casting, you choose a subtrait. For the duration of the spell, that subtrait is increased by 4, given it wouldn't increase past its maximum.



HEAL

Aid
Alteration

Duration: Concentration

Range: Touch

AOE: Target creature

16 TIMES X STAMINA

You place a pure hand on a suffering creature, alleviating its pains. Upon casting and at the beginning of each turn for the spell's duration, the creature regains $Xd8$ SHP. Then, if the creature cannot regain any additional SHP, the spell ends.

CURE MEDIUM

Aid
Alteration

Duration: Concentration

Range: Touch

AOE: Target creature

24 TIMES X STAMINA

You cast a healing light down, purifying one's wounds with great precision. Upon casting and at the beginning of each turn for the spell's duration, you must consume a Rare or rarer item or component. Upon doing so, the creature regains $Xd12$ DHP. This spell cannot force a creature to regain more than 100 DHP, and ends if you fail to consume an item or component.

CURE MINIMUS

Aid
Alteration

Duration: Concentration

Range: Touch

AOE: Target creature

12 TIMES X STAMINA

You imbue a suffering creature with a surgical magic, closing their internal wounds. Upon casting and at the beginning of each turn for the spell's duration, you must consume a Common or rarer item or component. Upon doing so, the creature regains $Xd12$ DHP. This spell cannot force a creature to regain more than 25 DHP, and ends if you fail to consume an item or component.

CURE MAXIMUS

Aid
Alteration

Duration: Concentration

Range: Touch

AOE: Target creature

36 TIMES X STAMINA

With ultimate force, you completely cleanse a creature of all undoing. Upon casting and at the beginning of each turn for the spell's duration, you must consume a Mythical or rarer item or component. Upon doing so, the creature regains $Xd12$ DHP. This spell ends if you fail to consume an item or component.

UTILITY SPELLS

Magical spells come with a large plethora of capabilities, and utility magic attacks this need specifically. Often these spells will cover a huge amount of ground, spanning from disguises to summoning figures with specific shapes. Often, these are based on niche situations.

DISPEL

Utility
Enchantment

Duration: Immediate

Range: Touch

AOE: Target spell

5 TIMES X STAMINA

You grasp something affected by a spell, methodically unweaving its runes. If a creature is currently focusing or concentrating on the spell, it makes a Will contest against you. Given the spell is no older than X hours and any opposing creatures fail their test, the spell ends.

FABRICATE

Utility
Evocation, Enchantment

Duration: 1 minute

Range: Touch

AOE: Self

10 STAMINA

You imagine an object or shape in your head, manifesting a clay-like substance in the chosen shape. The object can be up to 1 liter or 4 kilograms, made purely out of magimatter, having no special properties. The object dissipates when the spell ends.

CLEANSE

Utility
Alteration

Duration: Immediate

Range: Touch

AOE: Target impure object or liquid

5 STAMINA

You hover your hand over up to a kilogram of impure or soiled material or up to 1 liter of liquid, removing it of its impurities.

IGNITE

Utility
Evocation

Duration: Concentration

Range: Touch

AOE: Target object

3 STAMINA

You ignite something flammable, such as a campfire or a candle, with pure magical will. It remains magically lit until the spell ends or it's forcefully snuffed.

FREEZE

Utility
Evocation

Duration: Concentration

Range: Touch

AOE: Target object

3 STAMINA

You bring an item down to a deep freeze, chilling it enough to form basic ice. It remains magically frozen until the spell ends or it's forcefully thawed.

TELEKINESIS

Utility
Array, Alteration

Duration: Concentration
Range: 10 meters
AOE: Target object or creature

13 STAMINA

Your mind wraps its phantasmal hands around an object or creature, maneuvering it through force of will. Given it weighs no more than 100 kilograms, you move it anywhere within 10 meters of yourself and may spend 1 turn action or 1 interrupt action to change its pathing. At the beginning of each turn, it may make a TD 10 Will test, and it or any touching creature may make a TD 10 Strength test. Upon failing a Will test or the creature being further than 10 meters from you, the spell ends.

MEDIUM VISSAGE

Utility
Array, Enchantment, Illusion

Duration: 1 hour of Focus
Range: 10 meters
AOE: Chosen point within range

14 STAMINA

You present a vivification from your mind, realized through illusionary magic. It may be no larger than 3 meters in any dimension, but can be animated within its bounds in any way you choose, including changing it during the spell's duration. It is as realistic as you can imagine, though creatures that touch it will become immediately aware of its falsity. It dissipates once the spell ends.

DISGUISE SELF

Utility
Enchantment, Illusion

Duration: 1 hour of Focus
Range: Touch
AOE: Target creature

10 STAMINA

A character evolves in your mind, something of similar stature but contrasting appearance to the creature you're touching. Its appearance is modified to match the new image for the duration of the spell.

SMALL VISAGE

Utility
Array, Enchantment, Illusion

Duration: 1 hour of Focus
Range: 10 meters
AOE: Chosen point within range

11 STAMINA

An image leaps from your mind and presents itself as an illusionary object or image. It may be no larger than 1 meter in any dimension, but can be animated within its bounds in any way you choose, including changing it during the spell's duration. It is as realistic as you can imagine, though creatures that touch it will become immediately aware of its falsity. It dissipates once the spell ends.



LARGE VISAGE

Utility

Array, Enchantment, Illusion

Duration: 1 hour of Focus

Range: 10 meters

AOE: Chosen point within range

20 STAMINA

A massive, indistinguishable illusion presents itself in front of you, designed intricately through your mind. It may be no larger than 10 meters in any dimension, but can be animated within its bounds in any way you choose, including changing it during the spell's duration. It is as realistic as you can imagine, though creatures that touch it will become immediately aware of its falsity. It dissipates once the spell ends.

INVISIBILITY

Utility

Array, Enchantment, Illusion

Duration: 1 minute of Focus

Range: 5 meters

AOE: Up to 2 target creatures

32 STAMINA

Light fades through two creatures of your choice, rendering them completely invisible. Creatures remain invisible for the duration of the spell, gaining 2 points of favor on tests to remain inconspicuous.

TURN TO GOLD

Utility

Enchantment, Alteration

Duration: 1 hour

Range: Touch

AOE: Target object

30 STAMINA

You hold a piece of pure gold, at least 1 kilogram, in your hands, using its metallic structure to convert a piece of metal. You convert a touching pure metal that weighs up to 5 kilograms to gold. It reverts back to its original form once the spell ends.

GENDERBEND

Utility

Enchantment, Alteration

Duration: 1 hour

Range: Touch

AOE: Target creature

30 STAMINA

You manifest physiological change unto a touching creature, altering their physical and perceivable gender for the duration of the spell. You may convert a creature to masculine, feminine, or androgynous, reverting back once the spell ends.

Many years ago, the first arcane arts were manifested by the dwarves. Though this information is public, few know their original inspiration and source of tutelage: the first dragons to ever exist.

By nature, spells often take matter and energy from another plane, though those planes only exist due to a species called the primordial dragons, recorded to be currently extinct.

As the history of the draconic lineage evolved, the true lineage of magic was slowly lost to time. However, wizards deep in study recognize these synergies and may become stronger with such powerful intuition.

DEBILITATION SPELLS

The various magics can be used in a multitude of situations, including and especially combat. However, veterans know that combat includes more than pure damage, birthing the need for debilitating spells. Simply, these spells don't harm the opponent as much as they simply hinder, either offering enough time to escape or enough pain to make it talk.

BLIND

Debilitation
Array, Illusion

Duration: Concentration

Range: 15 meters

AOE: Target creature

13 STAMINA

Your force a creature's eyes to gloss over black, preventing all visual input from reaching. It becomes Blinded for the duration of the spell. Upon casting and at the beginning of each turn for the spell's duration, it may make a Will test against you, ending the spell upon succeeding.

FEAR

Debilitation
Illusion, Divination

Duration: Concentration

Range: Touch

AOE: Target creature

25 STAMINA

You burrow yourself into the mind of a creature, divulging its worst fear and looming it over their shoulder, filling it with consistent dread. It makes a Will contest against you and repeats the contest at the beginning of each turn for the spell's duration. Each time the creature fails, it's dealt $2d6$ Psyche damage and feels as though it's being followed by its worst fear. Upon succeeding, the spell ends.



PERMAFROST

Debilitation
Evocation, Array, Enchantment, Alteration

Duration: 1 minute

Range: 15 meters

AOE: Target creature

41 STAMINA

A corrosive sheet of frost encases a creature, chilling its body and preventing it from moving. Upon casting and at the beginning of each turn for the spell's duration, it must make a Strength contest against your Will test, remaining Paralyzed until it succeeds. As well, it's dealt $4d4$ Chill damage. Creatures may block or dodge damage dealt this way, and if the spell deals no damage in a turn, the spell ends.

MAKE FEEBLE

Debilitation
Enchantment, Alteration

Duration: 1 hour of Focus

Range: Touch

AOE: Target creature

45 STAMINA

You magically siphon some of the driving force of a creature, forcing its atrophy. For the duration of the spell, its Speed, Dexterity, Power, and Fortitude each decrease by 2, minimum of 1. Upon casting and at the beginning of each turn for the spell's duration, it may make a Will test against you, ending the spell upon succeeding.



VULNERABILITY

Debilitation
Alteration

Duration: Concentration

Range: Touch

AOE: Target creature

20 STAMINA

You produce a magical failure point in a creature's body, reducing a defense of your choice by 8 for the duration. Upon casting and at the beginning of each turn for the spell's duration, it may make a Will test against you, ending the spell upon succeeding.

SILENCE

Debilitation
Array, Enchantment, Alteration

Duration: 1 minute

Range: 10 meters

AOE: Target creature

21 STAMINA

An arcane thread sews a creature's mouth shut. For the duration of the spell, it cannot physically speak. Upon casting and at the beginning of each turn for the spell's duration, it may make a Will test against you, ending the spell upon succeeding.

BIND

Debilitation
Array, Enchantment, Alteration

Duration: 1 minute

Range: 20 meters

AOE: Target creature

44 STAMINA

Spectral tendrils wrap themselves around a creature, bringing it to a near-halt. For the duration of the spell, its Land travel becomes 1 and both its Water and Air travel become 0. Upon casting and at the beginning of each turn for the spell's duration, it may make a Will test against you, ending the spell upon succeeding.

ASCERTAINMENT SPELLS

One saying that many powerful diviners use is, "Mana has memory". This quote is not meant to be taken literally, though some still often do. In reality, mana is an organic matter-energy enigma that takes on the characteristics of its surroundings, and the information it learns doing this can be accessed anywhere where the mana is still touching. Divination takes great advantage of this through ascertainment, the gathering of otherwise-unreachable information.

PREMONITION DREAM

Ascertainment
Enchantment, Divination

Duration: 1 hour
Range: Touch
AOE: Self

28 STAMINA

A vision comes to you, revealing some basic features of your future. You make a premonition roll of $3d6$, saving it. The next time you would make a test within the spell's duration, you instead use the premonition roll, then roll a new premonition. If the test would have favor, duplicate the lowest die, and remove the highest die if it would have disfavor.

DIVINE COIN

Ascertainment
Divination

Duration: Immediate
Range: Touch
AOE: Self

10 STAMINA

You flip a coin from your fingers, asking a yes or no question while it spins. The coin magically lands based on the accurate answer to your question, landing on heads for yes and tails for no. If the question doesn't have a proper answer or requires knowledge of the future, the coin will not land on either side.

LOCATE OBJECT

Ascertainment
Divination

Duration: Concentration
Range: Touch
AOE: Self

10 STAMINA

You imagine an item in your mind with any level of specificity, whether it be a generic blade or a ruby-encrusted boot you've seen in the past. For the duration of the spell, you are aware of the direct direction to find the nearest item that fits the description given, completely ignoring obstacles.

SURVEIL

Ascertainment
Divination

Duration: Immediate
Range: Touch
AOE: Target creature

3 STAMINA

You place a divine eye on a creature, delving into its current status of body. Upon casting, choose one between current SHP, current DHP, current stamina, level or DR, Block Rating, Dodge Rating, a single type of defense, or a single subtractive score. You learn the chosen information about the creature.

THIRD EYE

Ascertainment
Divination

Duration: Concentration
Range: Touch
AOE: Target object

5 STAMINA

You place a spectral eye on an object such as a wall or an arrow, sacrificing your vision for what it would see. For the spell's duration, you become Blinded but are able to see as if you were centered on the chosen object.

ANIMATION SPELLS

Just because something isn't built to be alive doesn't mean it can't be. Mana creates very powerful and versatile bonds, both mentally and physically, and may be used to bridge the gaps between non-living and somewhat-kinda-living. Often, this is used to reanimate dead bodies.

RAISE UNDEAD

Animation
Enchantment, Necromancy

Duration: 1 minute

Range: Touch

AOE: Target humanoid carcass

21 STAMINA

Artificial life flows through your fingertips and into a deceased body. The body comes to life, becoming a DR 13 Zombie, reverting once the spell ends. It understands only you, and you may spend 1 turn action or 1 interrupt action to command it. You may recast the spell before it ends to continue control.

AMASS UNDEAD

Animation
Wake, Enchantment, Necromancy

Duration: 1 hour

Range: Touch

AOE: All humanoid carcasses on the same surface as the caster's starting position within 10 meters

68 STAMINA

Undeath fills the air around you, its tendrils drilling through the earth beneath your feet, attaching to each dead body it finds. Each body comes to life, becoming a DR 13 Zombie, each reverting once the spell ends. Each one understands only you, and you may spend 1 turn action or 1 interrupt action to command one or more of them. You may recast the spell before it ends to continue control, given each creature is within 10 meters of you.

ANIMATE FURNITURE

Animation
Enchantment, Necromancy

Duration: 1 minute of Focus

Range: Touch

AOE: Target Large object

19 STAMINA

Your fingertips brush against a piece of furniture and it springs into action. It comes to life, becoming a DR 17 Animated Furniture, reverting once the spell ends. It understands only you, and you may spend 1 turn action or 1 interrupt action to command it. You may recast the spell before it ends to continue control.

ANIMATE TRINKET

Animation
Enchantment, Necromancy

Duration: 1 minute of Focus

Range: Touch

AOE: Target Small object

10 STAMINA

You touch a small, inanimate object, such as a cup or a hammer, and breathe purpose into it. It comes to life, becoming a DR 8 Animated Trinket, reverting once the spell ends. It understands only you, and you may spend 1 turn action or 1 interrupt action to command it. You may recast the spell before it ends to continue control.

RESURRECT

Animation
Necromancy

Duration: Immediate

Range: Touch

AOE: Target DR X or level X creature with less than 1 DHP that hasn't died yet

X STAMINA

You grasp a soul that's straying away from its original body and shunt it back into a dying creature. Its stamina and DHP each become 1.

ITEMS

During your adventures, you'll find plenty of knick-knacks and trinkets that make you substantially better at completing quests and ending lives. These items come in four distinct forms: weapons, armor, consumables, and artifacts.

Weapons naturally modify how many turn actions it'll require for you to attack, as well as how much damage you deal for each attack. You can hold multiple weapons at once, though both will work at lower efficiency if you're not trained properly.

Armor will take up one of four slots you have available: your head slot, your chest slot, your hands slot, or your feet slot. The most basic form of armor will either raise your defenses or offer you additional Block Rating or Dodge Rating. Though, some armor pieces have other specialized benefits.

Some pieces of armor have the **Augmentable** feature, meaning that you can make that piece of armor physically a part of you. You have one augmentable slot for each armor slot, meaning you have a head augment slot, a chest augment slot, a hands augment slot, and a feet augment slot. Augmenting is semi-permanent and may come with great consequence if one would like to change their mind.

For more information on how the slot system works, refer to **Augmentation** in the **Armor and Equipment** section of **Playing the Game**.

Consumables generally include potions, edible substances, salves, injections,

and plenty of other things that only work a number of times before the item is destroyed or rendered useless.

Generally these come at lower costs due to their sparse use but also comprise one of the only forms of portable healing available.

Artifacts comprise just about every other item, including and not limited to back equipment, neck equipment, waist equipment, and rings. Some artifacts will take up one of those four slots, whereas others require a free hand to operate. These come with a plethora of unique features, including storing items, traversing terrain remotely, and offering passive buffs to the user.

BULKY ITEMS AND RARITIES

The number of **slots** that an item requires to hold is an important metric to consider. Even if you ignore carry capacity rules, consider that item rarities are based on how encumbering they are, and as such, some rules may need to be modified to reflect such a change.

For more information on how the slot system works, refer to **Carry Capacity** in the **Travel** section of **Playing the Game**.

CRAFTING CUSTOM ITEMS

Sometimes, you'll want to craft your own items to suit your needs, your style, and your vague moral gray areas. If you're interested in designing your own weapons, armor, consumables, and artifacts, see more in the Advanced Rules' **Individual Artifice**, where you'll learn more about how to add specific characteristics to your items and where to find the components necessary to build them.

IMPROMPTU WEAPONS

Some weapons aren't made to be weapons, but luckily most items can be used to either bludgeon people or stab people. Make use of what you have, perhaps.

SHIV

Fast Weapon, Crude
20 Silver Pieces

Attack Speed: 1 Turn Action
Handling: 1 hand
Range: 0 meters (Melee)
Size: 3 slots

2d4 Physical Damage

Many things can be made into small, hidden blades. These blades are often unsuspected due to their makeshift nature.

2 Crude Material Components
2 Crude Refinement Components

BLUDGEON

Moderate Weapon, Crude
20 Silver Pieces

Attack Speed: 2 Turn Action
Handling: 1 hand
Range: 0 meters (Melee)
Size: 3 slots

2d8 Physical Damage

A properly sized shaft or grip with substantial weight, an impromptu club; not hard to come by.

3 Crude Material Components
1 Crude Refinement Component

MAUL

Slow Weapon, Crude
17 Silver Pieces

Attack Speed: 3 Turn Action
Handling: 2 hands
Range: 0 meters (Melee)
Size: 3 slots

3d12 Physical Damage

Much like an unplanned club, a maul is a pummeling device of any sort, great for beating and bad for planning. Though, mauls are often used for even bigger beatings.

4 Crude Material Components

SLING

Moderate Weapon, Crude
19 Silver Pieces

Attack Speed: 2 Turn Action
Handling: 2 hands
Range: 5/10 meters (Ranged)
Size: 1 slot

2d6 Physical Damage

A small piece of elastic or springy material that can be used to launch random debris. Very mundane and primitive in nature.

3 Crude Material Components
3 Crude Refinement Components



LONG GUARD

Shield, Crude
15 Silver Pieces

Size: 3 slots

+ 1d4 Block

A long, worn down item that can be held in one hand and used as a blocking device. Regardless, this can be the difference between a happy life and severed limbs.

4 Crude Material Components

ROUND GUARD

Shield, Crude
15 Silver Pieces

Size: 3 slots

+ 1d12 Dodge

A small, light, flat item that could be somewhat mistaken for a shield. Regardless, this can be the difference between a happy life and missing eyes.

3 Crude Material Components
1 Crude Refinement Component

CAP

Head Armor, Crude
18 Silver Pieces

Size: 3 slots

+ 2 Physical Defense
+ 2 Psyche Defense

A mediocre piece of equipment adorned on one's head.

5 Crude Material Components
1 Crude Refinement Component

BASIC ATTIRE

Although your basic clothing may not offer a lot of combat aid, it's probably better than fighting naked. Probably.

@Moonlight-Poisoner03





GLOVES

Hand Armor, Crude
20 Silver Pieces

Size: 3 slots

+ 1d4 Block

A pair of rugged gloves. Not much for defense, but helps with minor deflection in combat.

2 Crude Material Components
2 Crude Refinement Components

GARMENTS

Chest Armor, Crude
20 Silver Pieces

Size: 3 slots

+ 2 Physical Defense
+ 1 Energy Defense
+ 1 Heat Defense
+ 1 Chill Defense

A set of basic clothing, generally casual or rugged, that doesn't offer much protection. Not naturally designed for combat purposes.

6 Crude Material Components

BOOTS

Feet Armor, Crude
20 Silver Pieces

Size: 3 slots

+ 1d12 Dodge

A set of mediocre footwear. It doesn't offer much in the way of protection, but it will protect your toes from mild discomfort, barring the discomfort they imminently cause.

1 Crude Material Component
3 Crude Refinement Components

MARTIAL GEAR

Martial gear is a strong blanket term for all kinds of equipment, from basic combat attire to infantry munitions.

CLAYMORE

Slow Weapon, Common
60 Silver Pieces

Attack Speed: 3 Turn Actions

Handling: 2 hands

Range: 2 meters (Melee)

Size: 9 slots

8d8 Physical Damage

A large, dual-handed blade. It was originally designed to slay steeds, but later found use in general combat.

5 Common Material Components

DAGGER

Fast Weapon, Common
80 Silver Pieces

Attack Speed: 1 Turn Action

Handling: 1 hand

Range: 0 meters (Melee)

Size: 3 slots

4d4 Physical Damage

A slick, evasive blade capable of several small strikes in a short period of time.

2 Common Material Components
2 Common Refinement Components

AIRBURST RIFLE

Fast Weapon, Common
78 Silver Pieces

Attack Speed: 1 Turn Action

Handling: 2 hands

Range: 10/20 meters (Ranged)

Size: 9 slots

4d8 Heat Damage

After 6 attacks, 6 turn actions must be spent to load this weapon.

If damage from this weapon would reduce a creature's DHP, it deals half damage instead.

A long-barreled rifle that fires condensed air that disperse upon reaching their target. It fires powerfully and quickly, but its bulky mechanical core requires time to produce the heated charges.

1 Common Material Components
3 Common Refinement Component
1 Common Power Component

QUARTERSTAFF

Moderate Weapon, Common
64 Silver Pieces

Attack Speed: 2 Turn Actions

Handling: 1 hand

Range: 1 meter (Melee)

Size: 9 slots

4d8 Physical Damage

A weapon of significant size designed to be held in only a single hand. Good for knocking out talkative people and walking up steep hills.

4 Common Material Components
1 Common Refinement Component



CASTLE SHIELD

Shield, Common
80 Silver Pieces

Size: 9 slots

+ 4d4 Block

This armor requires an additional hand to equip.

A large, bulky shield that can block substantial oncoming harm at the cost of using both of the user's hands.

4 Common Material Components

LIGHT CROSSBOW

Moderate Weapon, Common
52 Silver Pieces

Attack Speed: 2 Turn Actions

Handling: 2 hands

Range: 20/40 meters (Ranged)

Size: 3 slots

6d8 Physical Damage

This weapon consumes 1 bolt during each attack. Ammunition used this way must be equipped on the user's back or waist slot.

After each attack, 1 turn action must be spent to load this weapon.

A lighter ranged weapon with an automated firing mechanism.

3 Common Material Components
2 Common Refinement Component

HALBERD

Slow Weapon, Common
78 Silver Pieces

Attack Speed: 6 Turn Actions

Handling: 2 hands

Range: 2 meters (Melee)

Size: 9 slots

7d8 Physical Damage

Damage dealt by this weapon to creatures other than constructs ignores SHP.

A bulky and unwieldy device used for high melee range and armor piercing. Sometimes used for executions due to its intimidating might.

5 Common Material Components
2 Common Refinement Components

GLAIVE

Slow Weapon, Common
72 Silver Pieces

Attack Speed: 4 Turn Actions

Handling: 1 hand

Range: 2 meters (Melee)

Size: 3 slots

6d12 Physical Damage

A polearm with a bladed end, slow to attack but with a high potential for destruction.

5 Common Material Components

SCOPED SHOOTER

Slow Weapon, Common
64 Silver Pieces

Attack Speed: 3 Turn Actions

Handling: 2 hands

Range: 60/120 meters (Ranged)

Size: 3 slots

4d12 Physical Damage

This weapon consumes 1 bearing during each attack. Ammunition used this way must be equipped on the user's back or waist slot.

After each attack, 3 turn actions must be spent to load this weapon.

The TD of tests made for accuracy with this weapon are halved, rounded down.

A basic rifle that fires spherical bearings at high speeds. Rounds are loaded one at a time, reducing its firerate.

4 Common Material Components
2 Common Refinement Components

SHORTBOW

Moderate Weapon, Common
74 Silver Pieces

Attack Speed: 2 Turn Actions

Handling: 2 hands

Range: 15/30 meters (Ranged)

Size: 3 slots

2d8 + [Dexterity Mod] Physical Damage

This weapon consumes 1 arrow during each attack. Ammunition used this way must be equipped on the user's back or waist slot.

A short-ranged but lighter alternative for basic archery-based weaponry. Commonly used for its ease of storage while traveling.

4 Common Material Components
2 Common Refinement Component

LONGBOW

Slow Weapon, Common
64 Silver Pieces

Attack Speed: 3 Turn Actions

Handling: 2 hands

Range: 20/40 meters (Ranged)

Size: 3 slots

4d10 + [Dexterity Mod] Physical Damage

This weapon consumes 1 arrow during each attack. Ammunition used this way must be equipped on the user's back or waist slot.

A basic weapon that uses an elastic string to launch projectiles, heavily dependent on the user's skill.

Slow, but more accurate than its shorter counterparts.

5 Common Material Components
1 Common Refinement Components



GAUNTLETS

Hand Armor, Common
80 Silver Pieces

Size: 3 slots

+ 2d4 Block

Slightly better than standard gloves, gauntlets offer a slight advancement when blocking.

2 Common Material Components
2 Common Refinement Components

PLATE ARMOR

Chest Armor, Common
76 Silver Pieces

Size: 9 slots

+ 9 Physical Defense
+ 1 Energy Defense
+ 1 Heat Defense
+ 1 Chill Defense

A set of basic platemail. It offers decent physical protection for its price, but doesn't fold up and remains very bulky to carry otherwise.

6 Common Material Components

GREAVES

Feet Armor, Common
80 Silver Pieces

Size: 3 slots

+ 2d12 Dodge

Sturdy guards worn on the shins, generally over generic footwear. Its plating allows for slight leniency when maneuvering in combat.

1 Common Material Component
3 Common Refinement Components

BODY ARMOR

Chest Armor, Common
80 Silver Pieces

Size: 3 slots

- + 4 Physical Defense
- + 2 Energy Defense
- + 2 Heat Defense
- + 2 Chill Defense

Protective apparel used to shield one's body from multiple forms of damage.

6 Common Material Components

BUCKLER

Shield, Common
60 Silver Pieces

Size: 3 slots

- + 2d12 Dodge

A small, light shield that aids its user in deflecting or dodging oncoming attacks.

3 Common Material Components
1 Common Refinement Component

KITE SHIELD

Shield, Common
60 Silver Pieces

Size: 3 slots

- + 2d4 Block

A heavier shield used for absorbing damage directly.

4 Common Material Components



VALIANT EQUIPMENT

Many adventurers crave more than the gear they'll find in towns; weapons with more firepower or more specialized assets. Valiant equipment allow for more versatility as well as bigger hits.

FORCE ARBALEST

Moderate Weapon, Extraordinary
280 Silver Pieces

Attack Speed: 2 Turn Actions
Handling: 2 hands
Range: 20/40 meters (Ranged)
Size: 3 slots

4d8 Energy Damage

Producing energy as its ammunition, this weapon does not require any bolts or reloading. Rather, they're automatically produced by the weapon itself, and the weapon deploys itself after each fire.

2 Extraordinary Material Components
2 Extraordinary Refinement Component
1 Extraordinary Power Component

FORCE BLADE

Fast Weapon, Extraordinary
284 Silver Pieces

Attack Speed: 1 Turn Action
Handling: 1 hand
Range: 1 meter (Melee)
Size: 3 slots

4d4 Energy Damage

A blade made of pure energy, good for carving through enemies with strong physical defenses.

2 Extraordinary Material Components
2 Extraordinary Refinement Component
1 Extraordinary Power Component

WARLOCK BOW

Slow Weapon, Extraordinary
240 Silver Pieces

Attack Speed: 3 Turn Actions
Handling: 2 hands
Range: 20/40 meters (Ranged)
Size: 3 slots

8d8 + [Resolve Mod] Physical Damage

This weapon consumes 1 arrow during each attack. Ammunition used this way must be equipped on the user's back or waist slot.

A ranged weapon used as an arm for mages, making more use of arcane features in physical combat.

4 Extraordinary Material Components
2 Extraordinary Material Components

WARLOCK MACE

Moderate Weapon, Extraordinary
268 Silver Pieces

Attack Speed: 2 Turn Actions
Handling: 1 hand
Range: 1 meter (Melee)
Size: 3 slots

2d8 + [Resolve Mod] Physical Damage

A bludgeoning weapon specifically designed for casters, taking advantage of their mana attunement as a form of leverage.

4 Extraordinary Material Components
2 Extraordinary Refinement Components





TITANIA SHIELD

Shield, Extraordinary
240 Silver Pieces

Size: 3 slots

+ 4d4 Block

A shield built with quality material, seemingly indestructible to those who aren't properly equipped.

4 Extraordinary Material Components

POWER HELM

Head Armor, Extraordinary
256 Silver Pieces

Size: 3 slots

+ 2 Physical Defense
+ 2 Energy Defense
+ 2 Heat Defense
+ 2 Chill Defense
+ 6 Psyche Defense

A helmet that covers the entire head and face area, resisting both physical and psychic attacks.

5 Extraordinary Material Components
1 Extraordinary Refinement Component

POWER BODY

Chest Armor, Extraordinary
280 Silver Pieces

Size: 9 slots

+ 7 Physical Defense
+ 5 Energy Defense
+ 4 Heat Defense
+ 4 Chill Defense

A powerful set of apparel that offers great protection from assailants.

6 Extraordinary Material Components

POWER BRACERS

Hand Armor, Extraordinary
260 Silver Pieces

Size: 9 slots

+ 4d4 Block

A set of gloves and bracers strong enough to deflect powerful attacks.

2 Extraordinary Material Components
2 Extraordinary Refinement Component

POWER BOOTS

Feet Armor, Extraordinary
260 Silver Pieces

Size: 9 slots

+ 4d12 Dodge

A pair of boots that increase one's nimbleness in combat, making them much harder to hit.

1 Extraordinary Material Component
3 Extraordinary Refinement Components



CIRCLET OF THE EYE

Head Armor, Rare
856 Silver Pieces

Size: 3 slots

+ 8 Psyche Defense

Augmentable

While worn, the user's Awareness score is increased by 2, given it wouldn't increase past its maximum.

This armor is sentient, sensing objects and creatures within 10 meters of it, and can communicate basic emotions directly to its user.

A piece of equipment resembling a tiara with an eye in place of the central gem. It attaches to its user, offering them valuable information about their surroundings. While augmented, it acts as a third eye.

4 Rare Material Components
4 Rare Refinement Components
2 Rare Power Components

SHATTER EDGE

Moderate Weapon, Rare
832 Silver Pieces

Attack Speed: 2 Turn Actions

Handling: 1 hand

Range: 1 meter (Melee)

Size: 3 slots

3d8 Physical + 3d12 Energy Damage

A sharply edged blade compounded with strong vivacity, using a strong current to empower its strikes.

4 Rare Material Components
1 Rare Refinement Component
1 Rare Power Component

SHATTER GAT

Moderate Weapon, Rare
816 Silver Pieces

Attack Speed: 2 Turn Actions

Handling: 2 hands

Range: 10/20 meters (Ranged)

Size: 3 slots

3d10 Physical + 4d8 Energy Damage

A small orb that fires projectiles of compressed atmosphere and verve with devastating vigor.

3 Rare Material Components
2 Rare Refinement Component
1 Rare Power Component

GUILDMaster GREAVES

Feet Armor, Rare
800 Silver Pieces

Size: 3 slots

+ 4d12 Dodge

Augmentable

A pair of ornate guards worn on the shins and calves, adorned with sigils or mechanisms that aid in the user's combat prowess. Upon augmentation, the adornments will appear etched into the user's legs.

1 Rare Material Component
5 Rare Refinement Components

GUILDMaster BRACERS

Hand Armor, Rare
800 Silver Pieces

Size: 3 slots

+ 4d4 Block

Augmentable

An ornate set of cuffs worn on the wrists, decorated with protective sigils or mechanisms. When augmented, the decor becomes etched into the user's arms and hands.

2 Rare Material Components
4 Rare Refinement Components

IMPERIAL CHESTPIECE

Chest Armor, Rare
880 Silver Pieces

Size: 9 slots

+ 10 Physical Defense
+ 8 Energy Defense
+ 6 Heat Defense
+ 6 Chill Defense

A chestpiece made out of very strong and refined materials. Its architecture is basic, though its protection is quite optimal.

6 Rare Material Components



GRAND IMPLEMENTS

Some of the most powerful items known to the general mortal public and every young hero's greatest wish. Many are based on the upper pantheons, whereas others are simply too powerful to fall unto the wrong hands.

TREMOR HAMMER

Slow Weapon, Legendary
1872 Silver Pieces

Attack Speed: 6 Turn Actions
Handling: 2 hands
Range: 2 meters (Melee)
Size: 27 slots

10d10 + [Power Mod] Physical Damage

Damage dealt by this weapon ignores defenses and is dealt directly to DHP.

An immense hammer that propels itself during attacks, using vibrational forces to cause devastating physical traumas.

6 Legendary Material Components
4 Legendary Refinement Component



CRYSTALLINE ROD

Moderate Weapon, Legendary
2462 Silver Pieces

Attack Speed: 2 Turn Actions
Handling: 1 hand
Range: 6 meters (Ranged)
Size: 3 slots

5d8 Chill Damage

Attacks made with this weapon affect all creatures within a 90-degree cone, originating from the user, extending out to the weapon's range. Tests for accuracy do not need to be made.

A rod made with a crystal-like design, seemingly benign at first glance. When properly used, it emits ruinous frozen wind.

2 Legendary Material Components
2 Legendary Refinement Components
3 Legendary Power Components

AEGIS OF THE FALLEN

Chest Armor, Legendary
2400 Silver Pieces

Size: 9 slots

+ 30 Physical Defense
+ 15 Energy Defense

Augmentable

If the user would be successfully dealt 60 Physical or 30 Energy damage while this item is equipped or augmented, the item is destroyed.

A corrupted piece of armor designed with the lost in mind. Users who augment this item will see its designs beveled into their body, though its destruction while augmented can be very costly.

6 Legendary Material Components
2 Legendary Refinement Component

CROWN OF THE HEADLESS

Head Armor, Legendary

2560 Silver Pieces

Size: 3 slots

+ 35 Psyche Defense

Augmentable

A crown comprised of thick laces and thorns, designed to remove one's mind completely as a form of protection. When augmented, it will make the user appear as if they don't have a head at all.

4 Legendary Material Components
3 Legendary Refinement Components

EARTHSHAKER CUFFS

Hand Armor, Legendary

2480 Silver Pieces

Size: 9 slots

Augmentable

Weaponless attacks made by the equipped creature deal an additional 5d12 Energy damage.

Though they do not defend at all, these cuffs and chains were designed to break ground, literally.

They allow for devastating blows, and upon augmented, only the chains will be seen attached to the body.

1 Legendary Material Components
5 Legendary Refinement Components
1 Legendary Power Component



EARTHSHAKER SHACKLES

Feet Armor, Legendary

2320 Silver Pieces

Size: 9 slots

Augmentable

Weaponless attacks made by the equipped creature require 1 less turn action, minimum cost of 1, and deal an additional 4d12 Energy damage.

A defenseless pair of shackles attached to the ankles, the chains and the confines themselves allow for swift movements and intense strikes. When augmented, the chains will remain on the exterior of the body, attached to the legs.

1 Legendary Material Components
6 Legendary Refinement Components
1 Legendary Power Component

JAVELIN OF THE SKIES

Fast Weapon, Mythical

7040 Silver Pieces

Attack Speed: 1 Turn Action

Handling: 2 hands

Range: 15 meters (Ranged)

Size: 27 slots

7d4 Energy Damage

Attacks made with this weapon affect all creatures within a 1 meter wide line, originating from the user, extending out to the weapon's range. Tests for accuracy do not need to be made.

This weapon is sentient, sensing objects and creatures within 10 meters of it, and can communicate basic emotions directly to its user.

Damage dealt by this weapon ignores defenses.

This weapon requires 1 stamina to attack with. This weapon consumes 1 cell during each attack.

Ammunition used this way must be equipped on the user's back or waist slot.

One of three weapons a part of the Nine Divines. It uses its sentience to implore progress and calculated improvement. Naturally, it hovers between the two hands of its user, firing trailing shards of lightning at high speeds.

1 Mythical Material Component
4 Mythical Refinement Components
3 Mythical Power Components

BIDENT OF THE NETHER

Moderate Weapon, Mythical

6720 Silver Pieces

Attack Speed: 2 Turn Actions

Handling: 1 hand

Range: 25/50 meters (Ranged)

Size: 3 slots

5d12 Heat Damage

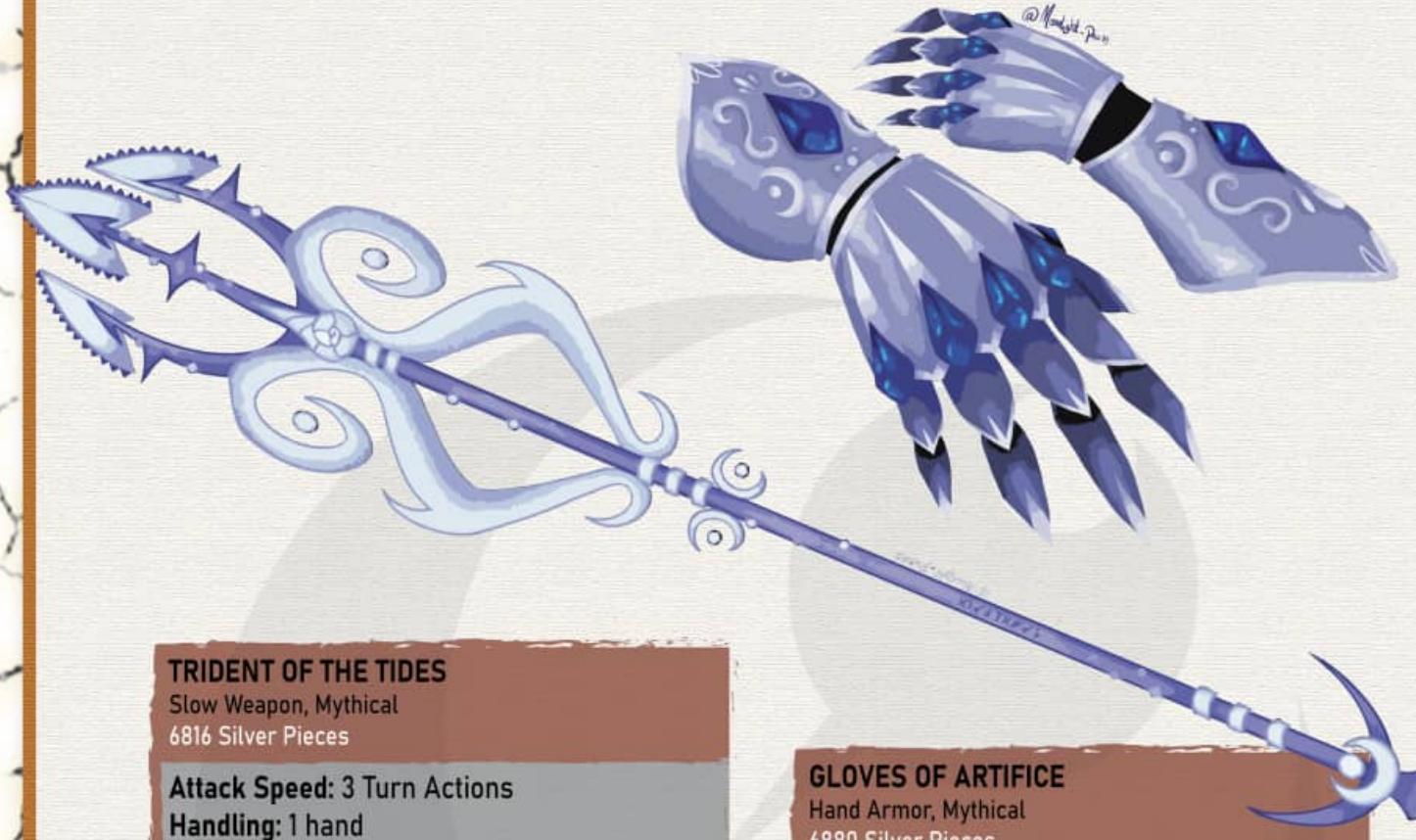
Damage dealt by this weapon to creatures other than constructs ignores SHP.

This weapon is sentient, sensing objects and creatures within 10 meters of it, and can communicate basic emotions directly to its user.

The most humorous and cynical of the Nine Divines. Its two prongs and the orb between them are made purely of toxicous flames designed against the power of the core terra. Upon being thrown, the bident immediately retracts to its preferred user.

2 Mythical Material Component
5 Mythical Refinement Components
2 Mythical Power Components





TRIDENT OF THE TIDES

Slow Weapon, Mythical

6816 Silver Pieces

Attack Speed: 3 Turn Actions

Handling: 1 hand

Range: 8 meters (Ranged)

Size: 3 slots

5d20 Chill Damage

Attacks made with this weapon affect all creatures within a 90-degree cone, originating from the user, extending out to the weapon's range. Tests for accuracy do not need to be made.

Damage dealt by this weapon to targets other than creatures is doubled.

This weapon is sentient, sensing objects and creatures within 10 meters of it, and can communicate basic emotions directly to its user.

One of the Nine Divines, an extremely authoritative weapon forged from the power of the oceans. It holds a sentient mind, a calm and collected personality with a cold and objective view.

4 Mythical Material Component
2 Mythical Refinement Components
4 Mythical Power Components

GLOVES OF ARTIFICE

Hand Armor, Mythical

6880 Silver Pieces

Size: 3 slots

+ 4d4 Block

The equipped creature may make weaponless attacks with 1 less turn action, minimum of 1.

While worn, the user's Engineering score is increased by 6, given it wouldn't increase past its maximum.

This armor is sentient, sensing objects and creatures within 10 meters of it, and can communicate basic emotions directly to its user.

One of only three armors titled as the Nine Divine, these gloves use their sentient mind to teach their user of masterful processing and calculated methods.

2 Mythical Material Components
4 Mythical Refinement Components
2 Mythical Power Components

PAULDRONS OF JUDGEMENT

Chest Armor, Mythical
6560 Silver Pieces

Size: 3 slots

- + 10 Physical Defense
- + 10 Energy Defense
- + 10 Heat Defense
- + 10 Chill Defense

Creatures and objects cannot gain information on the equipped creature through divination. Attempts to do so will come back "null".

This armor is sentient, sensing objects and creatures within 10 meters of it, and can communicate basic emotions directly to its user.

A set of shoulder plates attached with thin straps acting as one of the Nine Divines. It speaks to its user in light and gentle whispers, often offering affirmation and consolation.

7 Mythical Material Components
1 Mythical Refinement Components
1 Mythical Power Components

HALO OF THE WILDS

Head Armor, Mythical
6560 Silver Pieces

Size: 3 slots

- + 2 Physical Defense
- + 10 Psyche Defense

The equipped creature does not need to breathe.

While worn, the user's Resolve score is increased by 8, given it wouldn't increase past its maximum.

This armor is sentient, sensing objects and creatures within 10 meters of it, and can communicate basic emotions directly to its user.

Speaking to its wearer with a stern and obtrusive voice, this crown acts as one of the Nine Divines. It holds accountability over its user, taking in their surroundings and their behaviors diligently.

5 Mythical Material Components
3 Mythical Refinement Components
2 Mythical Power Components



AMMUNITIONS

Many weapons require some amount of ammunition to operate. The most basic forms are made of sticks and stones, but greater forms can be designed for additional effects. However, this can make operating the weapon much more resource intensive.

ARROW

Ammunition, Crude

1 Silver Piece

Size: 1 slot

Any number of this ammunition accumulatively takes up 1 slot. It can be equipped into a creature's back slot or waist slot.

Crafting this item yields 4 times as many.

A basic projectile used for weapons like bows. Rudimentary in nature, but more useful than bashing things with a bow.

1 Crude Material Component
1 Crude Refinement Component

BOLT

Ammunition, Crude

1 Silver Piece

Size: 1 slot

Any number of this ammunition accumulatively takes up 1 slot. It can be equipped into a creature's back slot or waist slot.

Crafting this item yields 4 times as many.

A basic projectile used for weapons like crossbows. Relatively unuseful by itself, yet more effective than a lonely crossbow.

1 Crude Material Component
1 Crude Refinement Component

LIGHTNING ARROW

Ammunition, Common

18 Silver Pieces

Size: 1 slot

Attacks made using this artifact as ammunition deal an additional 2d12 Energy damage.

Any number of this ammunition accumulatively takes up 1 slot. It can be equipped into a creature's back slot or waist slot.

Crafting this item yields 4 times as many.

Much like a basic arrow, but imbued with an electric current. Though expensive to use consistently, it provides high value for its attacks.

1 Common Material Component
1 Common Refinement Component

DELVER'S BOLT

Ammunition, Common

18 Silver Pieces

Size: 1 slot

Whenever an attack using this ammunition deals damage to a creature, the attacker chooses one between current SHP, current DHP, and current stamina. It learns the chosen characteristic about the targeted creature.

Any number of this ammunition accumulatively takes up 1 slot. It can be equipped into a creature's back slot or waist slot.

Crafting this item yields 4 times as many.

A piece of crossbow ammunition designed to gather information on its targets, giving it much more purpose than a basic bolt.

1 Common Material Component
1 Common Refinement Component

SPELLGEAR

There are a multitude of ways to make a spell more powerful. Unfortunately, this often means that you are sacrificing potential defense, speed, and other combat buffs. Luckily, you still have your precious fireballs at a discounted price.

CROOKED SYMBOL

Neck Equipment, Crude
20 Silver Pieces

Size: 1 slot

Spells that the equipped creature cast cost 1 less stamina, minimum cost of 1.

An odd, unique symbol that may represent something helpful to a caster. Generally pretty makeshift in design.

1 Crude Material Component
1 Crude Refinement Component

CROOKED RING

Ring, Crude
20 Silver Pieces

Size: 1 slot

Spells that the equipped creature cast cost 1 less stamina, minimum cost of 1.

A small, poorly fitting ring that may help a caster when casting spells.

1 Crude Material Component
1 Crude Refinement Component

TATTERED CLOTH

Back Equipment, Crude
20 Silver Pieces

Size: 1 slot

Spells that the equipped creature cast cost 1 less stamina, minimum cost of 1.

A piece of cloth that can be draped over the shoulders, giving the slightest amount of help with spells.

1 Crude Material Component
1 Crude Refinement Component

ODD CURIO

Artifact, Crude
10 Silver Pieces

Size: 3 slots

While being held in an open hand, spells the user cast cost 1 less stamina, minimum cost of 1.

A small trinket that gives a caster slight help, generally in the form of motivation more than physical aid.

1 Crude Material Component
1 Crude Refinement Component



CASTING CLOTH

Back Equipment, Common
80 Silver Pieces

Size: 1 slot

Spells that the equipped creature cast cost 2 less stamina, minimum cost of 1.

A lightly magical cloth draped over the shoulders.

1 Common Material Component
1 Common Refinement Component

COMPONENTS POUCH

Waist Equipment, Common
80 Silver Pieces

Size: 1 slot

Spells that the equipped creature cast cost 2 less stamina, minimum cost of 1.

A small pouch worn as a belt containing useful items and notes for casting.

1 Common Material Component
1 Common Refinement Component

SPELLBOOK

Artifact, Common
60 Silver Pieces

Size: 3 slots

While being held in an open hand, spells the user cast cost 2 less stamina, minimum cost of 1.

A tome with pages of incantations and spells, allowing for slightly more powerful magics.

1 Common Material Component
1 Common Refinement Component

ARCANE RINGS

Ring, Common
80 Silver Pieces

Size: 1 slot

Spells that the equipped creature cast cost 2 less stamina, minimum cost of 1.

A set of rings used by novice casters to increase their magical capabilities slightly.

1 Common Material Component
1 Common Refinement Component

ARCANE SYMBOL

Neck Equipment, Common
80 Silver Pieces

Size: 1 slot

Spells that the equipped creature cast cost 2 less stamina, minimum cost of 1.

An amulet with an arcane symbol, bolstering novice casters.

1 Common Material Component
1 Common Refinement Component



TOME OF EVOCATION

Artifact, Extraordinary

200 Silver Pieces

Size: 3 slots

While being held in an open hand, the user can cast and craft spells using the Art of Evocation.

A colorful book with pages lined with incantations about conjuration and the magical elements.

- 2 Extraordinary Material Components
- 1 Extraordinary Refinement Component
- 1 Extraordinary Refinement Component

TOME OF ENCHANTMENT

Artifact, Extraordinary

200 Silver Pieces

Size: 3 slots

While being held in an open hand, the user can cast and craft spells using the Art of Enchantment.

A light book with ancient scripts about the fundamental powers of spellcraft and its longevity.

- 2 Extraordinary Material Components
- 1 Extraordinary Refinement Component
- 1 Extraordinary Refinement Component

TOME OF ARRAY

Artifact, Extraordinary

280 Silver Pieces

Size: 3 slots

While being held in an open hand, the user can cast and craft spells using the Art of Array.

A volume with white titling and abstract symbols full of concepts and math based on ancient dwarven fundamental magics.

- 2 Extraordinary Material Components
- 1 Extraordinary Refinement Component
- 1 Extraordinary Refinement Component

TOME OF DIVINATION

Artifact, Extraordinary

280 Silver Pieces

Size: 3 slots

While being held in an open hand, the user can cast and craft spells using the Art of Divination.

A hearty volume detailing the spells of diviners and their predictive incantations.

- 2 Extraordinary Material Components
- 1 Extraordinary Refinement Component
- 1 Extraordinary Refinement Component



TOME OF NECROMANCY

Artifact, Extraordinary

280 Silver Pieces

Size: 3 slots

While being held in an open hand, the user can cast and craft spells using the Art of Necromancy.

A dark volume with crooked chants and tongues, speaking of souls and the rising of the damned.

2 Extraordinary Material Components
1 Extraordinary Refinement Component
1 Extraordinary Power Component

SHAMANIC RINGS

Ring, Extraordinary

240 Silver Pieces

Size: 1 slot

Spells that the equipped creature cast cost 3 less stamina, minimum cost of 1.

A ring set imbued with the whispers of experienced diviners.

2 Extraordinary Material Components
1 Extraordinary Refinement Component
1 Extraordinary Power Component

TOME OF ILLUSION

Artifact, Extraordinary

200 Silver Pieces

Size: 3 slots

While being held in an open hand, the user can cast and craft spells using the Art of Illusion.

A book with light blue titling, its pages lined with ancient elven magics.

2 Extraordinary Material Components
1 Extraordinary Refinement Component
1 Extraordinary Power Component

ARCANE IDOL

Artifact, Extraordinary

240 Silver Pieces

Size: 1 slot

While being held in an open hand, spells the user cast cost 3 less stamina, minimum cost of 1.

A small figure with high magical concentration.

2 Extraordinary Material Components
1 Extraordinary Refinement Component
1 Extraordinary Power Component

SHAMANIC AMULET

Neck Equipment, Extraordinary

240 Silver Pieces

Size: 1 slot

Spells that the equipped creature cast cost 3 less stamina, minimum cost of 1.

A necklace that vibrates with magical energy, imbuing its user with the arcane.

2 Extraordinary Material Components
1 Extraordinary Refinement Component
1 Extraordinary Power Component

TOME OF WAKE

Artifact, Rare
720 Silver Pieces

Size: 3 slots

While being held in an open hand, the user can cast and craft spells using the Art of Wake.

A powerful tome with some of the most powerful dwarven magics of the older ages.

3 Rare Material Components
2 Rare Refinement Components
1 Rare Power Component

MAGINOMICON

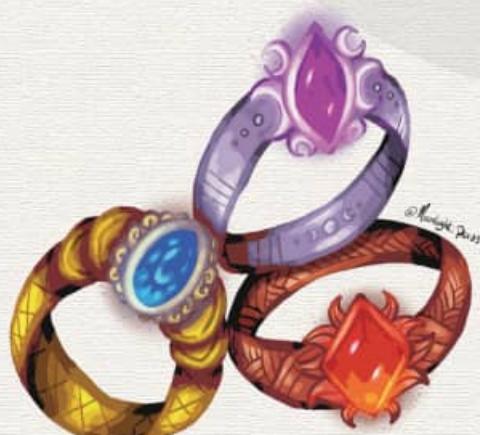
Artifact, Mythical
6720 Silver Pieces

Size: 3 slots

While being held in an open hand, spells the user cast cost 11 less stamina, minimum cost of 1.

The most powerful tome of magics hailed by mortal eyes. Its contents contain concepts that most minds are too feeble to truly understand.

8 Mythical Material Components
5 Mythical Refinement Components
4 Mythical Power Component



TOME OF ALTERATION

Artifact, Rare
720 Silver Pieces

Size: 3 slots

While being held in an open hand, the user can cast and craft spells using the Art of Alteration.

A powerful tome with abstract symbols and images, conceptualizing some of the most powerful magics of ancient twilight elves.

3 Rare Material Components
2 Rare Refinement Components
1 Rare Power Component

BANDS OF MANA

Ring, Mythical
7040 Silver Pieces

Size: 1 slot

The equipped creature ignores all Physical damage. It may only ignore one type of damage due to items. The damage ignored is decided by the most recent effect.

While worn, the user's Fortitude score is increased by 4, given it wouldn't increase past its maximum.

This artifact is sentient, sensing objects and creatures within 10 meters of it, and can communicate basic emotions directly to its user.

One of the most protective items known and one of the Nine Divines. It leaves the user's body semicorporeal, bolstering their connection with mana with its commandering tone.

8 Mythical Material Components
5 Mythical Refinement Components
4 Mythical Power Component

TRINKETS

Some things don't really fit a category but still have their place in the world. These items, we refer to as trinkets. Some are powerful, some make last-minute holiday gifts.

WINGPACK

Back Equipment, Common
60 Silver Pieces

Size: 3 slots

While equipped, the user's Air travel is 1 unless it would be otherwise higher.

A rudimentary set of wings that retract into themselves. The equipment offers a mild vertical and airborne mobility.

1 Common Material Component
1 Common Refinement Component

AERIAL SASH

Waist Equipment, Common
70 Silver Pieces

Size: 3 slots

The equipped creature's Air travel is increased by 3, given its Air travel wouldn't otherwise be 0.

A large, silky band designed to increase the speed of naturally flying creatures.

1 Common Material Component
1 Common Refinement Component

INVISIBILITY SHROUD

Back Equipment, Extraordinary
264 Silver Pieces

Size: 9 slots

A creature may use 2 hands to activate this item with 6 turn actions. Upon doing so, the equipped creature becomes invisible for 1 minute, gaining 2 points of favor on tests made to remain inconspicuous.

A heavy mantle adorned on the back, capable of camouflaging its user and everything equipped to them.

2 Extraordinary Material Components
1 Extraordinary Refinement Component

MAGEBANE RINGS

Ring, Rare
640 Silver Pieces

Size: 1 slot

When affected by a spell that has been active for no more than 1 hour, the equipped creature may spend 2 turn actions or 2 interrupt actions to dispel it. If a creature is actively concentrating or focusing on the spell, the equipped creature must make a Will contest against the caster, dispelling it only if it succeeds.

A set of bands used to deflect oncoming spells and erode young runes. Effective, though magic powered by the ongoing thoughts of a caster force the rings to rely on the user's mind to succeed.

3 Rare Material Components
2 Rare Refinement Components
1 Rare Power Component

MOXIE IMPLOSIVE

Artifact, Rare

640 Silver Pieces

Size: 1 slot

This artifact may be activated from up to 100 meters away.

A creature may spend 3 turn actions to activate this artifact. Upon doing so, a touching creature is dealt 5d8 Energy damage.

A remote charge that can be activated from a large distance, allowing the user to deal damage to a target unsuspectingly without being seen.

3 Rare Material Components
2 Rare Refinement Components
2 Rare Power Components

IMPERIAL WINGS

Back Equipment, Rare

760 Silver Pieces

Size: 9 slots

While equipped, the user's Air travel is 6 unless it would otherwise be higher.

A pair of artificial wings designed to keep its user mobile while still airborn. A relatively superior machine used by some veteren adventurers.

3 Rare Material Components
2 Rare Refinement Components
1 Rare Power Component

SPELLBREAKER

Artifact, Legendary

2560 Silver Pieces

Size: 3 slots

A creature may activate this item, given it knows the command, with 6 turn actions while within 1 meter of it. All effects from spells that have been active for 5 hours or less are dispelled on the activating creature. If a caster is concentrating or focusing on a spell affected this way, they may make a Will contest against the activating creature, keeping the spell effects active upon succeeding.

This device emits a powerful nullifying wave that renders mana in a controlled area inert, negating spells completely.

6 Legendary Material Components
4 Legendary Refinement Components
3 Legendary Power Components

CLEANSING CINCTURE

Waist Equipment, Legendary

2304 Silver Pieces

Size: 1 slot

The equipped creature may spend 5 turn actions and consume an Extraordinary or rarer item or component to activate this artifact. Upon doing so, the creature regains 1d12 DHP. This effect cannot restore a creature's DHP beyond 50.

An advanced waistband that attaches itself to the user, allowing for quick medical attention in a dire situation at the cost of basic materials.

5 Legendary Material Components
3 Legendary Refinement Components
2 Legendary Power Components

HEARTHSTONE AMULET

Neck Equipment, Legendary
2112 Silver Pieces

Size: 1 slot

A creature may activate this item, given it knows the command, with 6 turn actions while within 1 meter of it to regain $1d4$ DHP. This effect cannot force a creature's current DHP to increase higher than 25.

An amulet that slowly mends a person's body, not requiring any hands to use. A valuable necklace, given its applicable usage in dire circumstances.

5 Legendary Material Components
3 Legendary Refinement Components
3 Legendary Power Components

AMULET OF WISDOM

Neck Equipment, Mythical
6720 Silver Pieces

Size: 1 slot

Items may be crafted using this artifact in place of a tool station.

While worn, the user's Awareness score is increased by 5, given it wouldn't increase past its maximum.

This artifact is sentient, sensing objects and creatures within 10 meters of it, and can communicate basic emotions directly to its user.

A godly amulet, one of the items known as the Nine Divines. It speaks softly and with poise, offering wisdom so powerful it allows craft with no tools.

8 Mythical Material Components
5 Mythical Refinement Components
4 Mythical Power Components

MANTLE OF CHAOS

Back Equipment, Mythical
7008 Silver Pieces

Size: 3 slots

A creature may activate this item, given it knows the command, with 6 turn actions while within 50 meters of it to do one of the following:

- The item travels in a path or to a location of the user's choosing. It can fly with a speed of 10 meters per second.
- The item takes an illusionary form of the commander's choosing, fitting within a 3 meter cube centered on it. The image is realistic and can be anything that the user can vividly imagine.

This artifact is sentient, sensing objects and creatures within 10 meters of it, and can communicate basic emotions directly to its user.

One of the Nine Divines with the most personality, this mantle is able to fly at high speeds on its own volition. Though it does take commands from creatures it deems worthy, it often modifies its path based on its desires.

8 Mythical Material Components
5 Mythical Refinement Components
4 Mythical Power Components



STORAGE CONTAINERS

Upon your adventures, you'll gather a lot of things: ancient artifacts, random garbage, good food, rotten food, a giant's toe for some reason. Carrying all these items may require some assistance.



SACK

Back Equipment, Crude
8 Silver Pieces

Size: 3 slots

While equipped, the user has 9 additional slots of carry capacity.

A makeshift pack that can hold an item or two, making slightly better use of space.

1 Crude Material Component
1 Crude Refinement Component

BACKPACK

Back Equipment, Common
52 Silver Pieces

Size: 3 slots

While equipped, the user has 18 additional slots of carry capacity.

A piece of gear often used for traveling, capable of carrying some bulky equipment in a relatively compact space.

1 Common Material Component
1 Common Refinement Component

BAG OF LIGHTNESS

Back Equipment, Rare
864 Silver Pieces

Size: 1 slot

While equipped, the user has 54 additional slots of carry capacity.

What seems like a basic, stretchy bag, actually keeps all of its contents nearly weightless.

4 Rare Material Components
2 Rare Refinement Components
2 Rare Power Components

EXPENDABLES

Some items are cheap to make because they were only meant to be used a number of times before they're destroyed. Things like potions, salves, and explosives fit this type of build.

MAKESHIFT REMEDY

Consumable, Crude

16 Silver Pieces

Size: 3 slots

Activation Time: 2 TA

The affected creature regains 1d8 SHP.

A basic healing product comprised of whatever medicinal-adjacent item one could scavenge.

1 Crude Refinement Component
1 Crude Power Component

MAKESHIFT STIM

Consumable, Crude

18 Silver Pieces

Size: 3 slots

Activation Time: 2 TA

The affected creature regains 2d6 stamina.

A pocket-worth of stimulating materials, generally not very potent.

1 Crude Refinement Component
1 Crude Power Component



@Mandrake_Pixie

BASIC REMEDY

Consumable, Common

64 Silver Pieces

Size: 3 slots

Activation Time: 2 TA

The affected creature regains 2d8 SHP.

A standard-issue healing product. Equipped to be used even in the heat of combat.

1 Common Refinement Component
1 Common Power Component

BASIC STIM

Consumable, Common

72 Silver Pieces

Size: 3 slots

Activation Time: 2 TA

The affected creature regains 4d6 stamina.

A potent stimulating agent, used to give a boost to tired folk.

1 Common Refinement Component
1 Common Power Component



BASIC PANACEA

Consumable, Common
80 Silver Pieces

Size: 3 slots

Activation Time: 2 TA

The affected creature regains 4d4 DHP.

A powerful medicinal agent, capable of curing even internal wounds in a short period of time.

1 Common Refinement Component
1 Common Power Component

EMERGENCY KIT

Consumable, Common
60 Silver Pieces

Size: 3 slots

Activation Time: 1 hour

The affected creature regains 4d8 DHP.

A standard first aid. Administration takes a long period of time, though its effects are much more substantial than what can be used in combat.

1 Common Refinement Component
1 Common Power Component

NECRO DART

Consumable, Common
70 Silver Pieces

Size: 3 slots

Activation Time: 2 TA

This consumable may be thrown a number of meters away equal to the user's Strength or Agility score, whichever is higher. Creatures that are impacted cannot regain SHP, DHP, or stamina for 1 minute.

An inconspicuous dart tipped with a mild nullifying agent, blocking any aids for a short while.

1 Common Refinement Component
1 Common Power Component

QUICKSILVER REMEDY

Consumable, Extraordinary
272 Silver Pieces

Size: 3 slots

Activation Time: 1 TA

The affected creature regains 3d8 SHP.

A powerful healing device designed to be used in only a single second.

1 Extraordinary Refinement Component
1 Extraordinary Power Component

QUICKSILVER PANACEA

Consumable, Extraordinary
280 Silver Pieces

Size: 3 slots

Activation Time: 1 TA

The affected creature regains 5d4 DHP.

A medical application that can be used in only a single second, its effects more substantial than even its slower counterparts.

1 Extraordinary Refinement Component
1 Extraordinary Power Component

IMPACT EXPLOSIVE

Consumable, Extraordinary
252 Silver Pieces

Size: 3 slots

Activation Time: 3 TA

This consumable may be thrown a number of meters away equal to the user's Strength or Agility score, whichever is higher. All creatures within 5 meters of impact are dealt 2d8 Physical and 3d20 Energy damage.

A small device with an internal mechanism that activates once percussed, releasing a destructive blast.

1 Extraordinary Refinement Component
1 Extraordinary Power Component

KINETIC SKIN

Consumable, Extraordinary
220 Silver Pieces

Size: 3 slots

Activation Time: 3 TA

Upon consuming, the user ignores all Physical damage for 1 minute. This has no effect on creatures that already ignore all damage of a specific type.

A small device that creates a force barrier around the user, leaving them impervious for a short duration.

1 Extraordinary Refinement Component
1 Extraordinary Power Component

HERBAL POUCH

Consumable, Rare
672 Silver Pieces

Size: 3 slots

Activation Time: 6 TA

The affected creature regains 4d8 SHP and 4d6 DHP.

A small pouch of minor doses. Each one takes times to take effect, though the pouch can be used multiple times, making it much more versatile.

2 Rare Refinement Components
2 Rare Power Component

BOTTLE OF FROSTWIND

Consumable, Rare

880 Silver Pieces

Size: 3 slots

Activation Time: 2 TA

This consumable may be thrown a number of meters away equal to the user's Strength or Agility score, whichever is higher. The Land travel of creatures impacted by this consumable is reduced to 1 for as long as the user remains concentrated. Creatures affected this way may make a Will contest against the user upon being hit and at the beginning of each turn, ending the effect upon succeeding.

Powerful winds rage through this small circular bottle, waiting to be released. Upon the breaking of the bottle, creatures stuck inside this small storm will be slowed greatly, forced to a battle of wits against the user.

2 Rare Refinement Components

2 Rare Power Components

SUPREME PANACEA

Consumable, Legendary

2240 Silver Pieces

Size: 3 slots

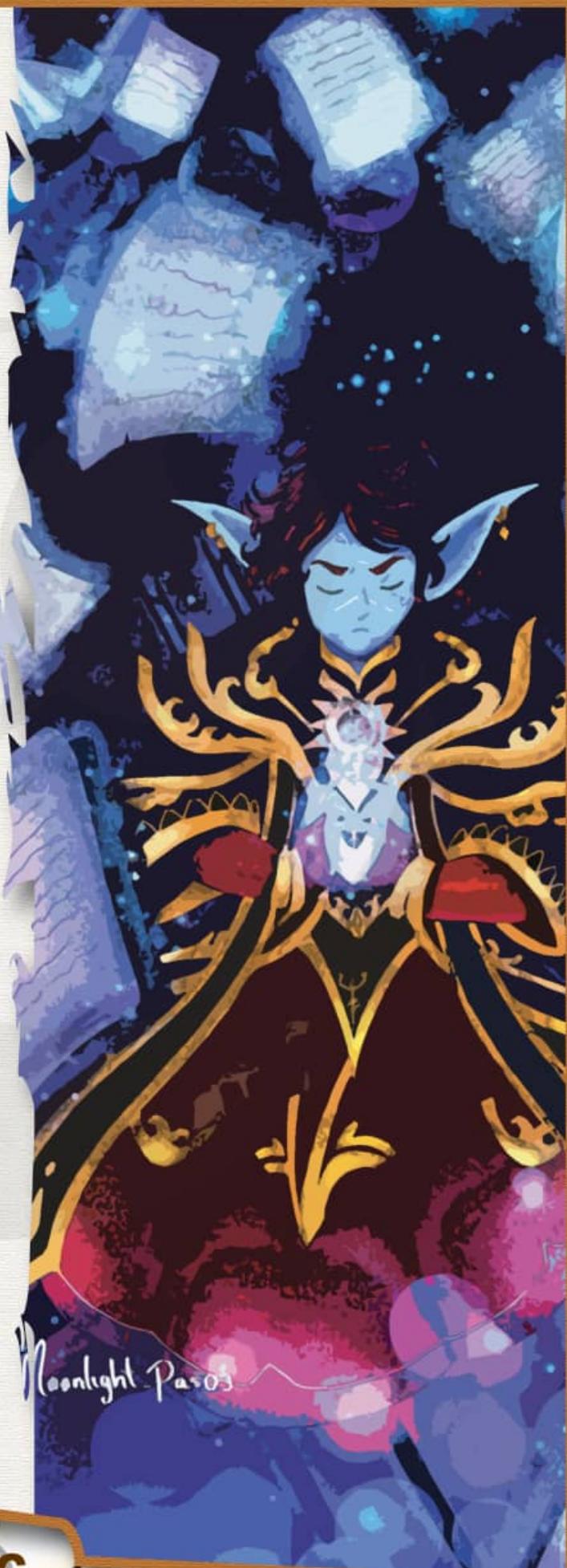
Activation Time: 1 TA

The affected creature regains $6d8$ DHP.

An extremely potent pack of medical aids that can not only be used a multitude of times, but even when time is of the essence.

3 Extraordinary Refinement Components

2 Extraordinary Power Components



COMPONENTS

Components are the elements required to craft any item imaginable. They come in three general categories: **material components**, **refinement components**, and **power components**. Different varieties of items will require different amounts of each, whereas the rarity of an item will depict the exact rarity needed from components. Components may be crafted, harvested, or foraged and found naturally.

FORAGING

One of many ways an adventurer may stumble across new components to use in their travels is through foraging. This is the act of spending a long period of time searching for something specific. Such searches are thorough, generally spanning long periods of time and including searching above and beneath the surface when available.

Whenever a creature looks to forage for a component, they must make a test, generally an Awareness test, in a large foragable area. Foragable areas should be large and explorable and the exact amount of time a player is willing to spend foraging should be decided beforehand. The effects of the amount of time they spend will modify their roll.

TIME SPENT FORAGING

A player may spend anywhere from 1 hour to 24 hours foraging for a single type of component. The more time spent, the more likely they are to find the component. In some cases, they may even find it faster than expected.

Below are the available amounts of time one may spend foraging, and how it affects the test made:

Time Spent	Favor/Disfavor
1 hour	1 point of disfavor
4 hours	No modifications
8 hours	1 point of favor
12 hours	2 points of favor
18 hours	3 points of favor

FORAGING RATINGS

Every foragable component has a **Foraging Rating**. When a player attempts to forage for a specific component, the GM will roll that component's Foraging Rating (listed with each foragable component).

The foraging rating roll will dictate what roll the test, generally an Awareness test, will need to succeed in order to find the given resource. This means that even the rarest of materials may be found with great luck, though the rarer the material, the lower the chance of success.

Upon succeeding the test, the foraging player gains a random amount of the resource (possible amounts also listed with each foragable component). Upon failure, the full time is spent and no resource is found.

EXCEPTIONAL SUCCESS AND FAILURE

When a player makes a test against a foraging rating and succeeds the roll by double or more, the amount of time they spend searching for it will be reduced.

If the player's test is over double what the foraging rating rolled, they find it in half the time. If the player's test is over triple what the foraging rating rolled, they find it in a third of the time, so on.

In other cases, the component a player is trying to forage may be impossible to find, whether it be depleted or the player be searching in a barren biome.

Regardless, the GM should take note of whether or not it is available beforehand.

This information may be disclosed to the player or kept from the player, predominantly based on how much information the character has and GM discretion. If a player attempts to forage for a component that is impossible to find in the given conditions, rolls always fail.

Component	Foraging Rating
Crude Material	1d4 (Harvests 1d8)
Common Material	3d6 (Harvests 1d8)
Extraordinary Material	5d8 (Harvests 1d8)
Rare Material	7d10 (Harvests 1d8)
Legendary Material	9d12 (Harvests 1d8)
Mythical Material	11d20 (Harvests 1d8)
Crude Material	2d4 (Harvests 1d6)
Common Refinement	4d6 (Harvests 1d6)
Extraordinary Refinement	6d8 (Harvests 1d6)
Rare Refinement	8d10 (Harvests 1d6)
Legendary Refinement	10d12 (Harvests 1d6)
Mythical Refinement	12d20 (Harvests 1d6)
Crude Power	3d4 (Harvests 1d4)
Common Power	5d6 (Harvests 1d4)
Extraordinary Power	7d8 (Harvests 1d4)
Rare Power	9d10 (Harvests 1d4)
Legendary Power	11d12 (Harvests 1d4)
Mythical Power	13d20 (Harvests 1d4)

MATERIAL COMPONENTS

Material components are used to build the structural components of items. Often blades, plating, and framework are made from these. These are the most abundant form of components and the most common components used in crafting. Some items require only material components, though most if not all components require at least 1 material component.

The more powerful material components are, the more durable they are and the more powerful they are. A lot of the time, this also comes with heavier weights. Rarer material components are often required not only for sustaining constant use, but also to capacitate powerful inner-workings of complex items. Some items include powerful cores inside it that emit constant energy, and without a strong material to hold it, the item would destroy itself.

CRAFTING MATERIAL COMPONENTS

Material components can generally be crafted by combining lesser materials into a more powerful alloy or composite. As with all components, this excludes Crude Material Components.

When crafting a component, an Engineering test must be made. Upon failing, **all components are destroyed**. The following recipes may be used:

- Extraordinary Material Component
 - 2 Common Material Components
 - TD 12 Engineering Test
- Rare Material Component
 - 2 Extraordinary Material Components
 - TD 18 Engineering Test

- Legendary Material Component
 - 2 Rare Material Components
 - TD 24 Engineering Test
- Mythical Material Component
 - 2 Legendary Material Components
 - TD 30 Engineering Test

REFINEMENT COMPONENTS

Refinement components are small pieces that can make an item lighter, smaller, or even more efficient. This can be achieved through highly conductive materials, substances with strong arcane capacity, or even things as powerful as nanotechnology.

The most common forms of refinement components are precious metals and alchemical substrates. Precious metals allow devices to have a more refined electronic structure while more potent alchemical substances are able to capacitate more powerful runes.

CRAFTING REFINEMENT COMPONENTS

Refinement components are created by engineering material components artificially. Rather than a metal or a substrait, these would become mechanisms in line with gear systems and nanotechnology, depending on the rarity.

When crafting a component, an Engineering test must be made. Upon failing, **all components are destroyed**. The following recipes may be used:

- Extraordinary Refinement Component
 - 1 Common Material Component
 - 1 Extraordinary Material Component
 - TD 14 Engineering Test

- Rare Refinement Component
 - 1 Extraordinary Material Component
 - 1 Rare Material Component
 - TD 20 Engineering Test
- Legendary Refinement Component
 - 1 Rare Material Component
 - 1 Legendary Material Component
 - TD 26 Engineering Test
- Mythical Refinement Component
 - 1 Legendary Material Component
 - 1 Mythical Material Component
 - TD 32 Engineering Test

POWER COMPONENTS

Power components are the rarest form of component and are not seen in many items, especially those that are more common. Generally, an item does not require one or more power components unless they hold a specific characteristic that requires such. Examples of characteristics that would require them include thermal attacks and sentience.

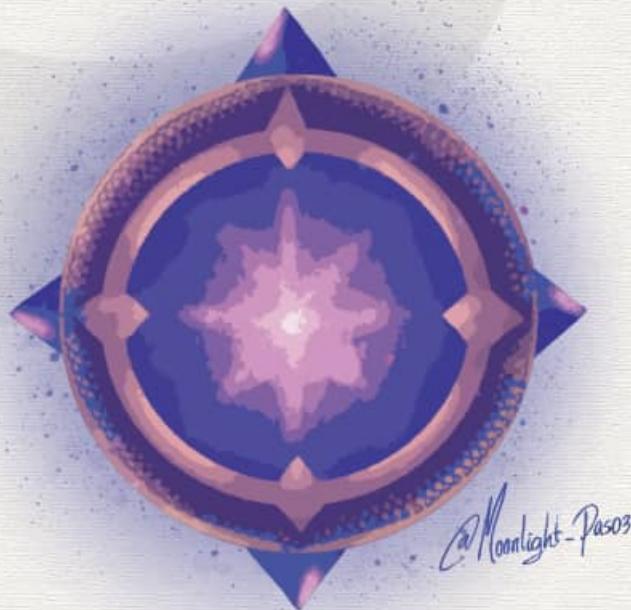
Power components produce or store usable energy, whether it be mechanical or arcane in nature, to power their larger systems. Long ago, different types of cores and cells were designed specifically for this purpose, small devices that harness the output of different effects, such as chemical reactions and radiation.

CRAFTING POWER COMPONENTS

Power components are manufactured using a refinement component and a material component of the same rarity. This process will create a cell, something capable of storing and emitting energy as necessary. These range from things like coils to combustion chambers.

When crafting a component, an Engineering test must be made. Upon failing, **all components are destroyed**. The following recipes may be used:

- Common Power Component
 - 1 Common Material Component
 - 1 Common Refinement Component
 - TD 11 Engineering Test
- Extraordinary Power Component
 - 1 Extraordinary Material Component
 - 1 Extraordinary Refinement Component
 - TD 17 Engineering Test
- Rare Power Component
 - 1 Rare Material Component
 - 1 Rare Refinement Component
 - TD 23 Engineering Test
- Legendary Power Component
 - 1 Legendary Material Component
 - 1 Legendary Refinement Component
 - TD 29 Engineering Test
- Mythical Power Component
 - 1 Mythical Material Component
 - 1 Mythical Refinement Component
 - TD 35 Engineering Test



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CREATURES

Throughout your travels, you'll come across many different lifeforms. Some will be large, some will be small, and several will try to kill you.

Creatures can be broken into 5 types: **abominations, beasts, constructs, humanoids, and primordials**. These types are further broken into classifications, with more than meaningful to list. Examples include goblinoids, arthropods, and the undead.

Each creature may use any **Standard Action** unless otherwise stated, and should have subtraits and traits similar to PCs. Each creature is controlled by the GM and its behaviors are dictated as such.

Unlike PCs, creatures may have a 0 as a subtrait score. This generally means that they are nearly incapable of making use of that given characteristic.

DIFFICULTY RATINGS

Every creature has a Difficulty Rating (DR), which coincides with a player's level. A DR 10 creature should be of similar capability to a level 10 character. This does not mean that a level 10 character will often survive the encounter.

A creature's DR is grossly simplified, and doesn't offer information on where a creature is strong or where a creature is weak. Circumstance weighs a lot in the fate of combat and survival, so GMs beware when producing combat situations. A level 10 character that can fly has a substantial chance of success against a level 100 terrestrial creature.

DROPS AND HARVESTABLES

Every creature grants an amount of XP based on its level of power. This may vary based on what items it's holding. This XP should be granted if the players succeed in the encounter, and this does not always mean killing it. Persuasion and cunning may be the means to a successful encounter.

If a player enters an encounter without full success, such as killing a creature that they were meant to keep alive, they may be offered half XP. The same may be true if they stealth past the creature, kill the same type of creature a multitude of times, and in many other possible instances. If the encounter was entered with a party of players, the XP should be split evenly amongst them.

On top of XP, creatures have a number of items and harvestable parts they may offer upon incapacitation or death. Items are easy to obtain from dead creatures and slightly more difficult to obtain from living creatures, but harvestable components do require that the creature be dead or that the creature die in the process of harvesting.

Whenever an attempt is made to harvest from a creature, a test must be made based on the specific circumstance, listed on each creature's stat block. For instance, if a player would like to harvest a creature's bones, they may have to make an Engineering test. If it succeeds the amount listed on the creature's stat block, they are rewarded with more bones than they would have upon failure. This is generally due to either the components being rendered useless or destroyed completely.

WOLF

Medium Beast

DR 13 (1,300 XP)

25 SHP
20 DHP
10 Stamina

3d4 Block
4d12 Dodge

6 Land Travel
2 Water Travel
0 Air Travel

Defenses**4 Physical****4 Energy****2 Heat****2 Chill****2 Psyche**

+4 Agility
+0 Speed
+0 Dexterity

+3 Strength
-1 Power
+0 Fortitude

-2 Intellect
-3 Engineering
-3 Memory

+0 Will
-3 Resolve
-1 Awareness

-2 Display
-3 Portrayal
-3 Stunt

-2 Charm
-3 Appeal
-3 Language

Claw (Attack)

2 Turn Actions, 0 meters (Melee)
 $2d8 + [\text{Power Mod}]$ Physical

This creature gains a point of favor on tests made to resist spell effects.

When this creature becomes the target of an effect, it may spend 3 stamina to take the Travel action using interrupt actions as if they were turn actions.

DROPS AND HARVESTS

1d6 Bones (Crude MC)

TD 6 Engineering
 1d8 Wolf Hide (Crude MC)
 1d4 Fibers (Crude RC)

A common predator found in the wild. Often they prowl in packs, though remain as somewhat mild creatures in the eyes of skilled adventurers.



CIVILIAN

Medium Humanoid

DR 9 (900 XP)

20 SHP
20 DHP
5 Stamina

3d4 Block
2d12 Dodge

4 Land Travel
1 Water Travel
0 Air Travel

Defenses**4 Physical****4 Energy****2 Heat****2 Chill****2 Psyche**

+0 Agility
-2 Speed
-2 Dexterity

+3 Strength
-1 Power
+0 Fortitude

+0 Intellect
-2 Engineering
-2 Memory

-1 Will
-3 Resolve
-2 Awareness

-1 Display
-2 Portrayal
-3 Stunt

-1 Charm
-3 Appeal
-2 Language

Slam (Attack)

2 Turn Actions, 0 meters (Melee)
 $1d8-1$ Physical

This creature may spend up to 3 additional turn actions, dealing an additional $2d8$ Physical damage per additional turn action.

DROPS AND HARVESTS

1d4 Bones (Crude MC)

TD 2 Engineering
 1d4 Bones (Crude RC)

A humanoid creature that shares aspects with the common folk. Nothing of special interest, but still somewhat capable of holding their own.



**VETERAN**Medium Humanoid
DR 20 (1,786 XP)45 SHP
40 DHP
15 Stamina4d4 Block
4d12 Dodge5 Land Travel
2 Water Travel
0 Air Travel**Defenses**

5 Physical

3 Energy

3 Heat

3 Chill

1 Psyche

+8 Agility	+6 Strength	+0 Intellect	-1 Will	-1 Display	-1 Charm
+1 Speed	+3 Power	-2 Engineering	-3 Resolve	-2 Portrayal	-3 Appeal
+3 Dexterity	-1 Fortitude	-2 Memory	-2 Awareness	-3 Stunt	-2 Language

Slam (Attack)2 Turn Actions, 0 meters (Melee)
1d8 + 3 Physical**Longbow (Attack)**2 Turn Actions, 20/40 meters (Ranged)
4d10 + 3 Physical

When a melee attack this creature makes deals enough damage to reduce its target's DHP to 0, it may retarget the remaining damage to another creature within range.

This creature gains a point of favor on tests made to grapple.

Claymore (Attack)3 Turn Actions, 2 meters (Melee)
8d8 Physical

This creature may spend up to 3 additional turn actions, dealing an additional 2d8 Physical damage per additional turn action.

When this creature takes the Block action against a melee attack, they may spend 1 additional interrupt action and 5 stamina to roll its melee weapon's attack damage rather than its Block Rating.

When this creature takes the Travel action, it may spend 3 stamina to add 1 to its Land travel for the rest of the action.

DROPS AND HARVESTS1d4 Bones (Common MC)
1x Longbow
1x Claymore
1x Body ArmorTD 5 Engineering
1d4 Bones (Common RC)

A civilian-esque creature that is often secretly or outwardly equipped and experienced. They blend easily with the general public but can stand as valiant opponents.

SOLDIER

Medium Humanoid
DR 45 (3,632 XP)

95 SHP
90 DHP
40 Stamina

9d4 Block
8d12 Dodge

10 Land Travel
4 Water Travel
0 Air Travel

Defenses

11 Physical

9 Energy

6 Heat

6 Chill

6 Psyche

+15 Agility
+4 Speed
+7 Dexterity

+20 Strength
+10 Power
+6 Fortitude

+0 Intellect
-2 Engineering
-2 Memory

+3 Will
+1 Resolve
-2 Awareness

-1 Display
-2 Portrayal
-3 Stunt

-1 Charm
-3 Appeal
-2 Language

Slam (Attack)

2 Turn Actions, 0 meters (Melee)
1d8+10 Physical

Force Blade (Attack)

1 Turn Action, 1 meter (Melee)
4d4 Energy

Force Arbalest (Attack)

2 Turn Actions, 20/40 meters (Ranged)
4d8 Energy, 1 target

This creature may spend up to 3 additional turn actions, dealing an additional 2d8 Physical damage per additional turn action.

When a melee attack this creature makes deals enough damage to reduce its target's DHP to 0, it may retarget the remaining damage to another creature within range.

This creature gains a point of favor on tests made to grapple.

Whenever another creature that this one can sense takes the Attack action, this creature may spend 8 stamina to take the Attack action using interrupt actions as if they were turn actions.

When this creature makes an Attack, it may spend 2 turn actions and spend 12 stamina. If it does, it instead attacks a target at random and deals twice as much damage.

When this creature takes the Travel action, it may spend 3 stamina to add 1 to its Land travel for the rest of the action.

DROPS AND HARVESTS

1x Power Body
1x Force Blade
1x Force Arbalest
1x Gauntlets

1d4 Bones (Extraordinary MC)
TD 11 Engineering
1d4 Bones (Extraordinary RC)

A creature that currently serves a militia of some type; they are both equipped and capable in combat.

GOBLIN

Medium Humanoid
DR 5 (600 XP)

10 SHP
10 DHP
5 Stamina

2d4 Block
2d12 Dodge

2 Land Travel
1 Water Travel
0 Air Travel

Defenses

1 Physical	1 Energy	1 Heat	1 Chill	1 Psyche
+0 Agility	-1 Strength	+0 Intellect	-1 Will	-1 Display
-2 Speed	-2 Power	-2 Engineering	-3 Resolve	-3 Portrayal
-2 Dexterity	-3 Fortitude	-2 Memory	-2 Awareness	-2 Stunt

Punch (Attack)

2 Turn Actions, 0 meters (Melee)
1d8-2 Physical

This creature may spend up to 3 additional turn actions, dealing an additional 2d8 Physical damage per additional turn action.

DROPS AND HARVESTS

1d4 Bones (Crude MC)

TD 1 Engineering

1d4 Bones (Crude RC)

The most basic form of goblinoid and the lowest rank in goblin culture. Creatures like this are often used as fodder due to short lifespan and huge numbers. They have no specific profession or skill set and aren't given any specific training.



ANIMATED TRINKET

Small Construct

DR 5 (500 XP)

15 SHP
5 DHP
5 Stamina

1d4 Block
1d12 Dodge

3 Land Travel
0 Water Travel
0 Air Travel

Defenses
4 Physical 2 Energy 0 Heat 1 Chill 0 Psyche

-1 Agility	+2 Strength	-2 Intellect	-1 Will	-2 Display	-2 Charm
-2 Speed	-2 Power	-3 Engineering	-2 Resolve	-3 Portrayal	-3 Appeal
-3 Dexterity	+0 Fortitude	-3 Memory	-3 Awareness	-3 Stunt	-3 Language

Slam (Attack)
2 Turn Action, 0 meters Melee
1d8-2 Physical

This creature does not need to breathe, eat, drink water, or sleep. It cannot be inflicted with points of Fatigue or Unconsciousness.

This creature may spend up to 3 additional turn actions, dealing an additional 2d8 Physical damage per additional turn action.

If this creature is being controlled by a caster, it ignores Psyche damage dealt to it. Instead, Psyche damage is dealt to the caster.

DROPS AND HARVESTS

1d4 Scraps (Crude MC)

TD 1 Engineering
1d10 Scraps (Crude MC)
1d4 Scraps (Crude PC)

A small piece of cutlery or perhaps a single tankard, brought to life through either necromancy, robotics, or a similar effect. Often they are relatively unassuming and incapable.



ANIMATED FURNITURE

Large Construct

DR 25 (2,500 XP)

55 SHP
45 DHP
25 Stamina

3d4 Block
3d12 Dodge

4 Land Travel
2 Water Travel
0 Air Travel

Defenses
16 Physical 12 Energy 9 Heat 10 Chill 5 Psyche

+3 Agility +0 Speed -1 Dexterity	+6 Strength +0 Power +2 Fortitude	+2 Intellect -1 Engineering -1 Memory	+3 Will +0 Resolve -1 Awareness	+0 Display -2 Portrayal -2 Stunt	+0 Charm -2 Appeal -2 Language
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Slam (Attack)

2 Turn Actions, 0 meters (Melee)
1d8 Physical

This creature cannot take the Deep Breath action. It does not need to eat, sleep, or breathe.

This creature gains a point of favor on tests made to resist spell effects.

This creature may spend up to 3 additional turn actions, dealing an additional 2d8 Physical damage per additional turn action.

If this creature is being controlled, any Psyche damage that would be dealt to it is instead dealt to the controller.

DROPS AND HARVESTS

1d4 Scraps (Common MC)

TD 6 Engineering
1d10 Scraps (Common MC)
1d4 Scraps (Common PC)

Though unassuming at first, an animated piece of furniture is quite destructive. Due to their size, many once-inanimate decorations can deal sizable damage, though they seem to be inert in almost every other category.



ZOMBIE

Medium Construct

DR 13 (1,300 XP)

25 SHP
20 DHP
20 Stamina

2d4 Block
1d12 Dodge

2 Land Travel
1 Water Travel
0 Air Travel

Defenses
7 Physical **5 Energy** **1 Heat** **2 Chill** **1 Psyche**

+0 Agility	+9 Strength	-2 Intellect	-1 Will	-2 Display	-2 Charm
-2 Speed	+2 Power	-3 Engineering	-2 Resolve	-3 Portrayal	-3 Appeal
-2 Dexterity	+3 Fortitude	-3 Memory	-3 Awareness	-3 Stunt	-3 Language

Slam (Attack)

2 Turn Actions, 0 meters (Melee)
 $1d8+2$ Physical

This creature does not need to breathe, eat, drink water, or sleep. It cannot be inflicted with points of Fatigue or Unconsciousness.

When this creature takes the Travel action, it may spend 3 stamina. If it does, its Land travel increases by 1 for the rest of the action.

This creature may spend up to 3 additional turn actions, dealing an additional 2d8 Physical damage per additional turn action.

If this creature is being controlled by a caster, it ignores Psyche damage dealt to it. Instead, Psyche damage is dealt to the caster.

When this creature makes an Attack, it may spend 2 turn actions and spend 12 stamina. If it does, it instead attacks a target at random and deals twice as much damage.

DROPS AND HARVESTS

1d4 Scraps (Crude MC)

TD 3 Engineering
 1d10 Scraps (Crude MC)
 1d4 Scraps (Crude PC)

The most inert form of the undead, zombies are common thralls used by mages and animators. However, due to their ultimately lacking physical capabilities, they predominately serve as fodder or labor.



WRAITH

Medium Construct
DR 34 (3,400 XP)

25 SHP
20 DHP
130 Stamina

1d4 Block
3d12 Dodge

7 Land Travel
3 Water Travel
6 Air Travel

Defenses

4 Physical

2 Energy

0 Heat

1 Chill

0 Psyche

+3 Agility
+2 Speed
-1 Dexterity

+2 Strength
-2 Power
+0 Fortitude

-2 Intellect
-3 Engineering
-3 Memory

+18 Will
+17 Resolve
-3 Awareness

+1 Display
-3 Portrayal
+0 Stunt

-2 Charm
-3 Appeal
-3 Language

Slice (Attack)

2 Turn Action, 0 meters (Melee)
1d8 Physical

This creature does not need to breathe, eat, drink water, or sleep. It cannot be inflicted with points of Fatigue or Unconsciousness.

This creature gains a point of favor on tests made to resist spell effects.

The cost of spells this creature casts are reduced by an 11 stamina, minimum of 1.

This creature may spend up to 3 additional turn actions, dealing an additional 2d8 Physical damage per additional turn action.

If this creature is being controlled by a caster, it ignores Psyche damage dealt to it. Instead, Psyche damage is dealt to the caster.

This creature can cast and craft spells using the Art of Array, Enchantment, and Illusion.

DROPS AND HARVESTS

1d4 Ectoplasm (Common MC)

TD 8 Engineering
1d10 Ectoplasm (Common MC)
1d4 Wraith Essence (Common PC)

A more advanced form of undead, wraiths are things of nightmares. Often they roam bearing chains and rage. They often either attack the ears or the mind and are extremely hostile to potential victims.



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STONE GOLEM

Large Construct

DR 40 (4,000 XP)

90 SHP
75 DHP
35 Stamina

5d4 Block
5d12 Dodge

7 Land Travel
4 Water Travel
0 Air Travel

Defenses

20 Physical

14 Energy

11 Heat

11 Chill

5 Psyche

+11 Agility
+3 Speed
+4 Dexterity

+13 Strength
+5 Power
+4 Fortitude

+2 Intellect
-1 Engineering
-1 Memory

+3 Will
+0 Resolve
-1 Awareness

+0 Display
-2 Portrayal
-2 Stunt

+0 Charm
-2 Appeal
-2 Language

Slam (Attack)

3 Turn Actions, 2 meters (Melee)

8d8 Physical

This creature does not need to breathe, eat, drink water, or sleep. It cannot be inflicted with points of Fatigue or Unconsciousness.

This creature gains a point of favor on tests made to resist spell effects.

This creature gains a point of favor on tests made to grapple.

When a melee attack this creature makes deals enough damage to reduce its target's DHP to 0, it may retarget the remaining damage to another creature within range.

Stone Throw (Attack)

3 Turn Actions, 20/40 meters (Ranged)

4d10+4 Physical

This creature may spend up to 3 additional turn actions, dealing an additional 2d8 Physical damage per additional turn action.

If this creature is being controlled by a caster, it ignores Psyche damage dealt to it. Instead, Psyche damage is dealt to the caster.

When this creature takes the Travel action, it may spend 3 stamina to add 2 to its Land travel for the rest of the action.

DROPS AND HARVESTS

1d4 Stones (Extraordinary MC)

TD 10 Engineering
1d10 Stones (Extraordinary MC)
1d4 Gems (Extraordinary PC)

A towering amalgamation of rocks and either magical or mechanical prowess. These forms of creatures are very powerful, acting like large walls that hit back. Generally passive even when provoked, unless its owner states otherwise.

GRIFFON

Large Abomination
DR 75 (7,500 XP)

120 SHP
130 DHP
145 Stamina

12d4 Block
8d12 Dodge

5 Land Travel
5 Water Travel
11 Air Travel

Defenses
28 Physical 22 Energy 17 Heat 17 Chill 10 Psyche

+19 Agility	+24 Strength	+5 Intellect	+8 Will	+3 Display	+9 Charm
+7 Speed	+14 Power	+2 Engineering	+1 Resolve	-2 Portrayal	+6 Appeal
+8 Dexterity	+6 Fortitude	-1 Memory	+3 Awareness	+1 Stunt	-1 Language

Claw (Attack)

2 Turn Action, 0 meters (Melee)
 $1d8+14$ Physical

Sonic (Attack)

2 Turn Actions, 20/40 meters (Ranged)
 $4d8$ Energy

Windblade (Attack)

1 Turn Action, 1 meter (Melee)
 $4d4$ Energy

This creature gains a point of favor on tests made to resist being influenced or forced to commit to an action and on tests made to resist spell effects.

When a melee attack this creature makes deals enough damage to reduce its target's DHP to 0, it may retarget the remaining damage to another creature within range.

Whenever another creature that this one can sense takes the Attack action, this creature may spend 8 stamina to take the Attack action using interrupt actions as if they were turn actions.

When this creature takes the Travel action, it may spend 9 stamina to add 15 to its Air travel for the rest of the action.

This creature has 5 Restoration Charges. It may spend 3 Turn Actions and any number of Restoration Charges to heal a touching creature. It either heals $1d4$ SHP per Restoration Charge or $1d4$ DHP per 2 Restoration Charges used.

This creature gains a point of favor on tests made to grapple.

This creature may spend 6 turn actions to make an Appeal test, choosing one between stamina and SHP. For each creature that it chooses that consents, if the test was higher than the amount it was missing, it regains $10d6$ stamina or $10d4$ SHP.

When this creature makes an Attack, it may spend 4 turn actions and 24 stamina. If it does, it instead attacks a target at random and deals 3 times as much damage.

DROPS AND HARVESTS

$1d6$ Griffon Bones (Rare MC)

TD 37 Engineering
1d10 Griffon Hide (Rare MC)
1d10 Griffon Feathers (Rare RC)
1d10 Griffon Glands (Rare PC)

A powerful and immense creature, once domesticated by ancient humanoids for their superior capabilities in both combat and transport. Their massive size is complemented by their high speeds. Naturally, they are territorial, but won't actively seek out violence.

PHOENIX

Medium Primordial
DR 150 (15,000 XP)

110 SHP
140 DHP
405 Stamina

3d4 Block
14d12 Dodge

13 Land Travel
13 Water Travel
40 Air Travel

Defenses

-- Physical 55 Energy -- Heat 0 Chill 25 Psyche

+49 Agility	+14 Strength	+8 Intellect	+66 Will	+14 Display	+9 Charm
+23 Speed	+2 Power	+2 Engineering	+52 Resolve	+5 Portrayal	+4 Appeal
+22 Dexterity	+8 Fortitude	+2 Memory	+10 Awareness	+5 Stunt	+1 Language

Fire Blast (Attack)

2 Turn Actions, 5/10 meters (Ranged)
2d6+5 Heat

This creature may spend up to 3 additional turn actions, dealing an additional 2d8 damage of the same type per additional turn action.

It can cast and craft spells using the Art of Evocation, Array, Wake, and Enchantment.

This creature does not need to breathe, eat, drink water, or sleep. It cannot be inflicted with points of Fatigue or Unconsciousness.

This creature gains 9 points of favor on tests made to resist spell effects.

The cost of spells this creature casts are reduced by an additional 38 stamina, minimum of 1.

This creature's Spellcap is equal to its Will score.

DROPS AND HARVESTS

TD 75 Resolve
1d8 Phoenix Powder (Legendary PC)

A legendary primordial creature, these fiery birds often exist in dense concentrations of mana. They have a very passive and lax nature, with the small exception of hostility towards cold temperatures. Powerful archwitches and alchemists have kept phoenixes in small farm enclosures in order to occasionally harvest phoenix feathers, something only possible due to their predictable, lax nature.

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KRAKEN

Huge Primordial
DR 300 (30,000 XP)

330 SHP
350 DHP
315 Stamina

21d4 Block
17d12 Dodge

14 Land Travel
29 Water Travel
0 Air Travel

Defenses
135 Physical 100 Energy 0 Heat -- Chill 50 Psyche

+47 Agility	+69 Strength	+14 Intellect	+68 Will	+18 Display	+17 Charm
+23 Speed	+35 Power	+5 Engineering	+48 Resolve	+7 Portrayal	+6 Appeal
+20 Dexterity	+30 Fortitude	+5 Memory	+16 Awareness	+7 Stunt	+7 Language

Tentacle (Attack)

2 Turn Actions, 0 meters (Melee)
 $1d8+20$ Physical

Shard (Attack)

2 Turn Actions, 10/20 meters (Ranged)
 $3d10$ Physical + $4d4$ Energy

This creature does not need to breathe, eat, drink water, or sleep. It cannot be inflicted with points of Fatigue or Unconsciousness.

This creature has 9 turn actions and 3 interrupt actions per turn.

This creature gains a point of favor on tests made to grapple.

This creature gains a point of favor on tests made to resist spell effects.

When this creature makes a melee attack, it may choose to target each creature within the attack's range rather than a single target. Attacks made this way deal half damage to each creature. It also may spend 3 stamina to reduce the number of turn actions required by 1, minimum of 4 turn actions. It may also spend 5 stamina to do the same with a minimum of 2 turn actions, or 7 stamina with a minimum of 1 turn action. It may do so any number of times per attack.

Tremor (Attack)

6 Turn Actions, 2 meters (Melee)
 $10d10+20$ Physical
Ignores defenses and SHP

Tidal Wave (Attack)

3 Turn Actions, 10 meters (Ranged)
 $2d100$ Physical

This creature may spend up to 3 additional turn actions, dealing an additional $2d8$ damage of the same type per additional turn action.

When a melee attack this creature makes deals enough damage to reduce its target's DHP to 0, it may retarget the remaining damage to another creature within range.

When this creature takes the Travel action, it may spend 3 stamina to add 11 to its Land travel for the rest of the action.

Whenever another creature that this one can sense takes the Attack action, this creature may spend 8 stamina to take the Attack action using interrupt actions as if they were turn actions.

It can cast and craft spells using the Art of Evocation, Array, Wake, and Enchantment. Spells this creature casts cost 17 less stamina, minimum cost of 1. Its Spellcap is equal to its Will score.

DROPS AND HARVESTS

TD 150 Resolve
 $1d8$ Kraken Shards (Mythical PC)

The most bewildering creature of the known deep and the nightmare of sailors across all seas. This behemoth of a creature stems from primordial descent, spanning nearly 100 meters long when fully stretched out, barely fitting into a 20 meter opening when squeezing. The kraken is an elemental creature that can remove ships from the maps without even a trace.

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ADVANCED RULES

Utopia includes a huge amount of customization when it comes to play, and this is where it will be truly showcased.

The advanced ruling comes in two main forms: customized items and customized spells. Each one will require some calculations, but only once each time. Each one works in a similar way: you choose a number of attributes that the item or spell will include, calculate how much that will impact its rarity or cost.

Features can be anything from how much damage a weapon will deal, how much defense a piece of armor will grant, or how far the item or spell will allow you to fly.

No matter what combination you come up with, given it fits within the limitations of craft, it will be possible to create in your sessions. Each system stated in the next sections will offer a cost to craft or cast your creation, and if you're able to foot the bill, it becomes possible.

REQUIREMENTS

Make sure to take note of the requirements for each potential customization. For instance, all spells require some number of arcane arts in order to craft or cast, all found in the **Magecraft** core talent tree. Similarly, most items require a talent from the **Innovation** core talent tree in order to craft, based on the rarity.

In addition, some talents will increase your effectiveness in customization, such as the **Hasty Craft** specialist talent and the **Wizard's Wits** core talent.

Most items that mortals will come across that exceed such high levels of power will be deemed Mythical, but they are far from the most powerful pieces in existence. A few grand innovators have created items deemed Fabled, and even beyond that. These items often come with a specific purpose; a blade that can slay anything, a battery powerful enough to warp space around it.

On the flip side of a similar coin, once all arcane arts have been mastered, powerful spellcasters have the ability to become archmages. Naturally, powerful spells have not only a toll on one's endurance, but on their bodies. Spells can often be painful, uncomfortable, or worse. Archmages have surpassed this in one way or another, either by circumnavigating or learning how to endure it entirely. Once truly accomplished, a caster is only limited by how much they can endure at once, no artificial limits.

One of the greatest historical wars happened between ground-breaking artificers and long-standing archmages. Both included members of grand magnitude, though the most powerful amongst them were those who mastered both arts. Those who footed the great expenses of both the arcane arts and greater innovations found true power.

They went on to construct the Hellion I, a ship that unfortunately ended in demise. However, it produced one of the greatest technologies of modern times: consistent interplanetary travel. The first ever ship to do successfully was aptly named the Hellion II.

INDIVIDUAL ARTIFICE

Over the course of your travel, you will find yourself needing to complete dynamic objectives and, figuratively and literally, moving targets. Given each creature has different defenses, contrasting reactions to new effects, and so many ways of being a nuisance to you and your party.

This makes crafting all the more valuable: upon crafting an item, a piece of armor, a potion, a salve, an amulet, and artifact, you may choose all of its specifications from the ground up. Every characteristic is by design, and you will be able to customize your strengths and limitations to fit your situation.

Items are not only something you hold or wear, but some items may even be embedded beneath your skin, making them a semi-permanent part of you. This process is called **augmentation**, and modifies you and your abilities on a biological level.

TOOL STATIONS

Some tool stations may be as small as a forge or a kit built into the wall of a shop, or as large as an entire laboratory. Regardless, it is an essential part of basic crafting.

In order to craft an item or a component, you will need a tool station. These are stationary structures that have the required tools and resources necessary to fabricate any generic item. There are several main things that any tool station should have at least some of, including carving tools, metallurgy kits, versatile

adhesives, and basic manufacturing devices. Although, all tool stations should have one of two things, if not something similar: kinetic dust or duchess substrate.

Kinetic dust is a magnetic microdust that can be shaped and molded into nearly any shape, as well as dynamically hardened or reduced back into sand. Its tensile strength is not high enough to be used as a weapon, but its versatility makes it extremely useful, and often very common, in crafting. On the flip side of this, duchess substrate is an organically-growing alchemical putty that not only can be used to carve runes, but also to design new runes through controlled experimentation. Over time, the duchess substrate will absorb mana from the atmosphere to replenish itself.

SPENDING TIME

Different types of items and different rarities take differing amounts of time to construct. More complex tool stations may modify these times based on GM discretion.

	Items	Components
Crude	30 minutes	5 minutes
Common	1 hour	10 minutes
Extraordinary	3 hours	30 minutes
Rare	8 hours	2 hours
Legendary	24 hours	6 hours
Mythical	72 hours	18 hours

CUSTOMIZING YOUR STUFF

Every item in Utopia has a rarity, existing in one of six brackets: **Crude**, **Common**, **Extraordinary**, **Rare**, **Legendary**, or **Mythical**. Whatever the rarity of the final item depicts what rarity of components are required. In some cases, finalized by GM discretion, specific components may be required to craft some items.

When crafting an item, you may add or remove features, each of which is listed in this chapter and specific to the type of item you are crafting. Any given effect will increase or decrease the amount of **Rarity Points (RP)** the item has, as well as the number of components necessary to craft it.

The more Rarity Points an item has, the more valuable it is and the rarer it becomes.

If an item, upon final design, has a negative RP value, treat it as if it is positive instead. This is most commonly found with consumables and artifacts with purely negative effects. After calculations, it has a minimum RP of 1.

Rarity	RP Range	Value
Crude	0 - 20 RP	RP (Min 2)
Common	21 - 40 RP	RP x 2 (Min 10)
Extraordinary	41 - 70 RP	RP x 4 (Min 40)
Rare	71 - 110 RP	RP x 8 (Min 160)
Legendary	111 - 160 RP	RP x 16 (Min 560)
Mythical	161 - 220 RP	RP x 32 (Min 1760)

All items have a limit to the number of features they can have, based on their rarity. If a feature is stackable, each stack counts as a separate feature.

- Crude items may have up to 10 features.
- Common items may have up to 20 features.
- Extraordinary items may have up to 30 features.
- Rare items may have up to 40 features.
- Legendary items may have up to 50 features.
- Mythical items may have up to 60 features.

SPENDING TIME

There are two basic types of features that you may add to an item: stackable and non-stackable. Stackable features may be added an unlimited number of times unless otherwise specified. On the other hand, non-stackable features may only be added up to 1 time per item.

With the exception of consumables and artifacts, on top of the added or removed RP, each feature will have an effect on what type of components must be added and how many of each. Weapons do not innately require power components, but any weapon that deals damage outside of Physical will, due to the requirement of the **Harsh** feature.

Consumables and artifacts each function differently in component requirement, detailed in their crafting sections. Simply, the more RP a consumable or artifact has, the more components of specific types it will require, each at their own rate.

FAST WEAPONS

Fast weapons are the least damaging weapon per attack, though attacks from these weapons can be made in quick succession. Unlike other weapons, over half of the attacks from these weapons are often uninterrupted due to the high rate at which they come.

Due to their sheer size and weight limitations, it's often more expensive to make these types of weapons include specialized features. Regardless, these remain as powerful sidearms, especially due to their ability to make the most use out of a single second of time.

INNATE STATS

- Innately requires 1 turn action to attack with.
- Innately requires 1 hand to attack with.
- 1 stack of **Slam** or at least 1 stack of **Harsh** is required.
- Innately has 0 meters of close range and 0 meters of far range. It is considered melee.
- Innately does not use any modifiers when calculating damage.
- Innately takes up 3 slots.

Requires 2 Refinement Components and 1 Material Component to craft (Minimum 0 Power Components, 2 Refinement Components, 1 Material Component).

POSITIVE EFFECTS

Slam (+10 RP, Stackable)

- The weapon deals an additional 1d4 Physical damage. Damage dice may be redistributed in any fashion as long as the maximum damage is the same.
- +1 Material Component for any number of stacks.

Harsh (+15 RP, Stackable)

- The weapon deals an additional 1d4 damage of any type. Damage dice may be redistributed in any fashion as long as the maximum damage per damage type is the same.
- +1 Power Component for any number of stacks.

Compact (+10 RP)

- This weapon takes up 1 slot.
- Not compatible with the **Awkward** or **Inordinate** features.
- +1 Refinement Component

Elegant (+60 RP)

- The weapon deals an additional amount of damage for a damage type it would normally deal, chosen upon crafting, equal to the user's subtrait modifier. The user's Power modifier is used if the weapon is melee, the user's Dexterity modifier is used otherwise.
- Makes weapon Common or rarer.
- Not compatible with the **Extravagant** feature.
- +1 Material Component

Extravagant (+80 RP)

- The weapon deals an additional amount of damage for a damage type it would normally deal, chosen upon crafting, equal to the user's subtrait modifier. The subtrait modifier used is chosen upon crafting.
- Makes weapon Extraordinary or rarer.
- Not compatible with the **Elegant** feature.
- +1 Refinement Component

Reach (+2X RP)

- The weapon gains X meters of range, maximum of 3. It's still melee.
- Not compatible with the **Range** feature.
- +1 Material Component

Range (+5X RP)

- The weapon gains an additional 5 times X meters of close range and 10 times X meters of far range. It is considered ranged.
- Not compatible with the **Reach** feature.
- +1 Refinement Component

Assisted (+5 RP, Stackable)

- The TD of tests made for accuracy with this weapon are halved, rounded up.
- Requires the **Range** feature.
- +1 Refinement Component for any number of stacks.

Poisonous (+55 RP)

- Damage dealt by this weapon to creatures other than constructs ignores SHP.
- Makes weapon Common or rarer.
- Not compatible with the **Wounding** feature.
- +2 Refinement Components

Wounding (+70 RP)

- Damage dealt by this weapon ignores SHP.
- Makes weapon Extraordinary or rarer.
- Not compatible with the **Poisonous** feature.
- +2 Refinement Components

Penetrative (+80 RP, Stackable)

- Choose a damage type. This weapon ignores defenses of the chosen type.
- Makes weapon Extraordinary or rarer.
- +2 Refinement Components

Sentient (+25 RP)

- This weapon has a conscious mind and can sense objects and creatures within 10 meters of it. It can communicate simple emotions and ideas directly with only its user and has a personality of its own. Emotions and decisions are under GM discretion.
- +1 Power Component, +1 Refinement Component

Blinding (+15 RP, Stackable)

- This weapon's user may spend double the number of necessary turn actions to attack with this weapon. If they do, creatures that are dealt damage with it must make a Fortitude test against the amount of damage dealt. Upon failing, the creature becomes Blinded for an additional turn.
- +1 Power Component

Confusing (+30 RP, Stackable)

- This weapon's user may spend double the number of necessary turn actions to attack with this weapon. If they do, creatures that are dealt damage with it must make a Fortitude test against the amount of damage dealt. Upon failing, the creature becomes Dazed for an additional turn.
- +1 Power Component, +1 Refinement Component

Ship Wrecker (+10 RP)

- This weapon deals double damage to targets other than creatures.
- +1 Material Component

Exhausting (+50 RP)

- When this weapon deals damage to a creature, that creature's stamina is reduced an equal amount.
- +2 Refinement Components

Blasting (+40 + 2 RP per meter of Far Range the weapon has)

- Attacks made with this weapon affect all creatures in a line, extending to its far range. Tests for accuracy do not need to be made.
- Not compatible with the **Booming** feature.
- +1 Power Component

Booming (+40 + 5 RP per meter of Far Range the weapon has)

- Attacks made with this weapon affect all creatures in a 90 degree cone, extending to its far range. Tests for accuracy do not need to be made.
- Not compatible with the **Blasting** feature.
- +2 Power Components

NEGATIVE EFFECTS**Awkward (-10 RP)**

- This weapon takes up 9 slots.
- Not compatible with the **Compact** or **Inordinate** features.

Inordinate (-30 RP)

- This weapon takes up 27 slots.
- Not compatible with the **Compact** or **Awkward** features.

Unwieldy (-10 RP, Stackable)

- This weapon requires an additional hand to attack with.
- Maximum of 5 stacks.

Armed (-20 RP)

- This weapon requires and consumes a single piece of a specific type of ammunition. Ammunition must be equipped on the user's Back or Waist slot in order to be used this way.

Sapping (-10 RP, Stackable)

- This weapon requires 1 additional stamina to attack with.

Thorned (-10 RP, Stackable)

- This weapon deals 1 additional damage to its user each attack. This damage has no type and ignores defenses.

Loaded (-10/X RP, rounded down)

- This weapon must be loaded or charged after X attacks, maximum of 6.
- Requires one or more stacks of the **Loading** feature.

Loading (-5 RP, Stackable)

- This weapon requires 1 additional turn action to load or charge.
- Requires one or more stacks of the **Loaded** feature, maximum of 6.

Non-Lethal (-40 RP)

- If damage from this weapon would reduce a creature's DHP, it deals half damage, rounded up, instead.
- Not compatible with the **Poisonous** or **Wounding** features.

MODERATE WEAPONS

Moderate weapons are the most common form of weaponry, generally dealing a generic amount of damage and hitting fast enough to bring some uninterrupted attacks to the battlefield.

These types of weapons are the most congruent for basic infantry; the hypothetical perfect middle-ground between damage and speed. Tinkerers may use this weapon type as a basis to find out whether they want something faster or something heavier.

INNATE STATS

- Innately requires 2 turn actions to attack with.
- Innately requires 1 hand to attack with.
- 1 stack of **Slam** or at least 1 stack of **Harsh** is required.
- Innately has 0 meters of close range and 0 meters of far range.
- Innately does not use any modifiers when calculating damage.
- Innately takes up 3 slots.

Requires 1 Refinement Component and 2 Material Components to craft (Minimum 0 Power Components, 1 Refinement Component, 2 Material Components).

POSITIVE EFFECTS

Slam (+5 RP, Stackable)

- The weapon deals an additional 1d4 Physical damage. Damage dice may be redistributed in any fashion as long as the maximum damage is the same.
- +1 Material Component for any number of stacks.

Harsh (+8 RP, Stackable)

- The weapon deals an additional 1d4 damage of any type. Damage dice may be redistributed in any fashion as long as the maximum damage per damage type is the same.
- +1 Power Component for any number of stacks.

Compact (+10 RP)

- This weapon takes up 1 slot.
- Not compatible with the **Awkward** or **Inordinate** features.
- +1 Refinement Component

Elegant (+30 RP)

- The weapon deals an additional amount of damage for a damage type it would normally deal, chosen upon crafting, equal to the user's subtrait modifier. The user's Power modifier is used if the weapon is melee, the user's Dexterity modifier is used otherwise.
- Makes weapon Common or rarer.
- Not compatible with the **Extravagant** feature.
- +1 Material Component

Extravagant (+45 RP)

- The weapon deals an additional amount of damage for a damage type it would normally deal, chosen upon crafting, equal to the user's subtrait modifier. The subtrait modifier used is chosen upon crafting.
- Makes weapon Extraordinary or rarer.
- Not compatible with the **Elegant** feature.
- +1 Refinement Component

Reach (+2X RP)

- The weapon gains X meters of range, maximum of 3. It's still melee.
- Not compatible with the **Range** feature.
- +1 Material Component

Range (+4X RP)

- The weapon gains an additional 5 times X meters of close range and 10 times X meters of far range. It is considered ranged.
- Not compatible with the **Reach** feature.
- +1 Refinement Component

Assisted (+5 RP, Stackable)

- The TD of tests made for accuracy with this weapon are halved, rounded up.
- Requires the **Range** feature.
- +1 Refinement Component for any number of stacks.

Poisonous (+55 RP)

- Damage dealt by this weapon to creatures other than constructs ignores SHP.
- Makes weapon Common or Rarer.
- Not compatible with the **Wounding** feature.
- +2 Refinement Components

Wounding (+70 RP)

- Damage dealt by this weapon ignores SHP.
- Makes weapon Extraordinary or rarer.
- Not compatible with the **Poisonous** feature.
- +2 Refinement Components

Penetrative (+60 RP, Stackable)

- Choose a damage type. This weapon ignores defenses of the chosen type.
- Makes weapon Extraordinary or rarer.
- +2 Refinement Components

Sentient (+25 RP)

- This weapon has a conscious mind and can sense objects and creatures within 10 meters of it. It can communicate simple emotions and ideas directly with only its user and has a personality of its own. Emotions and decisions are under GM discretion.
- +1 Power Component, +1 Refinement Component

Blinding (+15 RP, Stackable)

- This weapon's user may spend double the number of necessary turn actions to attack with this weapon. If they do, creatures that are dealt damage with it must make a Fortitude test against the amount of damage dealt. Upon failing, the creature becomes Blinded for an additional turn.
- +1 Power Component

Confusing (+30 RP, Stackable)

- This weapon's user may spend double the number of necessary turn actions to attack with this weapon. If they do, creatures that are dealt damage with it must make a Fortitude test against the amount of damage dealt. Upon failing, the creature becomes Dazed for an additional turn.
- +1 Power Component, +1 Refinement Component

Ship Wrecker (+8 RP)

- This weapon deals double damage to targets other than creatures.
- +1 Material Component

Exhausting (+50 RP)

- When this weapon deals damage to a creature, that creature's stamina is reduced an equal amount.
- +2 Refinement Components

Blasting (+40 + 2 RP per meter of Far Range the weapon has)

- Attacks made with this weapon affect all creatures within a 1 meter wide line, originating from the user, extending out to the weapon's range. Tests for accuracy do not need to be made.
- Not compatible with the **Booming** feature.
- +1 Power Component

Booming (+40 + 5 RP per meter of Far Range the weapon has)

- Attacks made with this weapon affect all creatures within a 90-degree cone, originating from the user, extending out to the weapon's range. Tests for accuracy do not need to be made.
- Not compatible with the **Blasting** feature.
- +2 Power Components

NEGATIVE EFFECTS**Awkward (-10 RP)**

- This weapon takes up 9 slots.
- Not compatible with the **Compact** or **Inordinate** features.

Inordinate (-30 RP)

- This weapon takes up 27 slots.
- Not compatible with the **Compact** or **Awkward** features.

Unwieldy (-10 RP, Stackable)

- This weapon requires an additional hand to attack with.
- Maximum of 5 stacks.

Armed (-15 RP)

- This weapon requires and consumes a single piece of a specific type of ammunition. Ammunition must be equipped on the user's Back or Waist slot in order to be used this way.

Sapping (-5 RP, Stackable)

- This weapon requires 1 additional stamina to attack with.

Thorned (-5 RP, Stackable)

- This weapon deals 1 additional damage to its user each attack. This damage has no type and ignores defenses.

Loaded (-10/X RP, rounded down)

- This weapon must be loaded or charged after X attacks, maximum of 6.
- Requires one or more stacks of the **Loading** feature.

Loading (-5 RP, Stackable)

- This weapon requires 1 additional turn action to load or charge.
- Requires one or more stacks of the **Loaded** feature, maximum of 6 stacks.

Non-Lethal (-30 RP)

- If damage from this weapon would reduce a creature's DHP, it deals half damage, rounded up, instead.
- Not compatible with the **Poisonous** or **Wounding** features.
- -1 Material Component

SLOW WEAPONS

Slow weapons are the largest, bulkiest, and heaviest of potential weapons. These vary in how much time it takes to attack with, but they have one commonality in this: they take a while.

Most attacks made with slow weapons will be responded to in some way, so the general goal with slow weapons is to break defenses with sheer force. These types of weapons can push the most amount of damage, fire at the longest ranges, but are the slowest to use in battle.

INNATE STATS

- Innately requires 3 turn action to attack with.
- Innately requires 1 hand to attack with.
- 1 stack of **Slam** or at least 1 stack of **Harsh** is required.
- Innately has 0 meters of close range and 0 meters of far range.
- Innately does not use any modifiers when calculating damage.
- Innately takes up 3 slots.

Requires 3 Material Components to craft (Minimum 0 Power Components, 0 Refinement Components, 3 Material Components).

POSITIVE EFFECTS

Slam (+3 RP, Stackable)

- The weapon deals an additional 1d4 Physical damage. Damage dice may be redistributed in any fashion as long as the maximum damage is the same.
- +1 Material Component for any number of stacks.

Harsh (+4 RP, Stackable)

- The weapon deals an additional 1d4 damage of any type. Damage dice may be redistributed in any fashion as long as the maximum damage per damage type is the same.
- +1 Power Component for any number of stacks.

Compact (+10 RP)

- This weapon takes up 1 slot.
- Not compatible with the **Awkward** or **Inordinate** features.
- +1 Refinement Component

Elegant (+10 RP)

- The weapon deals an additional amount of damage for a damage type it would normally deal, chosen upon crafting, equal to the user's subtrait modifier. The user's Power modifier is used if the weapon is melee, the user's Dexterity modifier is used otherwise.
- Makes weapon Common or rarer.
- Not compatible with the **Extravagant** feature.
- +1 Material Component

Extravagant (+20 RP)

- The weapon deals an additional amount of damage for a damage type it would normally deal, chosen upon crafting, equal to the user's subtrait modifier. The subtrait modifier used is chosen upon crafting.
- Makes weapon Extraordinary or rarer.
- Not compatible with the **Elegant** feature.
- +1 Refinement Component

Reach (+2X RP)

- The weapon gains X meters of range, maximum of 3. It's still melee.
- Not compatible with the **Range** feature.
- +1 Material Component

Range (+3X RP)

- The weapon gains an additional 5 times X meters of close range and 10 times X meters of far range. It is considered ranged.
- Not compatible with the **Reach** feature.
- +1 Refinement Component

Assisted (+5 RP, Stackable)

- The TD of tests made for accuracy with this weapon are halved, rounded up.
- Requires the **Range** feature.
- +1 Refinement Component for any number of stacks.

Poisonous (+55 RP)

- Damage dealt by this weapon to creatures other than constructs ignores SHP.
- Makes weapon Common or Rarer.
- Not compatible with the **Wounding** feature.
- +2 Refinement Components

Wounding (+70 RP)

- Damage dealt by this weapon ignores SHP.
- Makes weapon Extraordinary or rarer.
- Not compatible with the **Poisonous** feature.
- +2 Refinement Components

Penetrative (+40 RP, Stackable)

- Choose a damage type. This weapon ignores defenses of the chosen type.
- Makes weapon Extraordinary or rarer.
- +2 Refinement Components

Sentient (+25 RP)

- This weapon has a conscious mind and can sense objects and creatures within 10 meters of it. It can communicate simple emotions and ideas directly with only its user and has a personality of its own. Emotions and decisions are under GM discretion.
- +1 Power Component, +1 Refinement Component

Blinding (+15 RP, Stackable)

- This weapon's user may spend double the number of necessary turn actions to attack with this weapon. If they do, creatures that are dealt damage with it must make a Fortitude test against the amount of damage dealt. Upon failing, the creature becomes Blinded for an additional turn.
- +1 Power Component

Confusing (+30 RP, Stackable)

- This weapon's user may spend double the number of necessary turn actions to attack with this weapon. If they do, creatures that are dealt damage with it must make a Fortitude test against the amount of damage dealt. Upon failing, the creature becomes Dazed for an additional turn.
- +1 Power Component, +1 Refinement Component

Ship Wrecker (+5 RP)

- This weapon deals double damage to targets other than creatures.
- +1 Material Component

Exhausting (+50 RP)

- When this weapon deals damage to a creature, that creature's stamina is reduced an equal amount.
- +2 Refinement Components

Blasting (+40 + 2 RP per meter of Far Range the weapon has)

- Attacks made with this weapon affect all creatures within a 1 meter wide line, originating from the user, extending out to the weapon's range. Tests for accuracy do not need to be made.
- Not compatible with the **Booming** feature.
- +1 Power Component

Booming (+40 + 5 RP per meter of Far Range the weapon has)

- Attacks made with this weapon affect all creatures within a 90-degree cone, originating from the user, extending out to the weapon's range. Tests for accuracy do not need to be made.
- Not compatible with the **Blasting** feature.
- +2 Power Components

NEGATIVE EFFECTS**Awkward (-10 RP)**

- This weapon takes up 9 slots.
- Not compatible with the **Compact** or **Inordinate** features.

Inordinate (-30 RP)

- This weapon takes up 27 slots.
- Not compatible with the **Compact** or **Awkward** features.

Unwieldy (-10 RP, Stackable)

- This weapon requires an additional hand to attack with.
- Maximum of 5 stacks.

Armed (-10 RP)

- This weapon requires and consumes a single piece of a specific type of ammunition. Ammunition must be equipped on the user's Back or Waist slot in order to be used this way.

Sapping (-2 RP, Stackable)

- This weapon requires 1 additional stamina to attack with.

Thorned (-2 RP, Stackable)

- This weapon deals 1 additional damage to its user each attack. This damage has no type and ignores defenses.

Loaded (-10/X RP, rounded down)

- This weapon must be loaded or charged after X attacks, maximum of 6.
- Requires one or more stacks of the **Loading** feature.

Loading (-5 RP, Stackable)

- This weapon requires 1 additional turn action to load or charge.
- Requires one or more stacks of the **Loaded** feature, maximum of 6 stacks.

Non-Lethal (-20 RP)

- If damage from this weapon would reduce a creature's DHP, it deals half damage, rounded up, instead.
- Not compatible with the **Poisonous** or **Wounding** features.

Elaborate (-20 RP)

- This weapon requires 4 turn actions to attack with.
- Not compatible with the **Articulate** or **Convolved** features.

Articulate (-30 RP)

- This weapon requires 5 turn actions to attack with.
- Not compatible with the **Elaborate** or **Convolved** features.

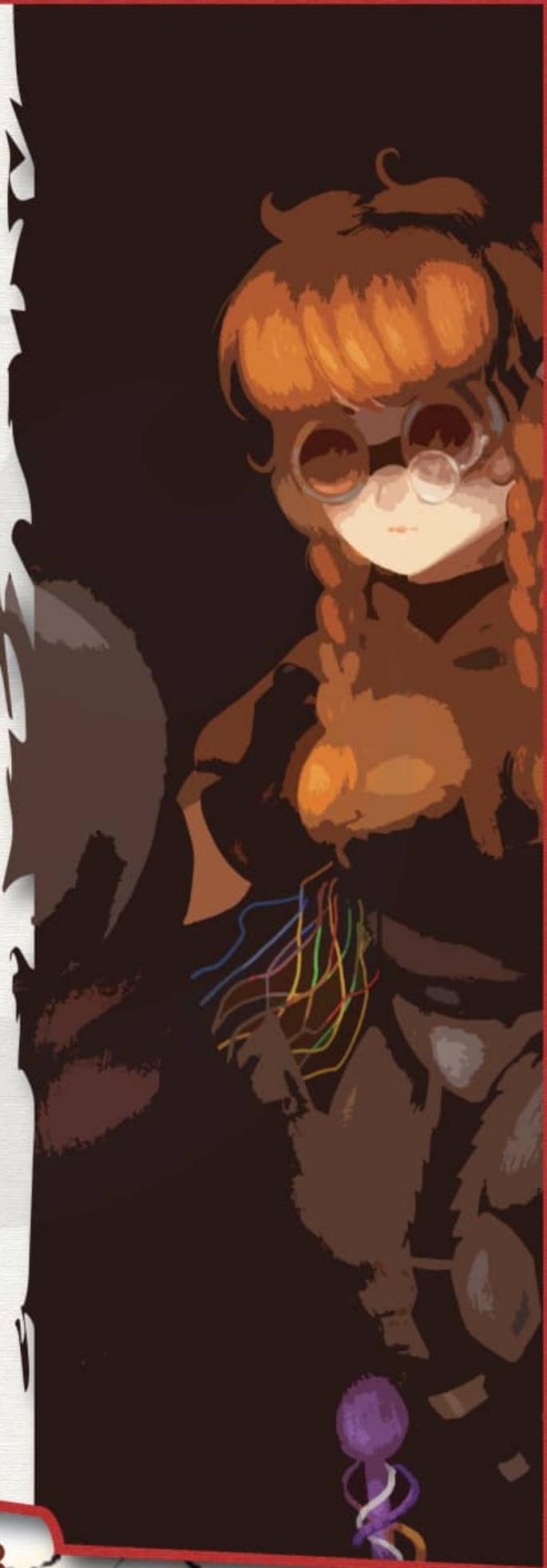
Convolved (-40 RP)

- This weapon requires 6 turn actions to attack with.
- Not compatible with the **Elaborate** or **Articulate** features.

Casting spells and carving runes into weapons go somewhat hand and hand, though they are naturally different arts entirely. Often, rune carvers will use the crafted item as a conduit for magical energy.

Much like spells, magical weapons may pierce the Aether in order to summon matter or energy from another plane, the same plane, or even the Aether itself. However, the means at which each rune does so is unique, based on the needs of the craft.

Ancient dwarves, specifically those that disappeared long ago, founded rune carving and created the fundamentals still used today. This led dwarves to be the foundation of most forms of resource gathering and refinement due to the raw materials necessary for such skill.



SHIELDS

Shields are the only form of handheld armor, often making a creature more tactical in combat. Most commonly, shields help a creature block or dodge oncoming harm via deflection or negation.

INNATE STATS

- Innately requires 1 hand to have equipped.
- Innately requires 1 turn action to equip or unequip.
- Innately takes up 3 slots.

Requires 3 Material Components to craft (Minimum 0 Power Components, 0 Refinement Components, 3 Material Components).

POSITIVE EFFECTS

Defensive (+10 RP, Stackable)

- While equipped, grants +1 defense of any type, chosen upon crafting.
- +1 Material Component for any number of stacks.

Guarded (+15 RP, Stackable)

- While equipped, grants +1d4 Block Rating.
- +1 Material Component for any number of stacks.

Spry (+15 RP, Stackable)

- While equipped, grants +1d12 Dodge Rating.
- +1 Refinement Component for any number of stacks.

Compact (+10 RP)

- This armor takes up 1 slot.
- Not compatible with the Awkward or Inordinate features.
- +1 Refinement Component

Magus (+20 RP, Stackable)

- Spells equipped creatures cast cost 1 less stamina, minimum cost of 1.
- +1 Power Component for any number of stacks.

Sentient (+25 RP)

- This equipment has a conscious mind and can sense objects and creatures within 10 meters of it. It can communicate simple emotions and ideas directly with only its user and has a personality of its own. Emotions and decisions are under GM discretion.
- +1 Power Component, +1 Refinement Component

NEGATIVE EFFECTS

Awkward (-10 RP)

- This armor takes up 9 slots.
- Not compatible with the Compact or Inordinate features.

Inordinate (-30 RP)

- This armor takes up 27 slots.
- Not compatible with the Compact or Awkward features.

Unwieldy (-10 RP, Stackable)

- This armor requires an additional hand to equip.
- Maximum of 5 stacks.



CHEST ARMOR

Chest armor is the most defensive piece a creature can wear. Contrary to its name, most chest armor is adorned on the torso and legs, and even includes entire sets of clothing.

Based on its design, it's very expensive to add non-defensive features to chest armor. Often these types of armor are rather mundane and produce more protection than anything else.

INNATE STATS

- Occupies chest slot.
- Innately takes up 3 slots.

Requires 5 Material Components to craft (Minimum 0 Power Components, 0 Refinement Components, 3 Material Components).

POSITIVE EFFECTS

Augmentable (+20 RP)

- This armor may be augmented into a creature's chest slot.
- Makes armor Common or Rarer.
- +2 Refinement Components

Defensive (+4 RP, Stackable)

- While equipped, grants +1 defense of any type other than Psyche, chosen upon crafting.
- +1 Material Component for any number of stacks.

Screen (+5 RP, Stackable)

- Grants +1 Psyche defense.
- +1 Material Component for any number of stacks.

Guarded (+40 RP, Stackable)

- While equipped, grants +1d4 Block Rating.
- +1 Material Component for any number of stacks.

Spry (+40 RP, Stackable)

- While equipped, grants +1d12 Dodge Rating.
- +1 Refinement Component for any number of stacks.

Compact (+10 RP)

- This armor takes up 1 slot.
- Not compatible with the Awkward or Inordinate features.
- +1 Refinement Component

Magus (+15 RP, Stackable)

- Spells equipped creatures cast cost 1 less stamina, minimum cost of 1.
- +1 Power Component for any number of stacks.

Aerial (+15 RP, Stackable)

- Equipped creatures are granted an additional 1 meter of Air travel. This feature has no effect if the creature has an Air travel of 0 meters.
- +1 Power Component for any number of stacks.

Sentient (+25 RP)

- This equipment has a conscious mind and can sense objects and creatures within 10 meters of it. It can communicate simple emotions and ideas directly with only its user and has a personality of its own. Emotions and decisions are under GM discretion.
- +1 Power Component, +1 Refinement Component

Shrouded (+20 RP)

- Creatures and objects cannot gain information on equipped creatures through divination. Attempts to do so will come back "null".
- +1 Material Component

NEGATIVE EFFECTS

Awkward (-10 RP)

- This armor takes up 9 slots.
- Not compatible with the **Compact** or **Inordinate** features.

Inordinate (-30 RP)

- This armor takes up 27 slots.
- Not compatible with the **Compact** or **Awkward** features.

Tethered (-20 RP)

- Once this armor is equipped or augmented, it cannot be removed, only destroyed. Its user may spend 6 turn actions to destroy this item. If this item is augmented when destroyed, the user still suffers all effects as if it was being de-augmented.

Constricting (-20 RP)

- While equipped, creature has 1 additional point of Fatigue.

Corroded (-40 RP)

- If the user takes an amount of damage that is both a type of damage that this armor grants 1 or more defense for and the amount of damage is equal to or higher than double the respective defense granted, this armor becomes destroyed. If this item is augmented when destroyed, the user still suffers all effects as if it was being de-augmented.
- Requires the **Defensive** feature.

HEAD ARMOR

Head armor is a specialized type of equipment that offers a healthy balance of defense and utility. Head pieces are often the best all-around in cost.

INNATE STATS

- Occupies head slot.
- Innately takes up 3 slots.

Requires 1 Refinement Component and 3 Material Components to craft (Minimum 0 Power Components, 1 Refinement Component, 3 Material Components).

POSITIVE EFFECTS

Augmentable (+20 RP)

- This armor may be augmented into a creature's head slot.
- Makes armor Common or Rarer.
- +2 Refinement Components

Defensive (+5 RP, Stackable)

- While equipped, grants +1 defense of any type other than Psyche, chosen upon crafting.
- +1 Material Component for any number of stacks.

Screen (+4 RP, Stackable)

- Grants +1 Psyche defense.
- +1 Material Component for any number of stacks.

Guarded (+30 RP, Stackable)

- While equipped, grants +1d4 Block Rating.
- +1 Material Component for any number of stacks.

Spry (+30 RP, Stackable)

- While equipped, grants +1d12 Dodge Rating.
- +1 Refinement Component for any number of stacks.

Compact (+10 RP)

- This armor takes up 1 slot.
- Not compatible with the Awkward or Inordinate features.
- +1 Refinement Component

Intensify (+15 RP, Stackable)

- Equipped creatures gain an additional +1 to a single specific subtrait chosen upon crafting, given it wouldn't increase past its maximum..
- +1 Power Component for any number of stacks.

Magus (+15 RP, Stackable)

- Spells equipped creatures cast cost 1 less stamina, minimum cost of 1.
- +1 Power Component for any number of stacks.

Harsh (+20 RP, Stackable)

- Weaponless attacks deal an additional 1d4 damage of any type. Damage dice may be redistributed in any fashion as long as the maximum damage per damage type is the same.
- +1 Refinement Component and +1 Material Component for any number of stacks.

Breathless (+10 RP)

- While equipped, the user does not need to breathe.
- +1 Refinement Component



Sentient (+25 RP)

- This equipment has a conscious mind and can sense objects and creatures within 10 meters of it. It can communicate simple emotions and ideas directly with only its user and has a personality of its own. Emotions and decisions are under GM discretion.
- +1 Power Component, +1 Refinement Component

Shrouded (+20 RP)

- Creatures and objects cannot gain information on equipped creatures through divination. Attempts to do so will come back "null".
- +1 Material Component



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NEGATIVE EFFECTS

Awkward (-15 RP)

- This armor takes up 9 slots.
- Not compatible with the **Compact** or **Inordinate** features.

Inordinate (-40 RP)

- This armor takes up 27 slots.
- Not compatible with the **Compact** or **Awkward** features.

Tethered (-15 RP)

- Once this armor is equipped or augmented, it cannot be removed, only destroyed. Its user may spend 6 turn actions to destroy this item. If this item is augmented when destroyed, the user still suffers all effects as if it was being de-augmented.

Constricting (-15 RP)

- While equipped, creature has 1 additional point of Fatigue.

Corroded (-50 RP)

- If the user takes an amount of damage that is both a type of damage that this armor grants 1 or more defense for and the amount of damage is equal to or higher than double the respective defense granted, this armor becomes destroyed. If this item is augmented when destroyed, the user still suffers all effects as if it was being de-augmented.
- Requires the **Defensive** feature.

HAND ARMOR

Hand armor is difficult to imbue and complex by nature, but does work as a form of accessory armor. Protection is not their strong suit, though they do aid in one's ability to block incoming attacks as well as offering sustainable damage without a weapon.

INNATE STATS

- Occupies hands slot.
- Innately takes up 3 slots.

Requires 2 Refinement Components and 1 Material Component to craft (Minimum 0 Power Components, 1 Refinement Component, 1 Material Component).

POSITIVE EFFECTS

Augmentable (+20 RP)

- This armor may be augmented into a creature's hand slot.
- Makes armor Common or rarer.
- +2 Refinement Components

Defensive (+10 RP, Stackable)

- While equipped, grants +1 defense of any type, chosen upon crafting.
- +1 Material Component for any number of stacks.

Guarded (+20 RP, Stackable)

- While equipped, grants +1d4 Block Rating.
- +1 Material Component for any number of stacks.

Spry (+30 RP, Stackable)

- While equipped, grants +1d12 Dodge Rating.
- +1 Refinement Component for any number of stacks.

Compact (+10 RP)

- This armor takes up 1 slot.
- Not compatible with the Awkward or Inordinate features.
- +1 Refinement Component

Intensify (+15 RP, Stackable)

- Equipped creatures gain an additional +1 to a single specific subtrait chosen upon crafting, given it wouldn't increase past its maximum..
- +1 Power Component for any number of stacks.

Magus (+20 RP, Stackable)

- Spells equipped creatures cast cost 1 less stamina, minimum cost of 1.
- +1 Power Component for any number of stacks.

Harsh (+10 RP, Stackable)

- Weaponless attacks deal an additional 1d4 damage of any type. Damage dice may be redistributed in any fashion as long as the maximum damage per damage type is the same.
- +1 Power Component and +1 Refinement Component for any number of stacks.

Swift (+20 RP)

- Equipped creature may make weaponless attacks with 1 less turn action, minimum cost of 1.
- +1 Refinement Component



Sentient (+25 RP)

- This equipment has a conscious mind and can sense objects and creatures within 10 meters of it. It can communicate simple emotions and ideas directly with only its user and has a personality of its own. Emotions and decisions are under GM discretion.
- +1 Power Component, +1 Refinement Component

Shrouded (+20 RP)

- Creatures and objects cannot gain information on equipped creatures through divination. Attempts to do so will come back "null".
- +1 Material Component

NEGATIVE EFFECTS

Awkward (-15 RP)

- This armor takes up 9 slots.
- Not compatible with the **Compact** or **Inordinate** features.

Inordinate (-40 RP)

- This armor takes up 27 slots.
- Not compatible with the **Compact** or **Awkward** features.

Tethered (-10 RP)

- Once this armor is equipped or augmented, it cannot be removed, only destroyed. Its user may spend 6 turn actions to destroy this item. If this item is augmented when destroyed, the user still suffers all effects as if it was being de-augmented.



Constricting (-15 RP)

- While equipped, creature has 1 additional point of Fatigue.

Corroded (-40 RP)

- If the user takes an amount of damage that is both a type of damage that this armor grants 1 or more defense for and the amount of damage is equal to or higher than double the respective defense granted, this armor becomes destroyed. If this item is augmented when destroyed, the user still suffers all effects as if it was being de-augmented.
- Requires the **Defensive** feature.

FOOT ARMOR

Foot armor is, much like hand armor, complex and difficult to imbue. What it lacks in protection it makes up for with superior speed bonuses and aid in dodging harm.

INNATE STATS

- Occupies feet slot.
- Innately takes up 3 slots.

Requires 2 Refinement Components and 1 Material Component to craft (Minimum 0 Power Components, 1 Refinement Component, 1 Material Component).

POSITIVE EFFECTS

Augmentable (+20 RP)

- This armor may be augmented into a creature's feet slot.
- Makes armor Common or rarer.
- +2 Refinement Components

Defensive (+10 RP, Stackable)

- While equipped, grants +1 defense of any type, chosen upon crafting.
- +1 Material Component for any number of stacks.

Guarded (+30 RP, Stackable)

- While equipped, grants +1d4 Block Rating.
- +1 Material Component for any number of stacks.

Spry (+20 RP, Stackable)

- While equipped, grants +1d12 Dodge Rating.
- +1 Refinement Component for any number of stacks.

Compact (+10 RP)

- This armor takes up 1 slot.
- Not compatible with the Awkward or Inordinate features.
- +1 Refinement Component

Intensify (+20 RP, Stackable)

- Equipped creatures gain an additional +1 to a single specific subtrait chosen upon crafting, given it wouldn't increase past its maximum.
- +1 Power Component for any number of stacks.

Magus (+20 RP, Stackable)

- Spells equipped creatures cast cost 1 less stamina, minimum cost of 1.
- +1 Power Component for any number of stacks.

Harsh (+10 RP, Stackable)

- Weaponless attacks deal an additional 1d4 damage of any type. Damage dice may be redistributed in any fashion as long as the maximum damage per damage type is the same.
- +1 Power Component and +1 Refinement Component for any number of stacks.

Swift (+20 RP)

- Equipped creature may make weaponless attacks with 1 less turn action, minimum cost of 1.
- +1 Refinement Component



Arachnid (+40 RP)

- Equipped creature may travel up vertical surfaces and upside down when using Land travel.
- +1 Power Component

Boosted (+7 RP, Stackable)

- Equipped creatures are granted an additional 1 meter of Land travel. This feature has no effect if the creature has a Land travel of 0 meters.
- +1 Refinement Component for any number of stacks.

Marine (+5 RP, Stackable)

- Equipped creatures are granted an additional 1 meter of Water travel. This feature has no effect if the creature has a Land travel of 0 meters.
- +1 Refinement Component for any number of stacks.

Aerial (+12 RP, Stackable)

- Equipped creatures are granted an additional 1 meter of Air travel. This feature has no effect if the creature has a Land travel of 0 meters.
- +1 Refinement Component for any number of stacks.

Sentient (+25 RP)

- This equipment has a conscious mind and can sense objects and creatures within 10 meters of it. It can communicate simple emotions and ideas directly with only its user and has a personality of its own. Emotions and decisions are under GM discretion.
- +1 Power Component, +1 Refinement Component

Shrouded (+20 RP)

- Creatures and objects cannot gain information on equipped creatures through divination. Attempts to do so will come back "null".
- +1 Material Component

NEGATIVE EFFECTS**Awkward (-15 RP)**

- This armor takes up 9 slots.
- Not compatible with the **Compact** or **Inordinate** features.

Inordinate (-40 RP)

- This armor takes up 27 slots.
- Not compatible with the **Compact** or **Awkward** features.

Tethered (-10 RP)

- Once this armor is equipped or augmented, it cannot be removed, only destroyed. Its user may spend 6 turn actions to destroy this item. If this item is augmented when destroyed, the user still suffers all effects as if it was being de-augmented.

Constricting (-15 RP)

- While equipped, creature has 1 additional point of Fatigue.

Corroded (-40 RP)

- If the user takes an amount of damage that is both a type of damage that this armor grants 1 or more defense for and the amount of damage is equal to or higher than double the respective defense granted, this armor becomes destroyed. If this item is augmented when destroyed, the user still suffers all effects as if it was being de-augmented.
- Requires the **Defensive** feature.

CONSUMABLES

Consumables are unique but vague in definition, pertaining to any item that can only be used a number of times before it is destroyed or void of usefulness.

Consumables come in a plethora of forms including potions, kits, salves, injections, food and drugs, and more. Although, with their limited use comes the need for less materials.

More importantly, consumables are one of the best forms of portable medicine, specifically medicine capable of healing one of mortal wounds that a good nap will not take care of.

INNATE STATS

- Innately requires 1 open hand to activate.
- Innately requires 2 turn actions to activate.
- **Dosed** feature is required.
- Innately affects only the user that activates the consumable or a chosen target within 0 meters.
- Innately takes up 3 slots.

Requires 1 Power Component per 50 RP (minimum of 1) and 1 Refinement Component per 40 RP (minimum of 1) to craft, rounded down.

POSITIVE EFFECTS

Destructive (+2 RP, Stackable)

- Affected objects and creatures are dealt an additional 1d4 damage of any type other than Psyche. Damage dice may be redistributed in any fashion as long as the maximum damage per damage type is the same. Damage dealt this way may be blocked or dodged.

Simple (+20 RP)

- This consumable requires 1 less turn action to activate, minimum cost of 1.
- Not compatible with the **Complicated**, **Charged**, or **Deployed** features.

Compact (+25 RP)

- This consumable takes up 1 slot.
- Not compatible with the **Awkward** or **Inordinate** features.

Splash (+10 RP)

- Upon activation, this consumable is thrown at any point up to a number of meters away equal to the user's Strength or Agility score, whichever is higher. Objects and creatures that are impacted are considered affected.
- Not compatible with the **Charged** or **Deployed** features.

Radiating (+4X RP)

- This consumable affects all objects and creatures within X meters of itself upon activation.
- Not compatible with the **Spelltech** feature.

Psychosis (+3 RP, Stackable)

- Affected creatures are dealt an additional 1d4 Psyche damage. Damage dice may be redistributed in any fashion as long as the maximum damage is the same. Affected creatures may spend 1 turn action or 1 interrupt action to make a Will test. Upon succeeding the amount of damage dealt, it ignores all damage dealt.

Heal (+8 RP, Stackable)

- Affected creatures regain 1d4 SHP. Healing dice may be redistributed in any fashion as long as the maximum healing is the same.

Heal (+6 RP, Stackable)

- Affected creatures regain 1d4 stamina. Healing dice may be redistributed in any fashion as long as the maximum healing is the same.

Medical (+10 RP, Stackable)

- Affected creatures regain 1d4 DHP. Healing dice may be redistributed in any fashion as long as the maximum healing is the same.
- Makes consumable Common or rarer.

Spelltech (+10X RP, Stackable)

- The user casts a spell costing X stamina using this consumable. A specific spell must be chosen upon crafting per instance of using this feature. The activation of this feature is not considered casting a spell and no stamina must be paid. Spells that have non-stamina costs cannot be chosen. Regardless of the spell, the consumable is treated as the origin of the spell and the user is treated as the caster. A creature does not need to know any arcane arts to use this feature.
- Not compatible with the Radiating feature.

Sentient (+20 RP)

- This equipment has a conscious mind and can sense objects and creatures within 10 meters of it. It can communicate simple emotions and ideas directly with only its user and has a personality of its own. Emotions and decisions are under GM discretion.

NEGATIVE EFFECTS

Awkward (-10 RP)

- This consumable takes up 9 slots.
- Not compatible with the Compact or Inordinate features.

Inordinate (-30 RP)

- This consumable takes up 27 slots.
- Not compatible with the Compact or Awkward features.

Unwieldy (-10 RP, Stackable)

- This consumable requires an additional hand to activate.
- Maximum of 5 stacks.

Complicated (-5 RP, Stackable)

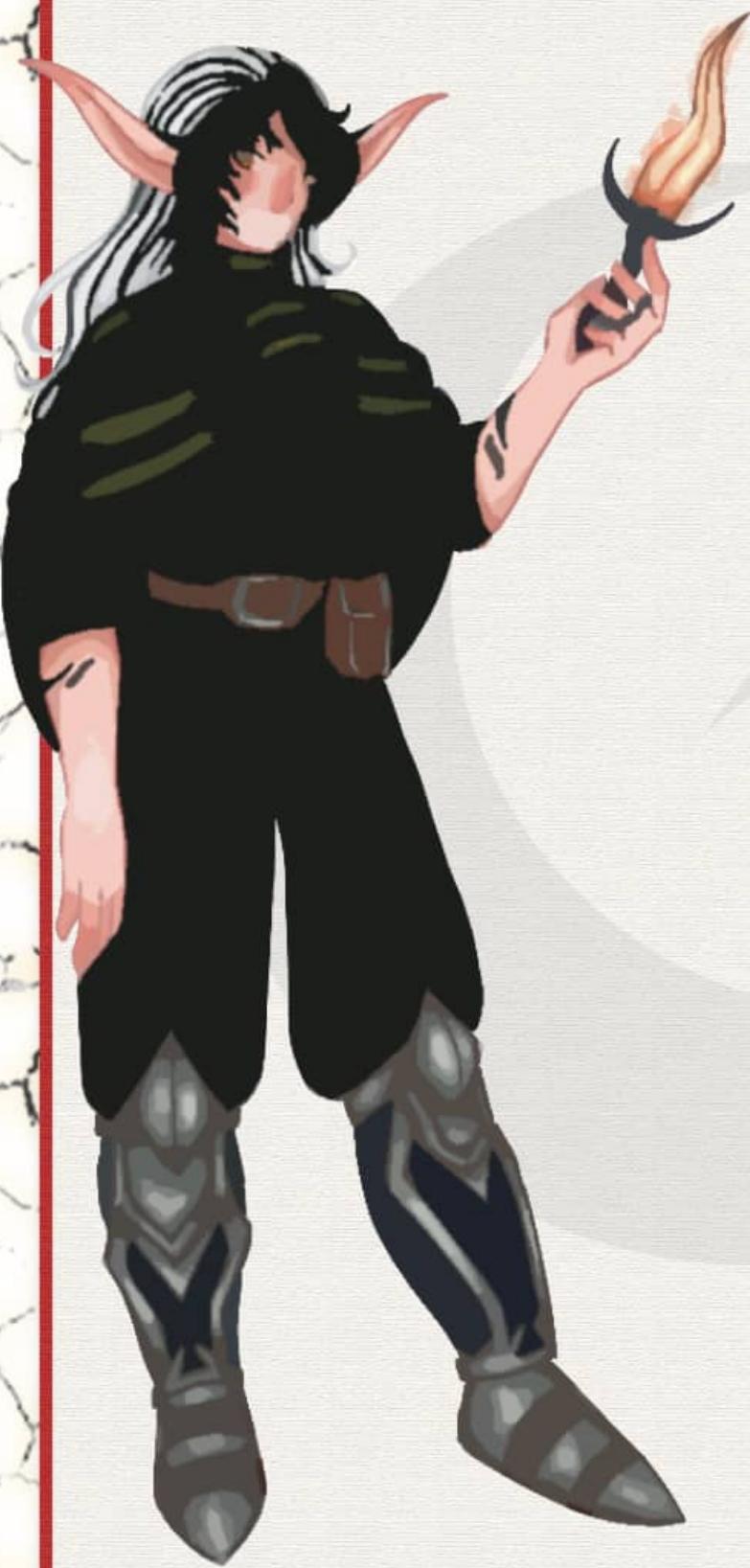
- This consumable requires 1 additional turn action to activate.
- Maximum of 4 stacks.
- Not compatible with the Simple, Charged, or Deployed features.

Charged (-35 RP)

- This consumable requires 1 minute to activate.
- Not compatible with the Simple, Complicated, or Deployed features.

Deployed (-50 RP)

- This consumable requires 1 hour to activate.
- Not compatible with the Simple, Complicated, or Charged features.



PROLONGUED FEATURES

If a consumable has any number of prolonged features, it requires at least 1 stack of **Residual**, **Lingering**, or **Persisting**.

Residual (+2 RP, Stackable)

- Prolonged features last for 1 additional turn.
- Not compatible with the **Lingering** or **Persisting** features.

Lingering (+10 RP, Stackable)

- Prolonged features last for 1 additional minute.
- Not compatible with the **Residual** or **Persisting** features.

Persisting (+75 RP, Stackable)

- Prolonged features last for 1 additional hour.
- Not compatible with the **Residual** or **Lingering** features.

Resistance (+50 RP)

- Affected creatures ignore all damage of one specific type, chosen upon crafting, for the consumable's duration. This has no effect on creatures that already ignore all damage of a specific type.

Necrotic (+15 RP)

- Affected creatures cannot regain SHP, DHP, or stamina for the consumable's duration.

ARTIFACTS

Artifacts are extremely unique and include some of the most complicated designs. Artifacts are anything you cannot wear like armor or use as a basic weapon, though it does include amulets, capes, rings, packs, and other accessories.

An artifact can be nearly anything, though it has much tighter specifications, broken up into active features and passive features.

While most passive features have a flat RP modification, active features must have a chosen amount of time necessary to trigger. The faster it is to trigger an activated feature, the more expensive the feature becomes. Every activated feature must have its own activation-time modifier.

INNATE STATS

Innately has 1 of the following features, chosen upon crafting:

Equippable

- May be equipped in a neck slot, ring slot, back slot, or waist slot (equipped creature is affected, only one slot must be chosen upon crafting).
- Innately requires 1 hand to activate.
- Innately takes up 1 slot.

Handheld

- Creatures holding the artifact with 1 hand are considered affected or may choose a target within 0 meters to be affected.
- Innately requires 1 hand to activate.
- Innately takes up 1 slot.

AMMUNITION

- This artifact is considered ammunition. Targets of attacks using this ammunition are considered affected.
- This artifact's features are triggered upon a successful weapon attack using this artifact as ammunition and will cause this item to be consumed.
- Multiply the total Activated Feature RP sum by 6.
- Crafting this artifact yields 4 times as many, making a single item's value a fourth, round down.
- Rather than each item taking up 1 slot innately, any number of the item takes up 1 accumulative slot. Any amount of the same ammunition may be equipped in the waist or back slot.

Requires 1 Power Component per 50 RP (minimum of 0), 1 Refinement Component per 40 RP (minimum of 1), and 1 Material Components per 25 RP to craft (minimum of 1), rounded down.

ACTIVATIONS

All Activation features require at least 1 Activated feature.

Fast Activation I (Multiply Chosen Feature Costs by 12, Stackable)

- Gains a number of activated features requiring 1 turn action to activate. Creatures may activate it using 1 interrupt action instead.

Fast Activation II (Multiply Chosen Feature Costs by 8, Stackable)

- Gains a number of activated features requiring 2 turn actions to activate. Creatures may activate it using 2 interrupt actions instead.

Fast Activation III (Multiply Chosen Feature Costs by 6, Stackable)

- Gains a number of activated features requiring 3 turn actions to activate.

Fast Activation IV (Multiply Chosen Feature Costs by 5, Stackable)

- Gains a number of activated features requiring 4 turn actions to activate.

Fast Activation V (Multiply Chosen Feature Costs by 4, Stackable)

- Gains a number of activated features requiring 5 turn actions to activate.

Fast Activation VI (Multiply Chosen Feature Costs by 3, Stackable)

- Gains a number of activated features requiring 6 turn actions to activate.

Activated I (Multiply Chosen Feature Costs by 2, Stackable)

- Gains a number of activated features requiring 1 minute to activate.

Activated II (Multiply Chosen Feature Costs by 1, Stackable)

- Gains a number of activated features requiring 1 hour to activate.

Command Trigger (+20 RP per Activation Modified, Added after Multipliers)

- Activating this artifact does not require any hands. The artifact must be within 1 meter of the user to activate.
- Not compatible with the **Unwieldy** feature on the same Activation.

Unwieldy (-10 RP per Activation Modified, Added after Multipliers, Stackable)

- This artifact requires an additional hand to activate.
- Maximum of 5 stacks.
- Not compatible with the **Command Trigger** feature on the same Activation.

ACTIVATED FEATURES

Destructive (+1 RP, Stackable)

- Affected objects and creatures are dealt an additional 1d4 damage of any type other than Psyche. Damage dice may be redistributed in any fashion as long as the maximum damage per damage type is the same. Damage dealt this way may be blocked or dodged. Activation is considered an attack and this artifact is considered a weapon in addition to its other types.

Psychosis (+1 RP, Stackable)

- Affected creatures are dealt an additional 1d4 Psyche damage. Damage dice may be redistributed in any fashion as long as the maximum damage is the same. Affected creatures may spend 1 turn action or 1 interrupt action to make a Will test. Upon succeeding the amount of damage dealt, it ignores all damage dealt. This activation is considered an attack.

Spelltech (+2X RP, Stackable)

- The user casts a spell costing X stamina using this artifact. A specific spell must be chosen upon crafting per instance of using this feature and cannot be changed. The activation of this feature is not considered casting a spell and no stamina must be paid. Spells that have non-stamina costs cannot be chosen. Regardless of the spell, the artifact is treated as the origin of the spell and the user is treated as the caster. A creature does not need to know any arcane arts to use this feature.
- Not compatible with the **Radiating** passive feature.

Travel (+X RP)

- Upon activation, the artifact travels autonomously across basic terrain, either a predetermined path chosen upon crafting or one decided by the user each time. It has a Land travel of X.

PASSIVE FEATURES**Clamber (+8 RP)**

- This artifact may travel up vertical surfaces and upside down when using Land travel.
- Requires the **Travel** activated feature.

Seaworthy (+10 RP)

- This artifact's Water travel is equal to its Land travel.
- Requires the **Travel** activated feature.

Airborne (+25 RP)

- This artifact's Air travel is equal to its Land travel.
- Requires the **Travel** activated feature.

Versatile (+40 RP, Stackable)

- Affected creatures are granted +1d4 Block Rating or +1d12 Dodge Rating, chosen upon crafting.

Minor Casting (+60 RP, Stackable)

- Affected creatures may cast and craft spells that use the art of Evocation, Enchantment, or Illusion. One must be chosen per stack upon crafting.

Modest Casting (+80 RP, Stackable)

- Affected creatures may cast and craft spells that use the art of Array, Divination, or Necromancy. One must be chosen per stack upon crafting.

Major Casting (+100 RP, Stackable)

- Affected creatures may cast and craft spells that use the art of Wake or Alteration. One must be chosen per stack upon crafting.

Remote (+X RP)

- A creature may activate this artifact from up to 5X meters away. Creatures possessing the artifact are affected upon activation.
- Requires the **Command Trigger** feature.

Capacity (+2X RP)

- Creatures affected by this artifact can store an additional number of slots, equal to X.

Shrouded (+20 RP)

- Creatures and objects cannot gain information on affected creatures through divination. Attempts to do so will come back "null".

Sentient (+30 RP)

- This artifact has a conscious mind and can sense objects and creatures within 10 meters of it. It can communicate simple emotions and ideas directly with only its user and has a personality of its own. Emotions and decisions are under GM discretion.

PASSIVE FEATURES

Intensify (+20 RP, Stackable)

- Affected creatures gain an additional +1 to a single specific subtrait chosen upon crafting, given it wouldn't increase past its maximum.

Resistance (+70 RP)

- Affected creatures ignore all damage of one specific type other than Physical, chosen upon crafting. A creature may only ignore one type of damage due to item features. The damage ignored is decided by the most recent effect.
- Not compatible with the **Incorporeal** feature.

Incorporeal (+110 RP)

- Affected creatures ignore all Physical damage. A creature may only ignore one type of damage due to item features. The damage ignored is decided by the most recent effect.
- Not compatible with the **Resistance** feature.

Range (+5X RP)

- The weapon gains an additional 5 times X meters of close range and 10 times X meters of far range. It is considered ranged.
- Requires the **Destructive** feature.

Hermetic (+50 RP)

- Consumables may be crafted using this artifact in place of a tool station.

Instrumental (+80 RP)

- Items may be crafted using this artifact in place of a tool station.

Boosted (+15 RP, Stackable)

- Users are granted an additional X meters of Land travel. This feature has no effect if the creature has a Land travel of 0 meters.

Marine (+15 RP, Stackable)

- Users are granted an additional X meters of Water travel. This feature has no effect if the creature has a Water travel of 0 meters.

Aerial (+15 RP, Stackable)

- Users are granted an additional X meters of Air travel. This feature has no effect if the creature has an Air travel of 0 meters.

Flight (+25 + 15X RP)

- Equipped creature has an Air travel of X meters, given its natural Air travel is lower.

Magus (+20 RP, Stackable)

- Spells affected creatures cast cost 1 less stamina, minimum cost of 1.

Hexproof (+30 RP)

- Affected creatures cannot cast spells.

Fiddly (-10 RP)

- This artifact takes up 3 slots.
- Not compatible with the **Awkward** or **Inordinate** features.

Awkward (-20 RP)

- This artifact takes up 9 slots.
- Not compatible with the **Fiddly** or **Inordinate** features.

Inordinate (-50 RP)

- This artifact takes up 27 slots.
- Not compatible with the **Fiddly** or **Awkward** features.

TAILORED INCANTATIONS

Spellcraft is an ancient form that has been used for combat, utility, healing, conjuring, and many other things. As powerful as it sounds, it is also extremely versatile. Many casters have designed and constructed spells that have stood the test of time.

Since its discovery, the use of mana to carve holes in the dimensions has been utilized for not only single spells, but in artifice and in infrastructure. Mana is imbued in the atmosphere, it is everywhere around us, and you can feel it.

All creatures have an innate sense of mana. How tuned this sense is may be different per creature, but it's there just like vision or hearing is. More than that, you can sense when magic is cast, when mana is disturbed, even when there is no mana around you. It almost has an odor to it, and in that sense, every spell has its own scent.

Spellcraft was founded by ancient dwarves, a subspecies now extinct: crystal dwarves. Simply, a spell is a hole poked in reality, utilizing the Aether to pull an effect from somewhere and point it somewhere else. The exact implications of each spell is based on the spellcaster's skill, energy, and design.

In the time of ancient dwarves, there were only four arcane arts: the Art of Evocation, the Art of Array, the Art of Enchantment, and the Art of Wake. Albeit, in the time of creation, these arts were not nearly as well defined or

practiced. It wasn't until the independence of the twilight elves that the remaining four arts were discovered with much aid from the iron dwarves: the Art of Illusion, the Art of Divination, the Art of Necromancy, and the Art of Alteration.

Over years of development, the arts have not only been honed into the practicable states that they are in today, but they were also used to develop runes. While normal spells use the soul as a conduit and thus drain the energy of its user, runes allow this energy to be siphoned from a machine, using the runes as a more specified conduit. Given, rune carving makes for much more specific imbuements that cannot be changed once finalized.

CASTING AND CUSTOMIZING SPELLS

In their base form, a spell requires 3 turn actions and an amount of stamina based on what effects it has.

This chapter will further detail what features may be added to a spell and what respective arcane art is required to be able to cast it. Every effect consists of **Power Points (PP)**. Upon final design, a spell costs an amount of stamina equal to the amount of PP divided by 10, rounded up.

All spell features may be added multiple times, adding its PP cost upon every addition of the feature. For instance, if you were to use 3 stacks of the Energy feature (**Destruction** feature in **Evocation**), the spell would have 75 PP. Thus, the spell would cost 8 stamina. As well, any creature that knows the Art of Evocation may cast it.

Any spell may be crafted at any point, and a caster is purely limited by their imagination and the cost of the spell. As well, a caster may have predetermined spells that they choose from, there is no difference in cost either way.

ANATOMY OF A SPELL

A spell can be broken into two distinct parts: the **maw** and the **wake**. Though a maw is generally the same concept for every spell, wakes vary greatly. Spells that do not use the Art of Wake have an infinitely small wake, or one that is rather negligible.

The Maw

The maw is the heart of a spell, and every spell must have one. In literal terms, the maw is the actual point where the Aether is pierced.

A spell always originates from its maw. If a spell only affects 1 object or creature, that means that the maw is inside that entity. When a single-target spell has a lingering effect, if the creature leaves the spell's range, the effects of the spell follow the targeted entity. This is not true if the spell has a wake.

An important characteristic of a spell's maw is its **signature**. Some are able to read a spell's signature, and with pertinent information, deduce who the caster is and gain information on how it was cast, even what circumstances the caster was under in some cases.

The Wake

Only spells utilizing the Art of Wake have a wake. This is the area of effect that the maw can take advantage of when casting spells. In essence, this is the "ripple" caused by the puncturing of the Aether, and what allows the spell to have a wider effect. Without using the Art of Wake, a spell's wake is infinitely small.



EVOCATION

The Art of Evocation is the oldest and simplest Arcane Art; the art of summoning entities from somewhere else.

This is the only form of magic that can produce actual matter, and the only form of actual matter that can be produced by a spell: magimatter. This is the basis for any form of conjuration magic.

Creatures may attempt to block or dodge damage dealt by evocation. If a creature successfully negates all damage dealt this way, all evocation effects on the creature end.

If an imbued weapon or creature becomes subject to another imburement, the previous effect is removed.

MAGIMATTER

Evocation has the ability to produce a dull material deemed magimatter. Magimatter is a non-conductive, magically resistant material that resembles rigid, dense clay; always a flat gray color.

Magimatter can be summoned by the kilogram; 4 kilograms of magimatter is equal to 1 liter, or 1,000 cubic centimeters. It is a Crude material.

Summon Magimatter (5X PP)

- The caster produces X kilograms of magimatter centered on the spell's maw, taking a form that the caster can vividly imagine.
- The magimatter exists for the spell's duration. Upon being dispelled, it disintegrates into fine particles and ultimately disappears with no trace.

Elemental Matter (30 PP)

- The caster produces a material, refinement, or power component made out of pure elemental matter. One or more can be conjured into an item as rare as Common that requires a similar number of components.
- Items created this way cannot be Consumables or have the Spelltech feature. The caster does not need to be able to craft a given item normally in order to create an item this way.
- The elemental matter exists for the spell's duration. Upon being dispelled, the elemental matter dissipates with no trace.

DESTRUCTION

Evocation produces damaging force in magic. Just about all spells capable of physical harm include the Art of Evocation.

Instant Elemental (15 PP)

- Upon casting, affected creatures and objects are dealt an additional 1d4 damage. The type may be chosen between Energy, Heat, or Chill. Damage dice may be redistributed in any fashion as long as the maximum damage per type is the same.

Lingering Energy (25 PP)

- Upon casting and at the beginning of each turn for the duration of the spell, affected creatures and objects are dealt an additional 1d4 Energy damage. Damage dice may be redistributed in any fashion as long as the maximum damage per damage type is the same.

Lingering Thermal (30 PP)

- Upon casting and at the beginning of each turn for the duration of the spell, affected creatures and objects are dealt an additional 1d4 Heat or Chill damage. Damage dice may be redistributed in any fashion as long as the maximum damage per damage type is the same.
- The effects of this feature may vary environmentally, based on GM discretion. For instance, 1d4 Heat damage may be exchanged for harmlessly warming a creature or lighting a small fire, while 1d4 Chill damage may be enough to freeze a barrel of water for the spell's duration.

IMBUE

Imbuement is a form of evocation that extends past a spell's natural duration, a temporary form of rune carving. These runes leave an effect on a weapon that expels upon its next attack.

Elemental Imbue (15 PP)

- All weapons and creatures affected become imbued, dealing an additional 1d4 damage on its next attack. The type may be chosen between Energy, Heat, or Chill. Damage dice may be redistributed in any fashion as long as the maximum damage per damage type is the same. Each creature affected receives additional damage during its next weaponless attack.
- Imbuement damage does not gain the features of the weapon, such as ignoring SHP or ignoring defenses.
- Weapons and creatures that are already imbued cannot be affected this way.



ENCHANTMENT

The Art of Enchantment simply leaves lingering effects. Though this is extremely useful for a multitude of spells, enchantment does little on its own. Simply, a spell benefits most from having another effect.

PROLONG

Each spell's maw has a lifespan which depicts how long the maw will stay open. Prolongation is the pure purpose of enchantment, allowing a spell to continuously affect its surroundings after cast.

Muse I (10X PP)

- The spell remains active for X turns after this one, requiring focus.

Muse II (20X PP)

- The spell remains active for X minutes after this one, requiring focus.

Muse III (50X PP)

- The spell remains active for X hours after this turn, requiring focus.

Muse IV (110X PP)

- The spell remains active for X days after this turn, requiring focus.

Continuum I (40X PP)

- The spell remains active for X turns after this one or until you spend 1 turn action or 1 interrupt action to dispel it.

Continuum II (80X PP)

- The spell remains active for X minutes after this turn or until you spend 1 turn action or 1 interrupt action to dispel it.

Continuum III (200X PP)

- The spell remains active for X hours after this turn or until you spend 1 turn action or 1 interrupt action to dispel it.

Continuum IV (440X PP)

- The spell remains active for X days after this turn or until you spend 1 turn action or 1 interrupt action to dispel it.

Continuum V (1,000X PP)

- The spell remains active for X months after this turn or until you spend 1 turn action or 1 interrupt action to dispel it.

Continuum VI (1,900X PP)

- The spell remains active for X years after this turn or until you spend 1 turn action or 1 interrupt action to dispel it.



MODIFICATION

Much as how the art can make spells stay, the Art of Enchantment shows how to take them away. This feature is the only independent use of enchantment without any other arts.

Delay (10X PP)

- All other effects from the spell do not immediately activate. Rather, the caster chooses a trigger within the spell's effect such as a code word or a creature touching the affected entity. The spell activates upon the trigger happening, dispelling itself after X hours.
- If this spell affects an object or creature that was already subject to the spell using this feature, the previous effect is removed.

Disenchant (50X PP)

- All effects from spells that have been active for X hours or less are dispelled on each affected object and creature. If a creature is concentrating or focusing on a spell affected this way, it may make a Will contest against the caster, keeping the spell effects active upon succeeding.



PERMANENCY

Spells simply stay as long as the caster can keep the maw open. Permanency acts like a stint that props it open until somebody removes it.

Perpetual (100 PP)

- The spell remains active indefinitely, or until all targets become invalid.
- Spells cast this way must be paid with DHP instead of stamina. Alternative costs cannot be used for spells using this feature and it cannot be discounted in any way.
- Upon casting a spell using this feature, the caster gains a 1 point of Fatigue. Up to 1 point can be removed by completing a rest.
- Spells cast this way cannot force a creature to regain SHP or DHP.

ILLUSION

The Art of Illusion is one of four designed by ancient twilight elves. It acts much differently from the original four arts, simply modifying the sensory functions of creatures. This type of magic is useful for stealth, deception, or even giving potent information to others.

Creatures affected by illusion magic may make a Will contest against the caster upon casting and at the beginning of each turn. Upon succeeding, it ends all illusionary effects on itself.

EXTRASENSORY

The most common use of illusion is to alter a sentient creature's senses, so that they see, smell, feel something different than what reality is actually offering.

Sensory Enhancement (30 PP)

- The caster chooses one of the following: affected creatures gain a heightened sense of vision, affected creatures gain a heightened sense of hearing, or affected creatures gain a heightened sense of smell and taste for the spell's duration. Creatures affected this way gain a point of favor when making tests using the chosen sense.

Sensory Negation (70 PP)

- The caster chooses one of the following per stack of this feature: affected creatures gain Blindness, affected creatures gain Deafness, or affected creatures lose all capability in another sense of choice for the spell's duration.

Sensational Overwrite (75 PP)

- A single sensation, feeling, or instinct of the caster's choice is modified for all affected creatures for the spell's duration. The caster may modify the sense in any way that does not outright obscure it, given they can vividly imagine it. All affected creatures have the same sense altered in the same way.

Sensory Masking (80 PP)

- The caster chooses one of the following for each stack of this feature: affected objects and creatures become invisible, affected objects and creatures become silent, or affected objects and creatures become tasteless and odorless.
- Creatures that are silent or invisible gain 2 additional points of favor on tests made to remain inconspicuous.

IMAGERY

One of very few arts that have an effect that can exist outside of a spell's wake, imagery is a powerful tool up any illusionist's deep sleeves. These images can be used to deceive creatures or to show multidimensional images and diagrams, allowing the illusionist to offer information in innovative ways.

Change Appearance (50 PP)

- The caster chooses one between creatures or objects per stack of this feature. Any number of affected entities of the chosen variety take on a new appearance that the caster can vividly imagine for the spell's duration. The new appearance does not change the size of creatures or objects.

Summon Image (10 PP)

- The caster creates an illusionary image that the caster can vividly imagine that would fit within the spell's wake for the spell's duration. The image is visually realistic and exists for the spell's duration. The caster may have it animate in a predetermined way, such as breathing or jumping continuously, as long as it stays within the spell's wake.

Create Small Image (30 PP)

- The caster creates an illusionary image that the caster can vividly imagine that would fit in a 1 meter cube centered on the maw for the spell's duration. The image is visually realistic and exists for the spell's duration. The caster may have it animate in a predetermined way, such as breathing or running, as long as it stays within the illusion's boundaries.

Create Medium Image (60 PP)

- The caster creates an illusionary image that the caster can vividly imagine that would fit in a 3 meter cube centered on the maw for the spell's duration. The image is visually realistic and exists for the spell's duration. The caster may have it animate in a predetermined way, such as breathing or running, as long as it stays within the illusion's boundaries.



Create Large Image (120 PP)

- The caster creates an illusionary image that the caster can vividly imagine that would fit in a 10 meter cube centered on the maw for the spell's duration. The image is visually realistic and exists for the spell's duration. The caster may have it animate in a predetermined way, such as breathing or running, as long as it stays within the illusion's boundaries.

DURESS

Illusionary magic is mentally based. While this is most often used to modify one's senses, this can also be concentrated into pure mental pain. These concentrated blasts can slowly decay a creature's psyche, tugging against their mental walls.

Terror (40 PP)

- Upon casting and at the beginning of each turn after for the duration of the spell, affected creatures are dealt an additional $1d4$ Psyche damage. Damage dice may be redistributed in any fashion as long as the maximum damage type is the same. Damage dealt this way cannot be blocked or dodged, though affected creatures may make Will contests against the caster to prevent damage dealt this way.

Confuse (70 PP)

- All affected creatures make a Will contest against the caster when the spell is cast. For each creature, upon failing, it becomes Dazed for the spell's duration.

ARRAY

The Art of Array is what allows a caster to use spells at range, making sure they do not have to get within close proximity to their targets. This is one of the oldest arts of magic, chronologically close to the Art of Evocation.

BOLSTER

The maw of a spell can be modified and animated in several unique ways. Most often, it ends up as a straight line, though the throat can be circular, a square, anything.

Throw I (4 PP)

- The range of the spell increases by 1 meter.

Throw II (30 PP)

- The range of the spell increases by 10 meters.

Throw III (210 PP)

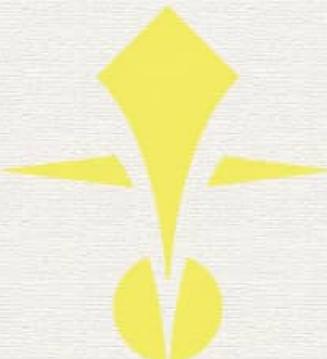
- The range of the spell increases by 100 meters.

Throw IV (1,200 PP)

- The range of the spell increases by 1 kilometer.

Attach (15 PP)

- The spell's maw attaches to an object or creature within the spell's range. It constantly shares a location centered on the chosen creature or object.



Travel (5X PP)

- The spell's maw travels in a predetermined animated path, chosen by the caster, within the spell's range with a maximum speed of X meters per turn.
- Creatures and objects are only affected by the spell when they intercept the spell's maw or wake and become no longer affected upon exiting.

Twincast (100 PP)

- The spell gains an additional target. Each feature must be paid separately for new targets and each maw has its own individual wake.

NECROMANCY

The Art of Necromancy is a powerful art designed by ancient twilight elves, one that revolutionized the use of magic and its permeance in standard civilization. This art fueled huge amounts of research towards souls and their connections with their host bodies.

For more information on **Stasis**, see page 87.

REVIVIFICATION

Necromancy's most powerful trait includes the ability to push souls back into capable bodies. This comes with many possible ramifications, depending on the caster's route towards doing so.

Preserve (50 PP)

- Upon casting, the DHP of each affected body in stasis becomes 0. If an affected body would take damage during the spell's duration, it reverts back to 0 DHP again unless the damage was equal to or higher than the creature's maximum DHP.

Resuscitate (100 PP)

- Upon casting, each affected body in stasis regains its soul or another that is compatible, given it is able to do so. Each body's current DHP and stamina both become 1. The body gains 4 levels of Fatigue. 1 level of Fatigue gained this way is removed upon resting.

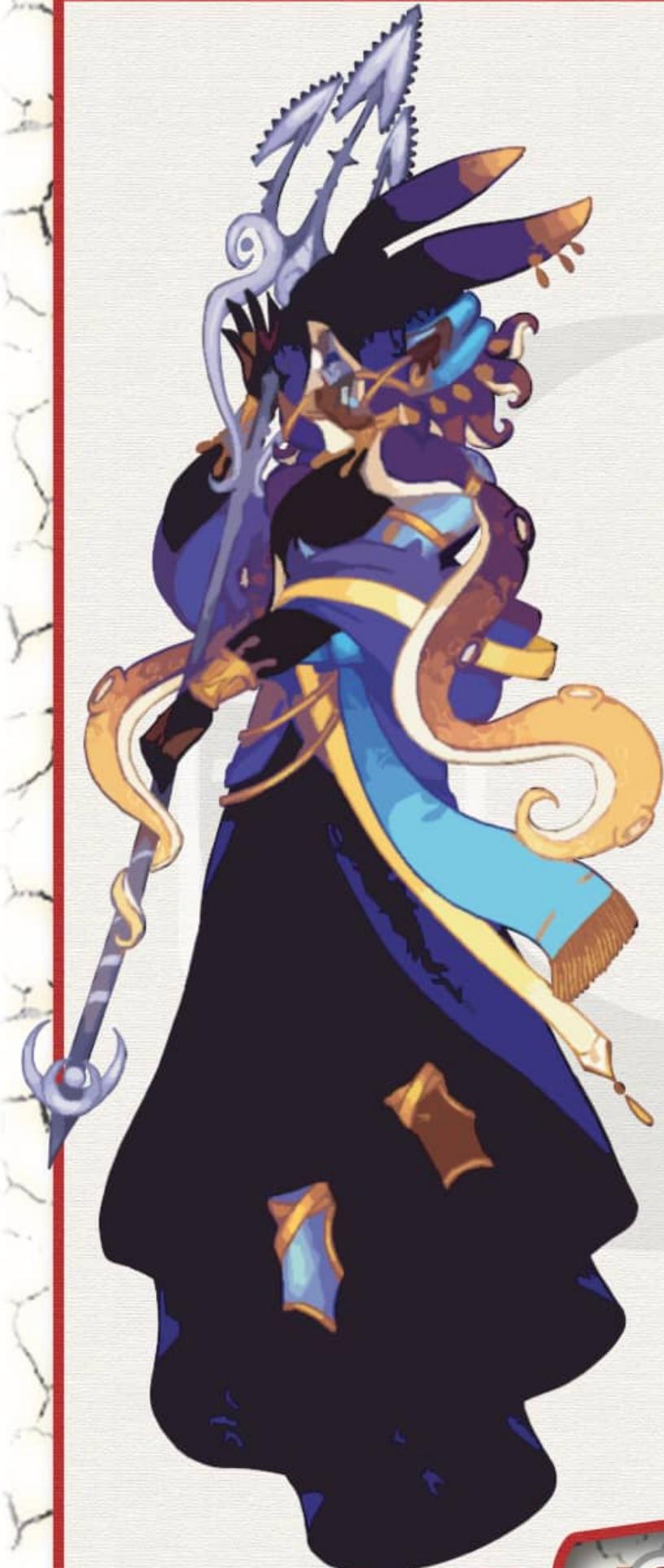


ANIMATION

Similar in spirit but different in practice than revivification, animation is the art of pushing souls into objects and bodies, some that aren't capable of holding soul anymore. Instead of the body piloting itself, a magically-imbued entity is given new motor capabilities through spell, and piloted via command. These types of creatures have decision-making capabilities and are often sentient, but rarely able to process even complex thought.

Resurrect (10X PP)

- All affected, available, non-living bodies become animated, each turning into an animated creature, the exact stats chosen by the caster and the GM (A single body may have multiple usable stat blocks). Each creature stays animated for the spell's duration, and the caster may spend 1 turn action or 1 interrupt action to command any of the creatures or to give a creature free will.
- Animated creatures may be up to a DR X, and the caster will be aware of what type of creature will be created prior to casting the spell.
- A "non-living body" may be the body of any creature that has died, artificial constructs with motor capability, or things of similar capacity. GM discretion may be required.
- If a creature in stasis is affected this way, its DHP and stamina each become 1 and it gains free will immediately instead. It does not lose animation when the spell ends.



Kindle (10X PP)

- All affected, available objects become animated, each turning into an animated creature, the exact stats chosen by the caster and the GM (A single body may have multiple usable stat blocks). Each creature stays animated for the spell's duration, and the caster may spend 1 turn action or 1 interrupt action to command any of the creatures or to give a creature free will.
- Animated creatures may be up to a DR X, and the caster will be aware of what type of creature will be created prior to casting the spell.

SOUL RENDING

- Soul rending is a highly sought form of combat within the magical arts in which one takes the soul of another and smashes it repeatedly with a medium-to-large size incorporeal hammer. This is referred to as rending for the fact that it is, literally, tearing one's soul from its vessel, depleting the host's life force.

Sever (80 PP)

- Upon casting and at the beginning of each turn for the duration of the spell, affected creatures are dealt an additional 1d4 damage. Damage dealt this way ignores defenses and ignores SHP. Damage dice may be redistributed in any fashion as long as the maximum damage per damage type is the same.
- This effect cannot reduce a creature to below 0 DHP.
- When an affected creature is dealt damage this way, it may make a Will contest against the caster. Upon succeeding, the damage is ignored and this effect ends on it.

DIVINATION

The Art of Divination is the most overwhelming art of the four created by ancient twilight elves. Unlike other arts, divination puts eyes on the entire world and is capable of seeing things from anywhere, given the mana there is continuously connected to the caster. This proved extremely useful and helped mages understand how mana functions on a greater scale.

UNEARTHING

One of divination's greater features is the ability to gather information where one without divination couldn't. This allows the caster vague, magical answers to potentially groundbreaking questions.

Surveil (30 PP)

- For each creature affected upon casting, the caster learns one of the following stats: current SHP, current DHP, current stamina, a single type of defense, a single subtrait, difficulty rating, block rating, or dodge rating. The caster learns how the chosen stats change during the spell's duration.

Insight (50 PP)

- The caster learns the answer to a simple question about the affected objects and creatures, such as worst fears, greatest desires, or whether or not each is under magical influence. The response must be true, does not need to be descriptive, may be different per creature and object affected, and is chosen by the GM. If the question is too complicated or doesn't apply, the answer may come back as "null".

Probe (50 PP)

- For the spell's duration, the caster may replace any number of its senses with an affected creature's or modify its senses as if it was centered on an affected object. The caster may spend 1 turn action or 1 interrupt action to switch which object or creature it is viewing from, given multiple are affected.

Weak Divulgance (100 PP)

- The caster chooses an affected object with a binary capability, such as a coin or a wheel (able to show 2 definitive options, such as heads and tails or left and right). The caster may ask any questions that have only two potential answers, such as a yes or no question, and attach a binary action to each answer.
- The object magically responds with an accurate, definitive answer to the question, given it is able to. If the answer is magically obstructed or the question is unanswerable, it may return "null", in which the object will respond with neither of the two premeditated answers. If the question is unclear, details will either be assumed or the object will return null. Answers are determined by the GM.
- If the answer requires knowledge of future events, it responds with "null".

Strong Divulgence (250 PP)

- The caster chooses an affected object with an analog capability, such as a dial able to show a spectrum of states (such as partially turned, fully turned, or not turned at all). The caster may ask any question that has a similar spectrum of answers, such as "How close are we to our destination?".
- The object magically responds with an accurate, definitive answer to the question, given it is able to. If the answer is magically obstructed or the question is unanswerable, it may return "null", in which the object will respond with an answer other than what was originally considered. If the question is unclear, details will either be assumed or the object will return null. Answers are determined by the GM.
- If the answer requires knowledge of future events, it responds with "null".

FORETELLING

Foretelling is the only form of future telling that civilization has ever seen, albeit somewhat imperfect. Magical divination cannot actually see the future. Rather, foretelling is based on calculation, not true prophecy. However, it often remains impeccably accurate when the correct information is given.

Scry I (30 PP)

- The caster gains a prospect against all affected creatures for the duration of the spell. Tests made for accuracy against affected creatures gain an additional point of favor.
- The caster may give this prospect to other affected creatures, giving them the same bonuses against affected creatures.

Scry II (60 PP)

- The caster gains a prospect against all affected creatures for the duration of the spell. The caster gains 2 points of favor on tests made against affected creatures.
- The caster may give this prospect to other affected creatures, giving them the same bonuses against affected creatures.

Scry III (90 PP)

- The caster gains a prospect against all affected creatures for the duration of the spell. The caster's Block Rating and Dodge Rating is doubled for attacks made and spells cast by affected creatures for the duration of the spell.
- The caster may give this prospect to other affected creatures, giving them the same bonuses against affected creatures.

Scry IV (120 PP)

- The caster gains a prospect against all affected creatures for the duration of the spell. When the caster makes a roll that directly affects prospected creatures, including attacking, spell damage, blocking, dodging, and tests, each die is potentially modified. If a die would roll below half its maximum, rounded down, it's treated as if it rolled the half instead.
- The caster may give this prospect to other affected creatures, giving them the same bonuses against affected creatures.



Premonition (80 PP)

- The caster rolls 3d6 and saves the roll for the spell's duration. If a test is made by the caster or a creature affected by the spell within the spell's duration, the roll is replaced with the saved dice. Modifiers are calculated after the roll is replaced. If the replaced roll would have any points of disfavor, remove the highest die from the saved roll for each point of disfavor. If the roll would have any points of favor, duplicate the lowest die for each point of favor.
- Upon a roll being replaced, the caster rolls 3d6 and saves the roll again for the spell's duration. Once a premonition roll is made, it cannot be changed until it is used, even if the spell is recast or the feature is used in a different spell.

LOCATING

Divination can reveal a basic location for virtually anything, though it does not observe potential obstacles. This feature has been used by ancient and modern cartographers as well as treasure hunters.

Locate Creature (100 PP)

- The caster chooses a specific creature that they have made physical contact with or can vividly imagine, or a list of specifications that a creature may have. For the spell's duration, the caster knows the exact direction leading towards a creature, regardless of obstacles in between.
- Unless a specific creature was chosen, the nearest creature that matches the type chosen is located.

Locate Object (100 PP)

- The caster chooses a specific item that they have made physical contact with or can vividly imagine, or a list of specifications that an item may have. For the spell's duration, the caster knows the exact direction leading towards an item, regardless of obstacles in between.
- Unless a specific item was chosen, the nearest item that matches the type chosen is located.



WAKE

The Art of Wake allows a spell to cover substantially more ground. Dwarven innovation allowed it to gain exponential value for a linear cost of energy.

Rather than a single target, spells that use the Art of Wake affect all creatures and objects within the spell's wake.

SCOPE

The most prominent feature of the Art of Wake, scope allows the spell to cover either a two-dimensional area or a three-dimensional area, affecting all creatures within.

Shapeless Extend (5X PP)

- Choose X 1 meter squares anywhere in space touching the spell's maw. The squares must connect to each other. The spell's wake takes any shape fitting within the chosen space.

Square Extend (20X PP)

- The spell's wake increases in a square X meters long across a flat surface.

Circular Extend (35X PP)

- The spell's wake increases in a circle with a radius of X meters across a flat surface.

Shapeless Fulminate (10X PP)

- Choose X 1 meter cubes anywhere in space touching the spell's maw. The cubes must connect to each other. The spell's wake takes any shape fitting within the chosen space.

Cubic Fulminate (60X PP)

- The spell's wake increases in a cube X meters tall.



Spherical Fulminate (100X PP)

- The spell's wake increases by X meters in all directions.

VOID

Common with wizards and uncommon with sorcerers, void spaces allow a spell to contain small bubbles of safety, that of which nothing inside the bubble will be affected. This is especially useful for damaging spells centered on the caster.

Finite Void (10 PP)

- The spell's wake ignores a specific applicable target.

Cubic Void (6X PP)

- The spell's wake ignores all applicable targets within a cube X meters tall, positioned anywhere within the spell's wake, facing any direction.

Spherical Void (10X PP)

- The spell's wake ignores all applicable targets in a sphere with a radius of X meters, positioned anywhere within the spell's wake.



ALTERATION

The Art of Alteration is arguably one of the most powerful arts, as well as the youngest art. It allows the caster to modify the construction, down to a molecular level, of matter and energy.

ALCHEMY

Ancient in concept but new in magic, alchemy physically transforms one type of matter to another. Outside of purification, this is difficult to make full use out of without permanency.

Purify (50 PP)

- Upon casting, the spell purifies 1 additional kilogram of affected solid material or 1 additional liter of affected liquid, or if the spell has a wake, all material and liquids within the spell's wake.
- This effect may modify objects, equipped or otherwise, but cannot modify anything living.

Transmute (20 PP)

- The caster changes 1 additional kilogram of affected solid substances, or if the spell has a wake, all applicable substances within the spell's wake, to another type. The transformation persists for the spell's duration. Upon dispelling, the material reverts back to its original form.
- Unless the targeted substance is magimatter, both the targeted substance and the new substance must be solid and pure.
- The caster must be touching a sample of the new substance upon casting the spell, otherwise this effect fails. This effect may modify objects, equipped or otherwise, but cannot modify anything living.

RESTORATION

The first form of magical healing ever derived prior to a creature actually being dead, restoration is a revolutionary feature of magic. Not only can it heal minor cuts and bruises, it mends mortal wounding such as organ failure and broken bones.

Alleviate (80 PP)

- Upon casting and at the beginning of each turn after for the duration of the spell, affected creatures regain an additional $1d4$ SHP. Healing dice may be redistributed in any fashion as long as the maximum healing is the same.
- If a creature under this effect cannot regain any more SHP, this effect ends on the creature.

Mend I (40X PP)

- Upon casting and at the beginning of each turn after for the duration of the spell, affected creatures regain an additional $1d4$ DHP. Healing dice may be redistributed in any fashion as long as the maximum healing is the same.
- This effect cannot restore a creature's DHP beyond 25.
- Each time affected creatures regain DHP this way, a Common component or item must be consumed. If the caster does not have enough or chooses not to, this effect ends instead.



Mend II (60X PP)

- Upon casting and at the beginning of each turn after for the duration of the spell, affected creatures regain an additional 1d4 DHP. Healing dice may be redistributed in any fashion as long as the maximum healing is the same.
- This effect cannot restore a creature's DHP beyond 50.
- Each time affected creatures regain DHP this way, an Extraordinary component or item must be consumed. If the caster does not have enough or chooses not to, this effect ends instead.

Mend III (80X PP)

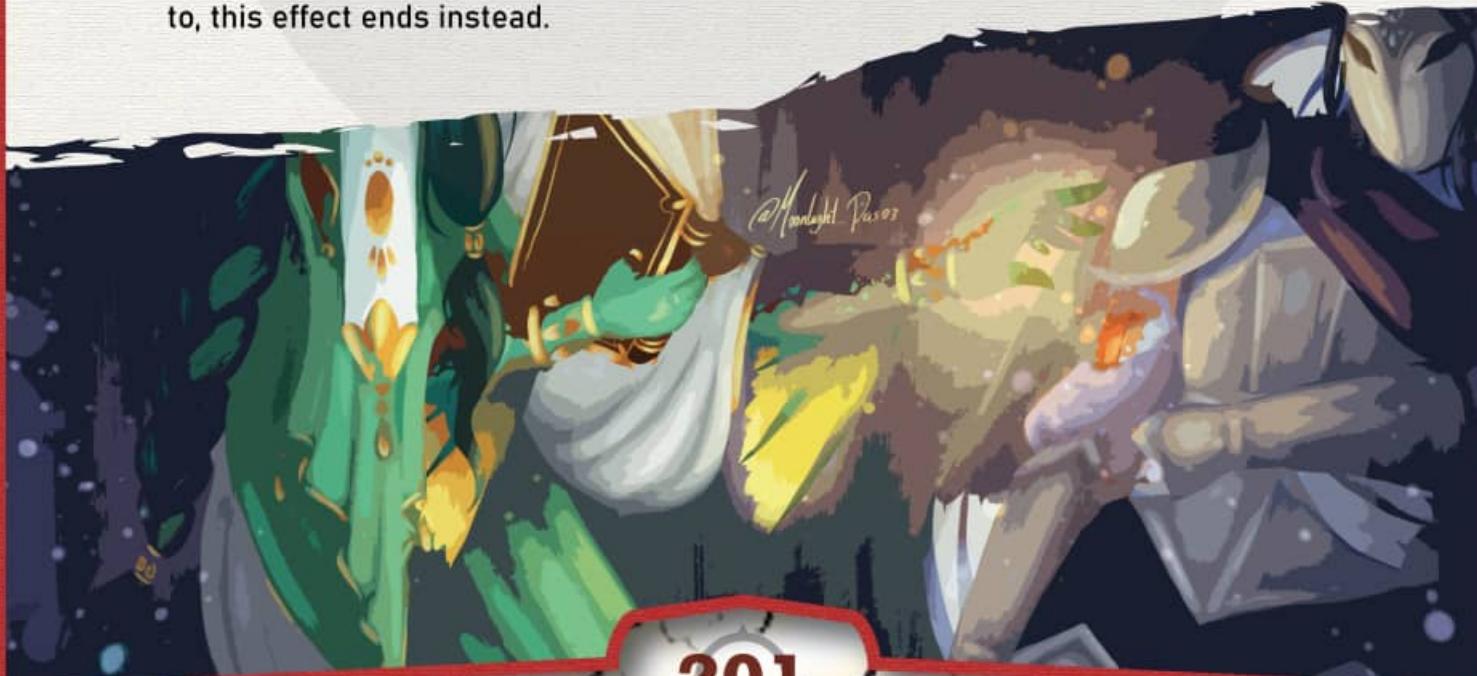
- Upon casting and at the beginning of each turn after for the duration of the spell, affected creatures regain an additional 1d4 DHP. Healing dice may be redistributed in any fashion as long as the maximum healing is the same.
- This effect cannot restore a creature's DHP beyond 100.
- Each time affected creatures regain DHP this way, a Rare component or item must be consumed. If the caster does not have enough or chooses not to, this effect ends instead.

Mend IV (100X PP)

- Upon casting and at the beginning of each turn after for the duration of the spell, affected creatures regain an additional 1d4 DHP. Healing dice may be redistributed in any fashion as long as the maximum healing is the same.
- This effect cannot restore a creature's DHP beyond 200.
- Each time affected creatures regain DHP this way, a Legendary component or item must be consumed. If the caster does not have enough or chooses not to, this effect ends instead.

Mend V (120X PP)

- Upon casting and at the beginning of each turn after for the duration of the spell, affected creatures regain an additional 1d4 DHP. Healing dice may be redistributed in any fashion as long as the maximum healing is the same.
- Each time affected creatures regain DHP this way, a Mythical component or item must be consumed. If the caster does not have enough or chooses not to, this effect ends instead.



TRANSMUTATION

Transmutation is a branch of alteration that allows the caster to reshape objects and creatures, allowing them new abilities and features, or rather debilitating them. Effects like this are heavily based on the caster's imagination and memory.

Reshape Object (60 PP)

- The physical form of any number of affected objects changes, such in a way that the caster can vividly imagine. The physical changes may modify how the item operates. This feature cannot modify an object in a way that would change its size category.
- This effect cannot change an item's rarity or what substances it is already made of. The transformation persists for the spell's duration. Upon dispelling, the object reverts back to its original form.
- This feature can only affect objects that are either Medium or fit within the spell's wake.

Reshape Creature (100 PP)

- The physical form of any number of affected creatures changes, such in a way that the caster can vividly imagine. This cannot modify a creature in a way that would change its size category.
- The physical changes may have up to one of the following effects, or something similar:
 - Any chosen travel score increases or decreases by 3, minimum of 0.
 - It gains the ability to breathe underwater.
 - Its weaponless attacks deal an additional 2d8 Physical damage.
 - It can no longer speak.

- Increase or decrease its defenses by a total sum of 4.
- Increase or decrease its Block Rating or Dodge Rating by 1 die, minimum of 1.
- Increase or decrease its subtrait scores by a total of 2, minimum of 1. This cannot bring a creature's subtrait score higher than its maximum.
- Other effects require GM discretion, and may require one or more additional stacks of **Reshape Creature**.
- Affected creatures may make a Will contest against the caster upon casting and at the beginning of each turn. Upon succeeding, the effect ends for the creature.
- The transformation persists for the spell's duration, or until it is transformed again. Upon dispelling, the creature reverts back to its original form. If a transformed creature is transformed again, the original effect is overwritten.
- This feature can only affect creatures that are either Medium or fit within the spell's wake.

Debilitate (150 PP)

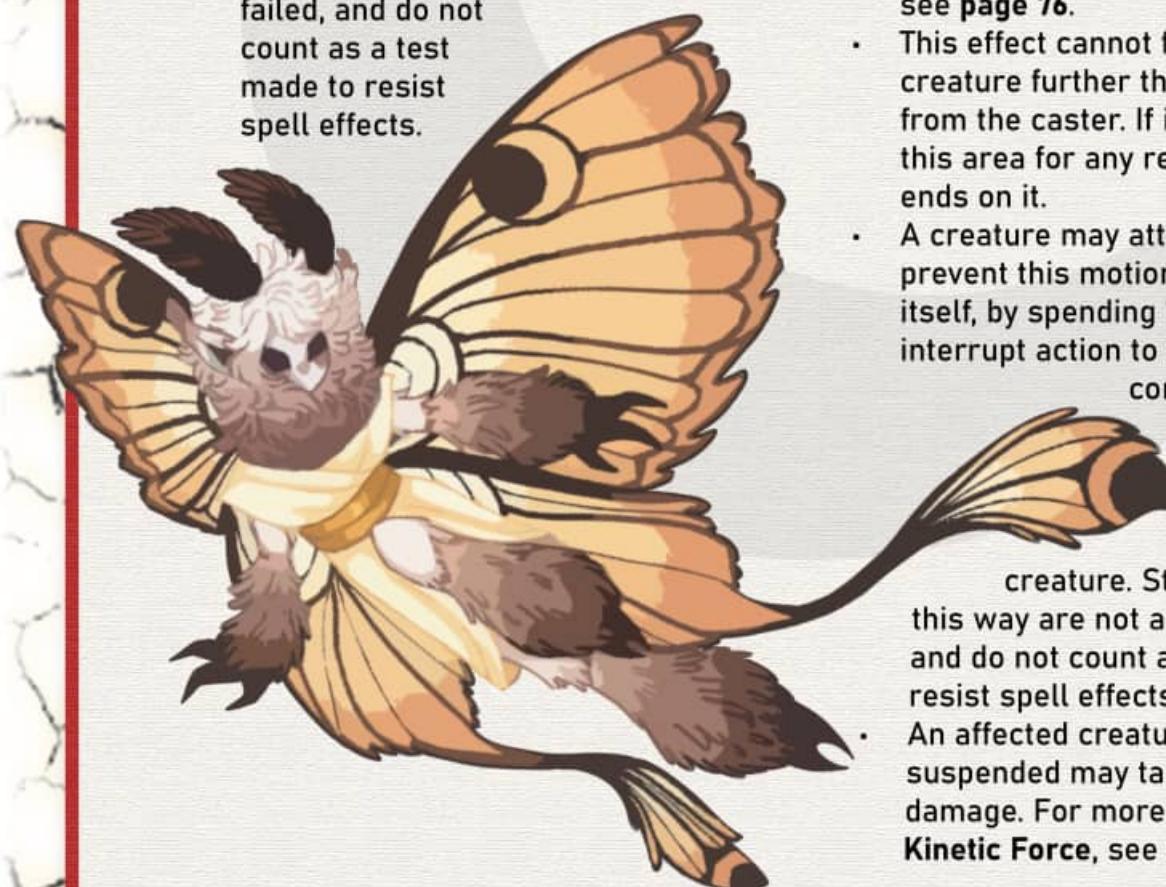
- Upon casting, all affected creatures may make its choice of a Strength or Will contest against the caster's Will test. For each creature, upon failing, it becomes Paralyzed for the spell's duration.
- Affected creatures may make a Strength contest against the caster's Will test at the beginning of each turn. Upon succeeding, the effect ends for the creature.

LOCOMOTION

Telekinesis is a powerful feature that was quickly harnessed upon the creation of the Art of Alteration. It not only allows the caster to control other creature's positions, but even their own. This makes it a pertinent form of travel for some powerful mages.

Telekinetic Halt (10X PP)

- Affected creatures and objects are halted, unable to move in any direction, regardless of their current position.
- A creature may attempt to forcefully pull something affected this way out of its position, including itself, by spending 1 turn action or 1 interrupt action to make a Strength contest against X. If it succeeds, the effect ends on the targeted object or creature. Strength tests made this way are not automatically failed, and do not count as a test made to resist spell effects.



Telekinetic Force (10X PP)

- Affected creatures and objects that weigh 10 times X kilograms or less are forced in a single specific direction chosen by the caster for the duration of the spell. Creatures and objects affected this way travel up to a number of meters per second (meters per turn action) equal to the caster's Will score. The caster may spend 1 turn action or 1 interrupt action to change direction or speed during the duration of the spell.
- The caster may spend 1 turn action to command and use a suspended item, but must also use the necessary turn actions required to activate the item. If more than one item is being used this way simultaneously, 1 turn action per item must be spent in addition. Weapons attacked with this way still suffer Multi-Attack effects. For more information on **Multi-Weapon Attacks**, see page 76.
- This effect cannot force an object or creature further than X meters away from the caster. If it would be outside this area for any reason, this effect ends on it.
- A creature may attempt to forcefully prevent this motion, including on itself, by spending 1 turn action or 1 interrupt action to make a Strength contest against X. If it succeeds, the effect ends on the targeted object or creature. Strength tests made this way are not automatically failed, and do not count as a test made to resist spell effects.
- An affected creature or object being suspended may take kinetic force damage. For more information on **Kinetic Force**, see page 82.

Before Uto was fully colonized, there was great conflict in the idea of breaching the atmosphere and exploring the great beyonds. Moreover, there was debate between the use of magic and the use of technology; which is superior, if one was morally feasible while the other wasn't, if one was practical.

These smaller quarrels broke into greater fights, and desperately into war. Across the Anvil Mountain Range, the inhabitants of the mana rich Twilight Forest and the technologically superior City of Angels broke into an onslaught. Devastation swept both sides.

A small number of hidden members discovered a medium ground between these two, the arcane and the innovative. These few were called technomancers at the time, and they sought their escape upwards. In hiding, a ship was built with scrounged materials and ritual magic, powerful enough to breach Pia's orbit.

A small crew boarded this ship amidst the grievances of Pia. The craft was of marvelous design, taking into account the sliver of time and lack of resources. With a rough take off, the ship desperately fought to make its way into the air, into the clouds, and finally amongst the stars.

The mana rich environment of Pia slowly faded behind them, and their source of magical energy depleted as the ship thrusted forwards. Although the members were cunning in their design, their lack of understanding of the world beyond orbit betrayed them heavily.

The lack of weight beyond Pia's gravitational pull allowed them to coast their

way outside of the atmosphere, though the lack of mana created issues within the enchantments of the ship. Even beyond the locomotive forces of the Hellion, magic was used to power the relays, the capacitors, the engine, and many of the small functions the ship relied on.

Before it could truly take its course to their potential new home, the magical binds finally shattered, tearing the ship to pieces, leaving no more than its sturdy frame. Crew members were quickly and forcefully evacuated, left to perish in the vast open space.

The unsuspecting passengers were shunted out the protective walls. Even the safest corners of the ship became death traps, the little oxygen the ship held becoming contaminated with dark nothingness. A small barricade of loose objects made a temporary shelter for only a single person.

Knowing of the repercussions of never taking in truth behind this expenditure, this one sheltered crew member, low on oxygen and thin on time, drafted a note to send back to the ground. With what little resources he had left, he explained the travesty and a small list of potential solutions may cure these ailments.

And with no remains but a scrap of knowledge, every crew member aboard the Hellion I perished, its rigid skeleton still orbiting Pia today. Luckily, this sparse knowledge led to the breakthrough that devised the Hellion II, the first successful ship to land on Uto, the first ever steps laying honor to those who paved this road in blood.

CREATING A SPECIES

The number of different sentient creatures with similar silhouette to yourself is immeasurable. When it comes to deciding who you want your avatar to be, there may always be another option that you're looking for. However, unlike other customizable features in Utopia, a custom species has much more leniency in the way of design.

Unlike items and spells, each species normally fits within a bottom line and a top line. While designed spells have a stamina cost that increases based on power and items have a rarity and value, species simply exist within a certain range of abilities.

A GM may rule that only specific custom species are allowed, that certain custom species are not allowed, or that no custom species are allowed at all.

STATS AND QUIRKS

When designing a species, you'll end with a number of **Quirk Points (QP)**. These accumulate based on the starting Constitution, Endurance, Effervescence, number of gifted subtraits, starting Block Rating and Dodge Rating, its **Quirks**, and sometimes its talents.

Quirks are a list of features that are innate to the species. Examples include what languages they speak, the number of usable appendages it has, and the ability to fly. Each of these make the species unique while also producing a number of balances to their abilities. **The total number of Quirk Points must be between 18 and 23.**

Each species innately speaks either Utopian and one other specific language or Utopian and one other simple language of the player's choice.

DECIDING TALENTS

While a species can have virtually any talent. However, there are a number of basic talents that are shared by several species. These basic talents allow for them to have a decent boost to basic abilities such as Block and Dodge Rating and their travel scores.

Each talent that's used by other species should have the same cost, regardless of who's able to gain them. Although, the distribution of Body, Mind, and Soul points may vary freely.

For instance, the **Ore Scent** talent should always cost 1 talent point total, but can cost 1 Body, 1 Mind, or 1 Soul. The **Quick Footing** talent should always cost a total 2 talent points in any combination.

Each species talent should cost no more than 3 talent points unless a quirk allows them higher costs. A talent cannot require a more expensive talent to be gained. For instance, if the **Quick Footing** talent is in a Tier 1 position, the **Ore Scent** talent cannot be in the Tier 2 position of that branch.

BODY, MIND, AND SOUL

Generally, a creature's Body, Mind, and Soul scores have several meanings, modifying both the meaning behind their talents and the mechanical advantage they gain, accordingly.

BODY

A creature's body represents their physical skill and toughness. Talents that focus towards strengthening one's physical form should cost a higher number of Body points. As well, these points will increase the species' **max SHP** potential.

MIND

If a creature uses its wits to gain the talent, it should focus more on Mind points. These points will increase the species' **max stamina** potential.

SOUL

When a creature's social skills impact the talent or it claims cultivation of one's soul, it should have a high concentration of Soul points. These points will increase the species' **max DHP** potential.

QUIRKS

A species can have a maximum of 5 total quirks. Each quirk may increase or decrease the creature's total Quirk Points, varying based on how it affects the species.

If a number of options are separated by slashes, the same position must be chosen each time and only 1 may be chosen. For instance, if a creature is offered **2/3/5** meters of Air travel at the cost of **3/5/8** stamina each turn, an Air travel of 2 always costs 3 stamina and an Air travel of 5 always costs 8 stamina.

It's important to note that each subspecies of the same family may have different quirks. If they do, they still must hold to the range of 18 to 23 quirk points.

LANGUAGE QUIRKS

How a creature communicates is an important part of its interactions. Many endeavors may become much easier or much more difficult if you don't speak the local language, much less if you speak at all.

Talker (+1 QP)

- This species instead knows 2 simple languages of the player's choice.

Quiet (-1 QP)

- This species instead knows any 1 language of the player's choice.

Mute (-2 QP)

- This species cannot verbally speak.

Telepathy (+2 QP)

- This species can communicate telepathically with creatures that share a language with it, a maximum range of 10 meters.

EVOLUTION QUIRKS

Every creature shows features of its genetic heritage, and these features vary greatly from one species to another. These qualities can often have huge impacts on any meaningful adventure.

Bioluminescent (+0 QP)

- This species naturally glows in the dark.

Odd Shape (-1/-2/-3 QP)

- Armor and/or artifacts worn in 2/4/8 specific slot types that it can utilize must be made custom in order for this species to equip. Armor may be customized over 1 hour using a tool set. Only creatures able to craft items of a similar rarity may customize items this way.

Exobody (-2/-3/-4/-5 QP)

- Armor cannot be worn in one/two/three/any specific armor slot types on this species. This does not affect augmentable armor slots.

Anomalous (-1/-2/-3/-4 QP)

- One/Two/Three/All specific armor slot types cannot be augmented on this species.

Handsy (-6/-3/+4/+8 QP)

- This species has 0/1/4/6 functional hands. It has 0/0/2/3 hand slots and 0/0/2/3 ring slots.

Multiheaded (+2/+4/+6 QP)

- This species has 2/3/4 functional heads. It has 2/3/4 head slots and 2/3/4 neck slots.

Basic Flight (+2 QP)

- This species has 2/3/5 meters of Air travel. If it flies for any amount of time during a turn, it loses 3/5/8 stamina.

Advanced Flight (+3/+5/+7 QP)

- This species has an Air travel equal to half/equal to/equal to double its Speed score. If it flies for any amount of time during a turn, it loses 4 stamina.

Artificial (+5/+6 QP)

- This species isn't/is considered a Construct and does not need to breathe, eat, drink water, or sleep. It cannot be inflicted with points of Fatigue or Unconsciousness. When resting, it remains conscious but Paralyzed.

Breathless (-5 QP)

- This species cannot take the Deep Breath action.

Alternate Power (+0 QP)

- This species may spend 2 turn actions and consume a Power component of any rarity to regain 1 stamina.

Amphibious (+1 QP)

- This creature can breathe in both air and water.

Sizable (-2/+3 QP)

- The number of slots this species can carry is equal to **double/fifteen times** its Strength score.
- (Optional) You are considered Small/Large.

Transform (+3 QP)

- This species may spend 6 turn actions to transform to or from its second form for as long as it remains Focused. While in its second form, it gains one of these specific effects:
 - It loses effects from all equipped items. Its weaponless attacks deal double damage, each defense is increased by 2, its Block Rating is increased by 2d4, its Dodge Rating is increased by 2d12.
 - It gains up to 3 quirks, minimum 1 negative, worth a total of 4 QP. These quirks do not count against the maximum number of quirks the species may have.

Substantial (+2/+3/+4 QP)

- This species' Constitution, Endurance, and Effervescence each have a maximum of **12/15/18**.

**CAPABILITY QUIRKS**

Some creatures are simply better at certain tasks due to the way that their body functions.

Biocore (+1 QP)

- This species may spend 6 turn actions to convert 1 kilogram of organic material into a Crude Material/Refinement/Power Component.

Mover (-2/+5 QP)

- This species has a Land travel equal to **half/double** its Speed score.

Swimmer (+1/+3 QP)

- This species has a Water travel equal to/equal to **double** its Speed score.

TALENTS

Every species will have between 10 to 11 talents that they have access to, partially based on what subspecies they are. Each option will have three total branches: one to two species branches and one or two subspecies branches.

A species branch will be shared amongst each subspecies. These branches will be 4 tiers and identical across each option. Subspecies branches, on the other hand, are specific to each subspecies and only contain 3 total tiers.

Some talents are exceptional, making them more valuable than other potential talents. These talents may cost Quirk Points to add to a species tree. Any talent that does not have such a cost does not cost any Quirk Points to add.

The same talent cannot be chosen for a species, including subspecies, multiple times unless otherwise stated. When multiple options are given, such as Heat/Chill, exactly one must be chosen.

1 TALENT POINT

Inventive

- When crafting an item other than a component, you require 1 less material component, minimum of 1.

Ore Scent

- You gain a point of favor on tests made to forage and to find natural resources.

Stubborn

- You gain a point of favor on tests made to resist being influenced or forced to commit to an action.

Quicken Augment

- You may spend 2 turn actions to augment or de-augment an item from yourself.

Tireless

- You do not gain points of Fatigue from lack of sleep.

Mischievous

- You gain a point of favor on Appeal tests made against creatures that are hostile towards you.

Telepathy

- You may communicate telepathically with creatures that are able to communicate using a language you understand. Your telepathy has a maximum range of 10 meters.
- If the species has the Telepathy quirk, this talent instead increases its range to 30 meters.

Impressionable (+1 QP for any number of instances)

- You gain a similar-tier talent from another species. The cost of this talent is equal to the cost of the chosen talent plus 1.
- A species may have multiple instances of this talent. If there are multiple instances in the same branch, the talent chosen upon acquiring must be from the same branch as the previous instances.

2 TALENT POINTS

Adaptable Defense

- Each of your defenses increase by 1.

Quick Footing

- Your Dodge Rating increases by 1d12.

Strong Defense

- Your Block Rating increases by 1d4.

Exceptional Combat

- When you make an attack, you may spend an additional turn action up to 3 times to deal an additional 2d8 **Physical/Energy/Heat/Chill/Psyche** damage.
- A species may have multiple instances of this talent as long as a different option is chosen each time.

Exceptional Clash

- When you make an attack, you may spend an additional turn action and up to 4 stamina to deal an additional 2d10 **Physical/Energy/Heat/Chill/Psyche** damage. You may use this feature up to 5 times per attack.
- A species may have multiple instances of this talent as long as a different option is chosen each time.

Buffer

- Your **Physical/Energy/Heat/Chill/Psyche** defense increases by 4.
- A species may have multiple instances of this talent as long as a different option is chosen each time.

Barrier

- Your **Physical/Energy/Heat/Chill/Psyche** and your **Physical/Energy/Heat/Chill/Psyche** each increase by 2.
- A species may have multiple instances of this talent as long as the same damage type is not chosen multiple times.

Creative

- Spells you cast cost 1 less to cast, minimum cost of 1.

Mage Mentality

- You gain a point of favor on tests made to remain Focused and to keep Concentration.

Runic Buffer

- You gain a point of favor on tests made to resist spell effects.

Prodigy

- Choose a subtrait. You become gifted in it.

Absorption

- Whenever you take any amount of **Energy/Heat/Chill/Psyche** damage, you regain that much stamina.
- A species may have multiple instances of this talent as long as a different option is chosen each time.

Proud

- When you spend 5 or more stamina on something other than casting a spell, you may make a Portrayal test. If the test succeeds the amount of stamina spent, you regain 2 stamina. You may only make 1 Portrayal test per stamina costing event.

Youthful

- When you spend 5 or more stamina on something other than casting a spell, you may make a Portrayal test. If the test succeeds the amount of stamina spent, you regain 3 SHP. You may only make 1 Portrayal test per stamina costing event.

Ingenious

- When crafting an item other than a component, you require 1 less refinement component, minimum cost of 1.

Internal Slots

- De-augmenting an item does not deal damage to you.

Augment Prep

- You may use the **Quickened Augment** talent with 1 turn action rather than 2.
- Requires the **Quickened Augment** talent at a lower tier of the same branch.

Augment Strikes

- Weaponless attacks you make deal an amount of additional **Physical/Energy/Heat/Chill/Psyche** damage equal to four times the number of items you have augmented.
- A species may have multiple instances of this talent as long as a different option is chosen each time.

Hypersynthesis

- When you successfully dodge any amount of **Energy/Heat/Chill/Psyche** damage, you regain 1d4 stamina.
- A species may have multiple instances of this talent as long as a different option is chosen each time.

Remineralize

- You may spend 1 minute to remineralize water. Any creature may spend 3 turn actions to drink it, regaining 1d4 stamina and 1d4 SHP. Water remineralized this way becomes impure after 1 hour.

Persuasive

- You gain a point of favor on tests made to influence and force creatures to commit to an action.

Spontaneous

- You may make an Agility test rather than a Speed test when calculating turn order.

Quicken

- Your Land/Water travel increases by 2/3.
- A species may have multiple instances of this talent as long as a different option is chosen each time.

Fortunate

- When you make a test, you may spend 3 stamina to reroll a single 1. You may only reroll any number of dice once per test.

Camouflage

- You gain a point of favor on tests made to remain inconspicuous.

Prideful Warrior

- When you make a melee attack against a creature that can see you, you may spend 8 stamina to deal an additional 1d8 Physical damage. You may use this effect a number of times equal to your Stunt modifier per attack, minimum of 1.

Champion Brawler

- When making tests or calculating based on scores or modifiers, you may use your Stunt score in place of your Power score and use your Display score in place of your Strength score.

Champion Hunter

- When making tests or calculating based on scores or modifiers, you may use your Appeal score in place of your Dexterity score and use your Charm score in place of your Agility score.

Rapid Blows (+1 QP)

- Your weaponless attacks require 1 turn action rather than 2.

Natural Weapon

- Your weaponless attacks deal 2d8 Physical damage.

Hypercognant

- You cannot be inflicted with Unconsciousness unless you choose to, given you have more than 0 stamina and more than 0 DHP.

Halo

- Whenever you take the Deep Breath action, you may spend 1 SHP. If you do, choose any number of other creatures within 1 meter of you. They each regain 1 SHP.

Special Weapon (+1 QP)

- When you make a weaponless attack, you may choose for it to deal 2d6 Energy/Heat/Chill/Psyche damage and have 5 meters of close range, 10 meters of far range, instead. Attacks made this way use your Speed/Dexterity/Fortitude/Engineering/Memory/Resolve/Awareness/Portrayal/Stunt/Appeal/Language modifier for calculating damage and accuracy.

3 TALENT POINTS

Expertise

- Whenever you make a test using a subtrait that you are gifted in, you may spend 5 stamina to gain a point of favor. You may only gain a point of favor this way once per test.

Self Repair (+1 QP)

- You may spend 6 turn actions to make an Engineering test. If the test succeeds the amount of DHP you're missing, you regain 2d4 DHP, otherwise you are dealt 3 damage. Damage dealt this way ignores defenses.

Mechanical Medic

- When you use the Self Repair talent, you may consume a Common or rarer material/refinement/power component to gain a point of favor on the Engineering test.
- Requires the Self Repair talent at a lower tier of the same branch.

Thorough

- When you use the Self Repair talent, you regain 2d8 DHP instead.
- Requires the Self Repair talent at a lower tier of the same branch.

Mechanized

- When you are the target of an attack, you may spend an interrupt action and up to 7 stamina to increase one of your defenses by the amount of stamina spent for the rest of the action.

Brilliant

- When crafting an item other than a component, you require 1 less power component, minimum cost of 1.

Restorative Cycle

- You may spend 1 turn action and up to 4 SHP to regain an amount of stamina equal to double the amount of SHP spent.

Practical Usage

- When you regain stamina, SHP, or DHP from an item, you regain twice as much instead.

Deep Heal (+1 QP)

- If your current DHP is lower than half of your maximum DHP rounded down, you may spend 1 turn action and 1 SHP to regain 1 DHP.

Regenerative (+1 QP)

- When you take the Deep Breath action, you regain 1 SHP.

Natural Support

- You may spend 1 turn action and up to 10 SHP to force a touching creature to regain an amount of SHP equal to the amount spent.

Proficiency

- You cannot gain points of disfavor on Speed/Dexterity/Power/Fortitude/Engineering/Memory/Resolve/Awareness/Portrayal/Stunt/Appeal/Language tests.

Berserk (+1 QP)

- When you take the Attack action, you may spend 2 additional turn actions and 12 stamina to attack a random target within range. If you do, the attack's damage is doubled.

Natural Survivalist

- When you harvest components from a creature or from foraging, you may make an Awareness test. If the test succeeds 11, you gain a random additional similar component. You may only make 1 Awareness test per harvest.

Champion Caster

- When making tests or calculating based on scores or modifiers, you may use your Language score in place of your Resolve score and use your Charm score in place of your Will score.

Sticky Feet

- You may use Land travel to climb on vertical surfaces and upside down.

Otherworldly Gift

- When a creature within 5 meters of you makes a test, you may spend 1 interrupt action and 4 stamina up to once per test to give the creature a point of favor.

Otherworldly Curse

- When a creature within 5 meters of you makes a test, you may spend 1 interrupt action and 4 stamina up to once per test to give the creature a point of disfavor.

CALCULATING STATS

Keeping in mind a species' Constitution, Endurance, Effervescence, Block Rating, Dodge Rating, and gifted subtraits, the following metrics must be used:

- Each Constitution point, Endurance point, and Effervescence point is worth 1 QP. During species creation, none of these scores may be below 2 or above 8 unless a quirk allows them to be.
- Each die of Block Rating and Dodge Rating are worth 1 QP. These scores must each fit within 1 to 6 dice total.
- Gifted subtraits are each worth 1 QP and must be specific unless a quirk allows them to be chosen by the player. A species must have between 1 and 4 gifted subtraits.
 - 3 specific gifted subtraits may be traded for 2 gifted subtraits chosen by the player. This allows for a maximum of 4 gifted subtraits chosen by the player, costing 6 QP.

With these specifications, a species must have at least 9 Quirk Points before adding any additional quirks or features.

MODULAR CREATURE DESIGN

There are more creatures in the world than there are pages in most books; however, these creatures can often be broken down into a sum of smaller parts. Many creatures share a handful of things in common, and you can use that when designing creatures of your own, specific to the setting you need.

Creatures can be designed in three total parts: a **creature body**, a number of **kits**, and some number of **classes**.

CREATURE BODY

A creature body will depict the most features of it. This includes its base stats, health and stamina, subtraits, and what basic actions it will be equipped with. As well, this will decide what it takes to harvest that given creature and what may be gained upon doing so.

This is the only feature of a creature that is required. A single creature body may be used on its own, no customization required.

What type of harvestable resources a creature will have is based on its final DR. What types of components can be harvested and what type of test that needs to be made is based on the creature body. The rarity of those components are decided by the following, unless otherwise stated:

- DR 19 or lower offers Crude components
- DR 20-39 offers Common components
- DR 40-74 offers Extraordinary components

- DR 150-299 offers Legendary components
- DR 300 or higher offers Mythical components

A harvester may spend variable amounts of time when harvesting from a creature, modifying the DR accordingly.

- Spending 6 turn actions will grant no effects.
- Spending 1 minute will halve the TD, rounded down.
- Spending 1 hour will quarter the TD, rounded down.

KITS

A creature can have any number of kits attached to it. Each kit has a series of stackable features, each one depicting its aptitudes. For instance, you may add three stacks of the **Tank** kit and a single stack of the **Aggressive** kit, creating a creature that can receive a decent amount of damage while still having some amount of damage output.

For each kit that's added, you'll increase the creature's SHP, DHP, stamina, subtraits, defenses, travel scores, Block Rating, and Dodge Rating accordingly. As well, it may gain some features such as points of favor on specific tests.

CLASSES

There are four types of classes that a creature can have: martial classes, arcane classes, support classes, and innate classes. A creature can have up to one class from each type except innate, but isn't required to have any innately. A creature may have more than one innate class, but only up to 1 stack of each type.

Some classes offer items and equipment. When attaching a class to a creature, you may treat it as if it's equipped with the item, or as if the effects of the item are a part of the creature's innate abilities. If players receive non-component items from an encounter, an amount of XP is removed based on the item's value.

Much like kits, each class will increase the creature's stats and give it a number of actions and passive features.

ADVANCED CUSTOMIZATION

There are many ways that a creature can be modified without changing how difficult it is to fight. For more advanced customization, certain stats can be redistributed, even after choosing body, kits, and classes, in the following manner:

- SHP, DHP, and stamina may be redistributed in any way as long as the total sum is the same.
- Subtraits may be redistributed in any way as long as the total sum is the same and no subtrait goes below 1.
- Block Rating and Dodge Rating may be redistributed in any way, given neither of them go below 1 die and the total sum of dice is the same.
- Defenses may be redistributed in any way as long as the total sum is the same.
- An attack or ability that observes Energy, Heat, or Chill damage may be modified to observe a different damage type amongst those three option.
- You can create a character, with or without a custom species, and treat it as a creature. The creature's DR will be equal to the created character's level.

CREATURE BODIES

Exactly one creature body must be chosen for each creature design. If an option is written in a **Option/Option/Option** format, any single option may be chosen at no change to other stats.

Elemental

- Base DR of 17
- 20 SHP, 45 DHP, 20 Stamina
- 5 Physical Defense, 0 in all other defenses
- 4 Speed, 3 Dexterity, 5 Awareness, 5 Portrayal, 2 Stunt, 4 Appeal, 1 in all other subtraits
- 4d12 Dodge, 1d4 Block

It will have the following passive features:

- This creature does not need to breathe, eat, drink water, or sleep. It cannot be inflicted with points of Fatigue or Unconsciousness.
- This creature hovers above the ground up to 1 meters and ignores damage dealt from falling and can levitate above liquids as if it was solid ground. Its Land travel is equal to its Speed score plus 2.
- This creature's Land travel cannot be reduced.
- This creature ignores Energy/Heat/Chill damage.

It will have the following actions innately:

- 2 Turn Actions, Attack
 - 5/10 meters (Ranged)
 - 2d8 + [Portrayal Mod] Energy/Heat/Chill damage.
 - This creature may spend up to 3 additional turn actions, dealing an additional 2d8 damage of the same type per additional turn action.

Beast

- Base DR of 5
- 10 SHP, 5 DHP, 10 Stamina
- 1 of each defense
- 2 Speed, 2 Dexterity, 2 Power, 3 Awareness, 1 in all other subtraits
- 3d12 Dodge, 2d4 Block

It will have the following passive features:

- When this creature becomes the target of an effect, it may spend 3 stamina to take the Travel action using interrupt actions as if they were turn actions.

It will have the following actions innately:

- 2 Turn Actions, Attack
 - 0 meters (Melee)
 - 1d8 + [Power Mod] Physical damage.

It will have the following harvest requirements and loot:

- 1d6 material components
- Upon succeeding an Engineering test, 1d8 material components and 1d4 refinement components will be harvested.
 - The test's TD is equal to half of its DR, rounded up.

Humanoid

- Base DR of 5
- 10 SHP, 10 DHP, 5 Stamina
- 1 of each defense
- 2 Speed, 2 Dexterity, 2 Power, 2 Engineering, 2 Memory, 2 Awareness, 2 Portrayal, 2 Language, 1 in all other subtraits
- 2d12 Dodge, 2d4 Block



It will have the following actions innately:

- 2 Turn Actions, Attack
 - 0 meters (Melee)
 - 1d8 + [Power Mod] Physical damage.
 - This creature may spend up to 3 additional turn actions, dealing an additional 2d8 Physical damage per additional turn action.

It will have the following harvest requirements and loot:

- 1d4 Crude material components
- Upon succeeding an Engineering test, 1d4 refinement components will be harvested.
 - The test's TD is equal to a quarter of its DR, rounded up.

Construct

- Base DR of 5
- 15 SHP, 5 DHP, 5 Stamina
- 4 Physical Defense, 2 Energy Defense, 1 Chill Defense, 0 in all other defenses
- 2 Speed, 2 Power, 4 Fortitude, 2 Resolve, 1 in all other subtraits
- 1d12 Dodge, 1d4 Block

It will have the following passive features:

- This creature does not need to breathe, eat, drink water, or sleep. It cannot be inflicted with points of Fatigue or Unconsciousness.
- If this creature is being controlled by a caster, it ignores Psyche damage dealt to it. Instead, Psyche damage is dealt to the caster.

It will have the following actions innately:

- 2 Turn Actions, Attack
 - 0 meters (Melee)
 - 1d8 + [Power Mod] Physical damage.
 - This creature may spend up to 3 additional turn actions, dealing an additional 2d8 Physical damage per additional turn action.

It will have the following harvest requirements and loot:

- 1d4 material components
- Upon succeeding an Engineering test, 1d10 material components and 1d4 power components will be harvested.
 - The test's TD is equal to a quarter of its DR, rounded up.
 - If this creature was created due to a spell, its harvestable component rarity and quantities cannot be higher than those used to create it.

Draconic

- Base DR of 50
- 40 SHP, 45 DHP, 35 Stamina
- 19 Physical defense, 9 of each other defense
- 3 Speed, 2 Dexterity, 6 Power, 6 Fortitude, 6 Resolve, 3 Portrayal, 3 Appeal, 2 in all other subtraits
- 4d12 Dodge, 4d4 Block

It will have the following passive features:

- This creature ignores **Energy/Heat/Chill** damage.

It will have the following actions innately:

- 2 Turn Actions, Attack
 - 2 meters (Melee)
 - 6d12 Physical damage.
- 3 Turn Actions, 10 stamina, Attack
 - 4d10 **Energy/Heat/Chill** damage. This attack affects all creatures within a 90 degree cone, originating from the user, extending out 5 meters.

It will have the following harvest requirements and loot:

- 1d4 material components
- Upon succeeding an Engineering test, 1d10 material components, 1d8 refinement components, and 1d6 power components will be harvested.
 - The test's TD is equal to half of its DR, rounded up.

Abomination

- Base DR of 3
 - 5 SHP, 5 DHP, 5 Stamina
 - 5 Physical defense, 3 in each other defense
 - 2 Dexterity, 2 Power, 2 Fortitude, 1 in all other subtraits
 - 1d12 Dodge, 1d4 Block
- It will have the following passive features:
- This creature gains a point of favor on tests made to resist being influenced or forced to commit to an action.

It will have the following actions innately:

- 2 Turn Actions, Attack
 - 0 meters (Melee)
 - 1d8 Physical damage.

It will have the following harvest requirements and loot:

- 1d6 material components
- Upon succeeding an Engineering test, 1d10 material components, 1d10 refinement components, and 1d10 power components will be harvested.
 - The test's TD is equal to half its DR, rounded up.



KITS

Each kit can be used any number of times, increasing the creature's DR and giving it a number of stackable features.

Defensive (+2 DR)

- SHP and DHP are each increased by 5
- Any single defense increases by 4
- Either Block Rating is increased by 1d4 or Dodge Rating is increased by 1d12

Tank (+4 DR)

- SHP and DHP each increase by 10
- Physical and Energy defense each increase by 3, each other defense increases by 1
- Power increases by 1, Fortitude increases by 3
- Block increases by 1d4

Evasive (+4 DR)

- SHP and DHP each increase by 5, stamina increases by 10
- Speed and Dexterity each increase by 2
- Dodge increases by 1d12
- Land/Water/Air travel increases by 2
- This creature gains an additional point of favor on tests made to resist spell effects.

Aggressive (+4 DR)

- DHP increases by 5, stamina increases by 15
- Dexterity increases by 1, Power increases by 3
- Land/Water/Air travel increases by 2
- When this creature takes the Travel action, this creature may spend 3 times X stamina, whereas X is the number of stacks of this kit the creature has. If it does, its Land/Water/Air travel increases by its Stunt times X

for the rest of the action.

- When this creature makes an Attack, it may spend double X turn actions and spend 12 times X stamina. If it does, it instead attacks a target at random and deals X + 1 times as much damage, whereas X is the number of stacks of this kit it has.

Magus (+4 DR)

- Stamina increases by 20
- Resolve increases by 4
- The cost of spells this creature casts are reduced by an additional 3 stamina, minimum of 1.

Doppelganger (+6 DR)

- SHP increases by 5, DHP increases by 20, stamina increases by 5
- Each defense increases by 1
- Stunt increases by 1, Portrayal, Appeal, and Language each increase by 2
- This creature gains 2 additional points of favor on tests made to disguise itself or keep its identity unknown, as well as 2 additional points of favor on tests made to mimic the actions of another creature.

Powerful (+20 DR)

- SHP and DHP each increase by 40, stamina increases by 20
- Physical defense increases by 12, Energy defense increases by 10, Heat and Chill defense each increase by 9, and Psyche defense increases by 5
- Portrayal, Stunt, Appeal, and Language each increase by 1, each other subtrait increases by 2
- Dodge Rating increases by 2d12, Block Rating increases by 2d4
- This creature gains an additional point of favor on tests made to resist spell effects.

CLASSES

A creature can have up to one martial class, one arcane class, one support class, and any number of innate classes, but isn't required to have any. When a class adds an item to the creature, you may choose to have it equipped in item form or a part of the creature's innate skill sets. XP rewards are only reduced if the items are equipped and dropped.

MARTIAL CLASSES

Martial classes offer general combat capabilities, increasing damage and often offering a ranged attack of some type.

Brute (+8 DR)

- SHP increases by 25, DHP increases by 15
- Physical defense increases by 4, Energy, Heat, and Chill defense each increase by 1
- Power increases by 4, Speed and Fortitude each increase by 2
- Block Rating increases by 1d4

It gains the following passive features:

- When a melee attack this creature makes deals enough damage to reduce its target's DHP to 0, it may retarget the remaining damage to another creature within range.
- This creature gains an additional point of favor on tests made to grapple.

It gains the following actions innately:

- 1 Turn Action, Attack
 - 0 meters (Melee)
 - 4d4 Physical damage.

This class comes with the following items:

- Dagger (-80 XP)
- Garments (-20 XP)

Martialist (+15 DR)

- SHP increases by 35, DHP increases by 30, stamina increases by 10
- Physical defense increases by 4, each other defense other than Psyche increases by 2
- Dexterity and Power increase by 5, Speed increases by 3, Fortitude increases by 2
- Its Dodge Rating increases by 2d12 and its Block Rating increases by 2d4

It gains the following passive features:

- When a melee attack this creature makes deals enough damage to reduce its target's DHP to 0, it may retarget the remaining damage to another creature within range.
- This creature gains an additional point of favor on tests made to grapple.
- When this creature takes the Travel action, it may spend 3 stamina to add its Stunt score to its Land/Water/Air travel for the rest of the action.
- When this creature takes the Block action against a melee attack, they may spend 1 additional interrupt action and 5 stamina to roll its melee weapon's attack damage rather than its Block Rating.

It gains the following actions innately:

- 3 Turn Actions, Attack
 - 2 meters (Melee)
 - 8d8 Physical damage.
- 3 Turn Actions, Attack
 - 20/40 meters (Ranged)
 - 4d10 + [Dexterity Mod] Physical

This class comes with the following items:

- Claymore (-60 XP)
- Longbow (-64 XP)
- Body Armor (-80 XP)

Militant (+30 DR)

- SHP increases by 70, DHP increases by 60, stamina increases by 20
- Physical defense increases by 7, Energy defense increases by 5, Heat and Chill defenses each increase by 4
- Dexterity and Power increase by 8, Speed increases by 6, Fortitude increases by 6, and Resolve increases 4
- Its Dodge Rating increases by 5d12 and its Block Rating increases by 6d4

It gains the following passive features:

- When a melee attack this creature makes deals enough damage to reduce its target's DHP to 0, it may retarget the remaining damage to another creature within range.
- This creature gains an additional point of favor on tests made to grapple.
- When this creature takes the Travel action, it may spend 3 stamina to add its Stunt score to its Land/Water/Air travel for the rest of the action.
- Whenever another creature that this one can sense takes the Attack action, this creature may spend 8 stamina to take the Attack action using interrupt actions as if they were turn actions.

It gains the following actions innately:

- 1 Turn Actions, Attack
 - 1 meter (Melee)
 - 4d4 Energy damage.
- 2 Turn Actions, Attack
 - 20/40 meters (Ranged)
 - 4d8 Energy

This class comes with the following items:

- Force Blade (-248 XP)
- Force Arbalest (-280 XP)
- Gauntlets (-80 XP)
- Power Body (-280 XP)

Mighty (+65 DR)

- SHP and DHP each increase by 140, stamina increases by 35
- Physical defense increases by 16, Energy defense increases by 14, Heat and Chill defenses each increase by 12, Psyche defense increases by 10
- Power increases by 15, Speed and Fortitude each increase by 10, Dexterity increases by 8, Resolve and Awareness each increase by 7, Stunt increases by 4, and Portrayal, Appeal, and Language each increase by 2
- Its Dodge Rating increases by 4d12 and its Block Rating increases by 8d4

It gains the following passive features:

- This creature has 9 turn actions and 3 interrupt actions per turn.
- When a melee attack this creature makes deals enough damage to reduce its target's DHP to 0, it may retarget the remaining damage to another creature within range.
- This creature gains an additional point of favor on tests made to grapple.
- When this creature makes a melee attack, it may choose to target each creature within the attack's range rather than a single target. Attacks made this way deal half damage to each creature.
- When this creature takes the Travel action, it may spend 3 stamina to add its Stunt score to its Land/Water/Air travel for the rest of the action.
- Whenever another creature that this one can sense takes the Attack action, this creature may spend 8 stamina to take the Attack action using interrupt actions as if they were turn actions.

- When this creature makes an attack, it may spend 3 stamina to reduce the number of turn actions required by 1, minimum of 4 turn actions. It may also spend 5 stamina to do the same with a minimum of 2 turn actions, or 7 stamina with a minimum of 1 turn action. It may do so any number of times per attack.

It gains the following actions innately:

6 Turn Actions, Attack

- 2 meters (Melee)
- 10d10 + [Power Mod] Physical, ignores defenses and SHP

2 Turn Actions, Attack

- 10/20 meters (Ranged)
- 3d10 Physical + 4d8 Energy

This class comes with the following items:

- Tremor Hammer (-1872 XP)
- Shatter Gat (-816 XP)
- Imperial Chestpiece (-880 XP)
- Power Helm (-256 XP)
- Gauntlets (-80 XP)
- Greaves (-80 XP)

ARCANE CLASSES

Arcane classes will allow the creature to take advantage of some arcane arts, making them versatile adversaries with strong utilitarian capabilities.

For more advanced customization of caster classes, Evocation, Enchantment, and Illusion may be interchanged with no effect to DR. The same is true for Array, Necromancy, and Divination, as well as Wake and Alteration.

Illusionist (+7 DR)

- Stamina increases by 35
- Resolve increases by 7

It gains the following passive features:

- It can cast and craft spells using the Art of Array, Enchantment, and Illusion.
- Spells this creature casts cost 2 less stamina, minimum cost of 1.

This class comes with the following items:

- Arcane Symbol (-40 XP)

Elemancer (+14 DR)

- Stamina increases by 70
- Speed and Dexterity each increase by 2, Resolve increases by 6, Awareness increases by 4.

It gains the following passive features:

- It can cast and craft spells using the Art of Evocation, Array, Wake, and Enchantment.
- Spells this creature casts cost 8 less stamina, minimum cost of 1.
- Its Spellcap is equal to its Will score.

This class comes with the following items:

- Casting Cloth (-80 XP)
- Arcane Symbol (-80 XP)
- Crooked Ring (-20 XP)
- Odd Curio (-10 XP)

Necromancer (+14 DR)

- Stamina increases by 70
- Resolve and Awareness each increase by 7

It gains the following passive features:

- It can cast and craft spells using the Art of Array, Wake, and Necromancy.
- Spells this creature casts cost 7 less stamina, minimum cost of 1.
- Its Spellcap is equal to its Will score.

This class comes with the following items:

- Arcane Symbol (-80 XP)
- Spellbook (-60 XP)
- Odd Curio (-10 XP)

Mystic (+24 DR)

- DHP increases by 20, Stamina increases by 100
 - Resolve and Awareness each increase by 9, and Speed, Dexterity, and Fortitude each increase by 2
- It gains the following passive features:
- It can cast and craft spells using the Art of Array, Wake, Enchantment, Illusion, Divination, and Alteration.
 - When this creature is the target of any effect, it may spend 2 interrupt actions to cast a spell. Spells cast this way cost twice as much stamina before discounts.
 - Spells this creature casts cost 8 less stamina, minimum cost of 1.
 - Its Spellcap is equal to double its Will score.

This class comes with the following items:

- Shamanic Rings (-240 XP)
- Arcane Idol (-240 XP)
- Arcane Symbol (-80 XP)

Spitter (+30 DR)

- SHP and Stamina each increase by 30, DHP increases by 65
- Each defense increases by 4
- Speed, Fortitude, Resolve, and Awareness each increase by 3, Dexterity increases by 12, Power increases by 2, Portrayal increases by 4, Appeal and Language each increase by 1
- Dodge Rating increases by 6d12

It gains the following passive features:

- Ranged attacks this creature makes have twice as much close range.
- When this creature makes a ranged attack, it may choose 3 targets instead of 1. If it does, each target is dealt half damage instead, rounded up.
- This creature's Land/Water/Air travel is equal to its Speed score plus 8.

It gains the following actions innately:

- 1 Turn Action, Attack
- 10/20 meters (Ranged)
 - 2d10 Energy/Heat/Chill/Psyche
- 1 Turn Actions, 5 stamina, Attack
- 10/20 meters (Ranged)
 - 2d8 + [Dexterity Mod] Energy/Heat/Chill/Psyche

SUPPORT CLASSES

Creatures wielding a support class can generate dynamic encounters, as they heal and bolster other potential foes.

Healer (+13 DR)

- DHP increases by 5, stamina increases by 60
- Physical defense increases by 4, Psyche defense increases by 2, each other defense increases by 1
- Appeal increases by 8, Engineering increases by 3, Resolve increases by 2, Language increases by 1
- Its Block Rating increases by 2d4.

It gains the following passive features:

- This creature may spend 6 turn actions to make an Appeal test. For each creature that it chooses that consents, if the test was higher than the amount of stamina it was missing, it regains Xd6 SHP. X is this creature's Appeal score.
- You may spend 6 turn actions to make an Appeal test. For each creature that it chooses that consents, if the test was higher than the amount of SHP it was missing, it regains Xd4 SHP. X is this creature's Appeal score.
- Whenever a creature within 5 meters of this creature makes a test, it may spend an interrupt action and 10 stamina up to once per test. If it does, it adds its modifier to the test.

- This creature has a number of Restoration Charges equal to its Resolve score.
- It gains the following actions innately:
- 2 Turn Actions, Attack
 - 1 meter (Melee)
 - 4d8 Physical damage.
 - 3 Turn Actions, Special
 - This creature makes an Appeal test and chooses one between SHP and stamina. For each creature it chooses that can sense and understand it, if the test was higher than the amount missing for the chosen stat, it regains 1d6.
 - 3 Turn Actions, Special
 - This creature spends any number of Restoration Charges to heal a touching creature. It either heals 1d4 SHP per Restoration Charge or 1d4 DHP per 2 Restoration Charges used.

This class comes with the following items:

- Quarterstaff (-64 XP)
- Kite Shield (-60 XP)
- Garments (-20 XP)
- Cap (-18 XP)

INNATE CLASSES

These classes often aren't due to any form of equipment or special training, but rather a feature of the creature's biology.

A creature may have up to 1 of each innate class.

Skyborn (+2 DR)

- Stamina increases by 10, DHP increases by 5
- Stunt increases by 3
- Its Air travel becomes equal to its Speed score, its Land travel becomes equal to half its Speed score, rounded up

Seaborn (+3 DR)

- SHP, and DHP each increase by 5
- Speed increases by 1, Fortitude increases by 1
- Its Water travel becomes equal to its Speed score

It gains the following passive features:

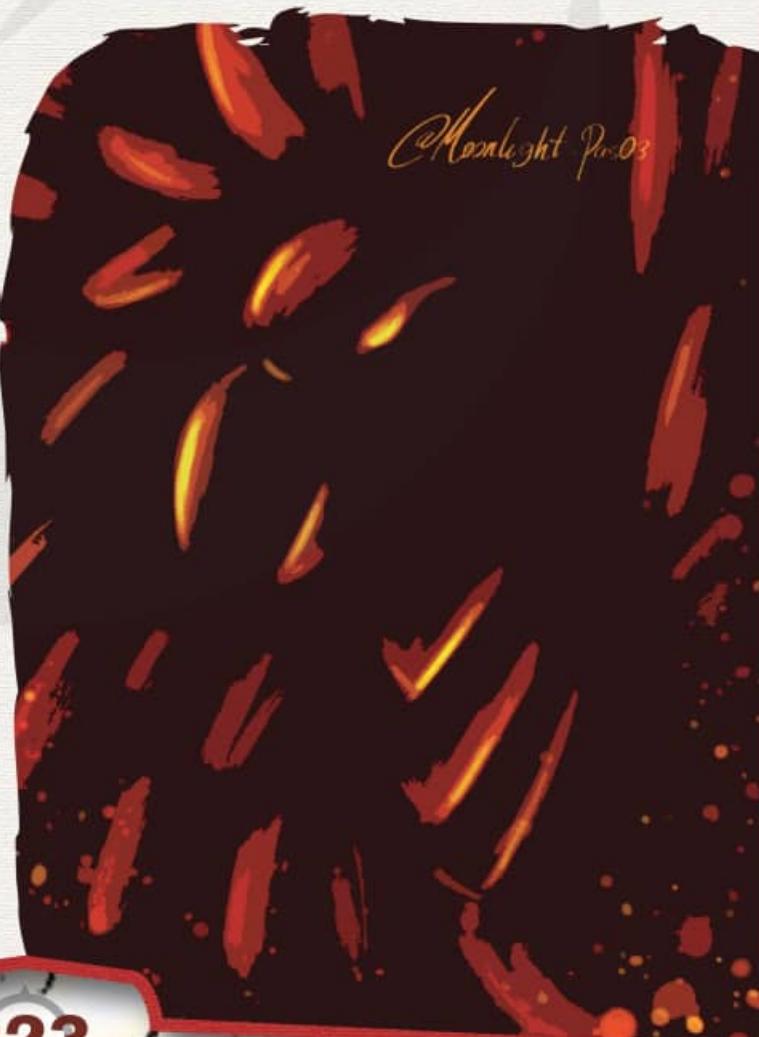
- This creature is able to breathe in both air and water.

Untouchable (+25 DR)

- SHP and DHP each increases by 50, stamina increases by 25
- Energy, Heat, Chill, Psyche defense each increase by 5
- Fortitude increases by 6, each other subtract increases by 3

It gains the following passive features:

- This creature ignores all Physical damage dealt to it.





Interchangeable (+X DR)

- Total sum of SHP, DHP and stamina increases by X times 5
- Subtraits increase by a total of X, distributed in any fashion
- This creature gains a number of features from talents and quirks, and the number of talents it may gain features from is based on the number of talent points it can use, based on X. It may use X talent points, plus an additional 3 points per 10 DR this class gives. (For instance, if X is 15, it would be able to use 18 talent points. If X is 28, it would be able to use 34 talent points.) It may treat quirks as if they were talents, treating quirk points as talent points. If a talent stacks, such as increasing the creature's defense, it may be taken multiple times. Talents do not need to be taken in their original order.
- This creature gains the effects from items based on their value. The total sum of value for all items granted by this class may be, at most, equal to X^2 (X times X). The amount of XP reduced from receiving an item is equal to the item's value.

Though few know much about them, primordial dragons are studied and known as the most powerful form of draconic lineage. However, either no record-taking mortal has written anything about them or all information on them has been lost to time.

There are ancient rumors that the primordial dragons are the reason that some of the planes exist, though one would need to explore quite far to truly discover the truth.

Dear Alyx,

I've spent the past few years traveling around the world now, at least to the best that I can. Hopefully next time, I'll be able to write more about what I've discovered.

When I first opened that door, I immediately knew that there was something much larger than I once expected. I haven't done much to show exactly what that something is, but I think I'm on the verge of some kind of breakthrough.

That or I'm just crazy. Only time will tell, now.

Some of the things I've seen have the names of different creatures, some items, spells designed by people we've met before. I'm a little confused about what's written in them, but a lot of it sounds very familiar. I'm going to be a little devastated if this is all the insane ramblings of some lunatic, but I feel that I owe it to myself to at least try.

Here are some of the places that I plan to go:

IMPERIUM

I know it's rather large, but I've heard there's some very old wisdom above and beneath the streets there. I've also heard that it's pretty dangerous. However, I think I'll fit in just fine, based on what I've heard so far.

GRIMDARR

This place genuinely scares me. Everything I've heard either wrecks of death or lingers with the scent of sweet fruit and roses. I can't imagine a whole lot of good comes from here, though I do imagine that a lot of power spawns here.

CHYET

The weather seems a lot less lenient here than what I'm used to, but I have a feeling that the Quatrons have a lot more history in their blood than what I initially thought. Dawn seems to be a good start in all of that.

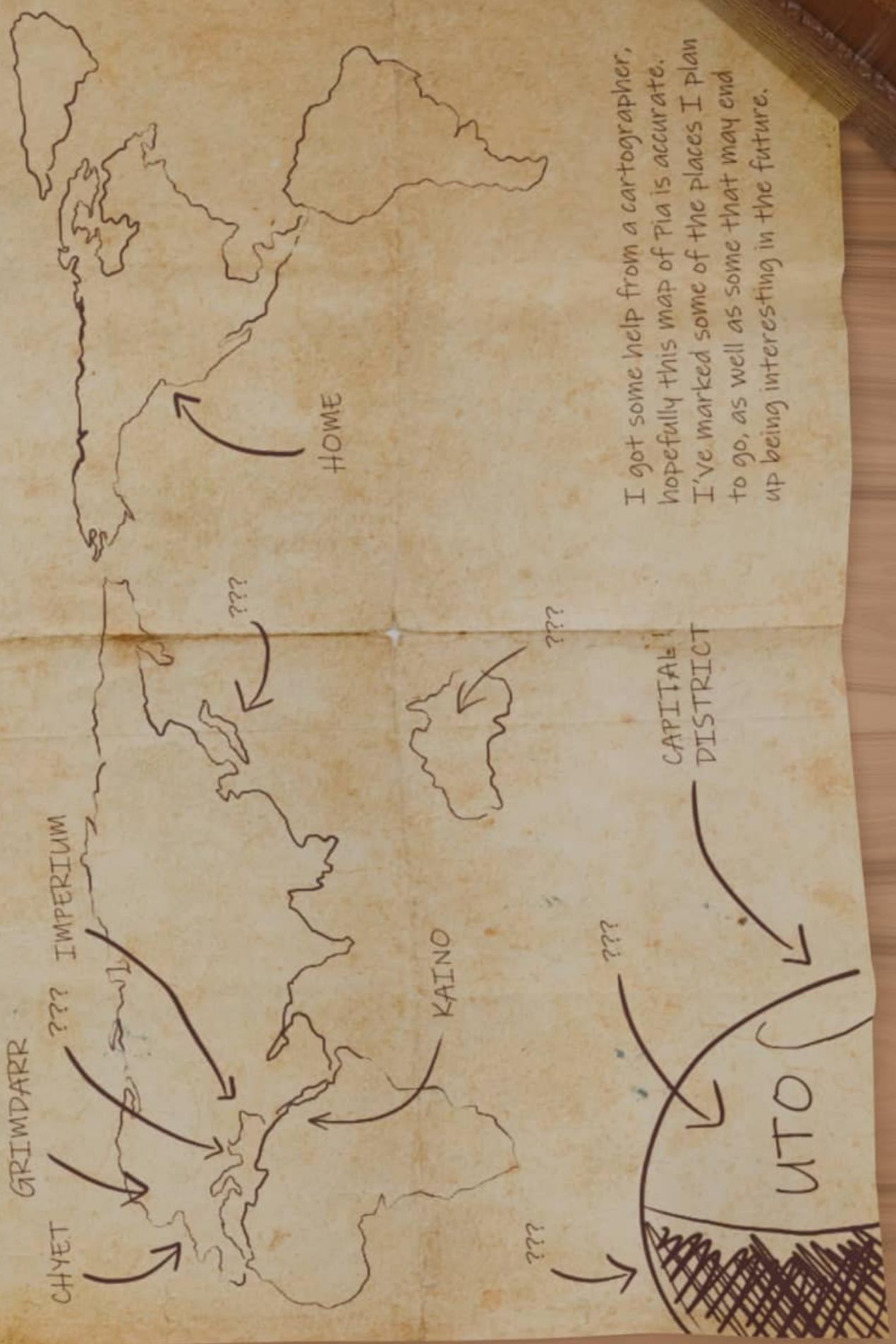
KAINO

The capital here seems to be riddled with ancient artifacts that hold some kind of use. I think that it's a little more technologically advanced here than I'm used to, but I'm not opposed to trying out something new.

CAPITAL DISTRICT

I haven't spent much time on Uto, but I think there's a ship that'll take me in Kaino. I'm curious about what they have to offer in the way of all of this. I'm a little scared to travel to the moon, but fear only holds us back, I guess.

When you get a chance to read this, I'd love for you to take a glance at everything I've found. Everything is based on what I could remember, take it with a grain of salt. I'll be out traveling some more, I'll write to you again when I'm back.



I got some help from a cartographer,
hopefully this map of Pia is accurate.
I've marked some of the places I plan
to go, as well as some that may end
up being interesting in the future.

Utopia

Name _____

Species _____

Block Dodge

DHP SHP

Agility Speed
Dexterity

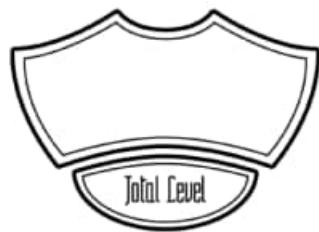
Strength Power
Fortitude

Intellect Engineering
Memory

Will Resolve
Awareness

Display Portrayal
Stunt

Charm Appeal
Language



Defenses

Xp Stamina

Points
Body Mind Soul

Constitution

Endurance

Effervescence

Travel

Languages _____

Actions

Name _____ Turn Action Cost _____ Stamina Cost _____ Damage _____ Range & Effects _____ Notes _____

Inventory _____ SP _____ uC _____

Crafting Components

	MC	RC	PC
Crude			
Common			
Extraordinary			
Rare			
Legendary			
Mythical			

Slots _____ / _____

Equipment

- Head
- Neck
- Back
- Chest
- Waist
- Hands
- Ring
- Feet

Augments

