

Getting Started

Introduction: This section will help you assign points to create your base Stats, choose your Heroic Bonuses, determine your Hit Points and unique skills, assign your skill points, and then add character details to your character sheet. If you don't have access to a character sheet, ask your GM. Your character's stats and build should help reinforce his or her identity as well as shape the style of gameplay that you, the player, will experience throughout the campaign. Let's get started.

Base Statistics

When you create a character you first have 3 points to assign to your Base Statistics, which all begin at 0. You also have the option to move points from one stat to another that might be more valuable to your particular character (stats can go below 0). A typical human has a 0 in all stats, making a stat at 0 simply average. Note that no starting Base Stat can be more than 2 or less than -2. The six Base Statistics are discussed below, along with the Skills that relate to them:

- **Health (HTH):** Health constitutes your character's resilience and wellbeing. It's the vitality in their veins, the fire that pumps their heart and pulls them back to their feet, wounds be damned. A character with high Health will take more punishment before succumbing to the damage, handle physical stress better, and respond better to healing effects.
- **Strength (STR):** Strength represents the power your character exercises and the force they can bring to bear. It's what breaks down doors, swings swords, and fells foes. It will contribute to the damage your character deals with heavy weapons, their success in fistfights and grapples, and the sort of armor they can bear.
- **Agility (AGI):** Whereas Strength is about power, Agility is about control, skill guiding and restraining power. The exact degree of motion it takes to complete a flip or duck a blade, the careful dexterity required to tie a knot or catch a thrown weapon, or one's speed in combat—all these depend on Agility.
- **Intellect (INT):** Intellect consists of all the triumphs of reason and understanding. These are the higher functions of the mind, representing your character's natural aptitude for learning, logic, and any other form of directed thinking. Whether your character is schooled or entirely self-taught, it determines their mental potential. It also factors heavily into skills, determining how many fields of practice your character maintains and how quickly they can learn those skills.
- **Instinct (INS):** Instinct is the sum of all your character's intuitions, the crackling energy at their nerve endings that will make decisions for them in moments of panic or desperation. This is all of the knowledge and values that reside in your character's subconscious, the animal brain that springs into action and guides them when it's needed most. It also represents a character's connection to and reliance on their senses rather than their reason—thinking with one's eyes, ears, and nose as much as their gut. A character with good INS will spot danger sooner, handle the unexpected better, and come through in dire situations just a touch more often.
- **Charisma (CHA):** Charisma dictates your character's natural charm, poise, and ability to interact with others. This is raw, relational skill, whether in social settings, with some divine benefactor, or anything

in between. Those with high Charisma are often “smiled upon,” easily gaining favor wherever they seek it. They are generally skilled with words, whether they use many or few, easily attract the support of others, maneuver naturally through complex social situations, and make easy companions to most anyone.

Skills

Everyone has something to bring to the table beyond simple survival, and you're no exception. At level one, each character starts with 4 + INT skill slots. What skills go into these slots is up to you, and should be considered carefully, as they represent any craft, talent, or ability your character has that does not fit under the basics of the Essentials. Note that you must be able to explain your character's skills to the GM—a trained performer with strong Acrobatics makes perfect sense, but a rough-and-tumble gang enforcer with Investigation will require some level of explanation. The full list of skills and the Base Stat each scales off of is below:

- **Available Skills:**

- **Health (HTH):**

- **Endurance:** persevering through extreme conditions, operating under stress, maintaining a sprint, staying upright despite a crippling wound, and the like.
- **Constitution:** resisting the effects of poisons and, in some cases, magics, whether something slipped in a drink or spreading through the air.

- **Strength (STR):**

- **Athletics:** climbing, swimming, jumping, and other maneuvers that require significant physical prowess.
- **Tenacity:** grappling, shoving, kicking in doors—overpowering someone or something in a burst of strength, whether a foe or obstacle.

- **Agility (AGI):**

- **Acrobatics:** balancing, flipping, tumbling, keeping one's feet, and any other feat that requires precise control of one's body and momentum.
- **Sleight of Hand:** tasks that require careful and quick dexterity, such as pickpocketing, lockpicking, and rope tying.
- **Sneak:** hiding, moving undetected, or any other manner of avoiding notice or closer inspection.

- **Intellect (INT)**

- **Willpower:** Resisting emotion, desire, temptation, or pain through mental fortitude
- **Investigation:** searching an area or object for details or meaning; piecing together coherent explanations from scattered evidence or information.
- **Knowledge:** possessing extensive, unique knowledge of a given topic, field, or craft. The practical applications of a Knowledge can be incredibly diverse. Knowledge is unique among skills in that it must be specified as to what type of Knowledge the player has. Because of this, it is possible to have more than one Knowledge skill (common examples include Medicine, Poisons, Religion, History, Animals, etc.)

- **Instinct (INS)**

- **Bravery:** Resist fear, domination, and hopelessness through strength of heart
- **Pilotry:** Piloting/driving vehicles such as ships, airships, planes, cars, and even train
- **Insight:** understanding a being's feelings or thoughts. This includes reading people as well as beasts, and can lead to better interactions with both.
- **Perception:** seeing, hearing, or otherwise sensing the subtle, hidden, or sudden.

- **Survival:** securing resources, staying safe, dry, and healthy in dire conditions; hunting, skinning, starting a fire, finding water, and reading the natural landscape.
- **Charisma (CHA)**
 - **Faith:** Connecting with a deity or higher power through prayer, ritual, or worship
 - **Deception:** lying, bluffing, hiding true emotions or intentions or producing false ones.
 - **Diplomacy:** reasoning with or otherwise convincing someone, bargaining and haggling.
 - **Intimidation:** Threatening or otherwise attempting to convince through fear. Can include verbal threats, shows of force, or anything else scary.
 - **Performance:** playing an instrument, working a crowd, or impressing onlookers; theatrics and putting on any sort of show.
 - **Seduction:** using eloquent “body language.” In effect, throwing dat ass in a surkle
- **Proficiency:** Proficiency represents your character’s general competency and talent in all their skills. It determines the base bonus all of your skills provide during any relevant rolls. Proficiency starts at +2 for all characters, but will increase as your character levels up (see Levelling Up). So, for example, even if you allocate no starting skill points to your Athletics skill (see Skill Points below), you will still receive a +2 to your rolls when making Athletics checks, as simply having the skill means you can bring your Proficiency bonus to bear.
- **Skill points:** At level 1, each player gets 6 + INT skill points to place into their skills as they see fit. These points will add a bonus to skill checks beyond that provided by your character’s base Proficiency. Note that no one skill may be given more than 3 points at level 1 (see Level Up).
- **Putting it All Together:** The final formula for what total bonus a skill will give you during a relevant check is equal to **Proficiency + the relevant Base Stat x3 + skill points**. For example, if the aforementioned trained performer starts a campaign with the Acrobatics skill, 2 AGI (the Base Stat upon which Acrobatics scales), and 3 skill points added to Acrobatics, he will receive +9 to all his Acrobatics checks.
- **Gaining New Skills:** Note that though there is no codified way to gain entirely new skill slots in this system, it is still possible. It will be up to the player to pursue new abilities and attempt to become proficient in them, and up to the GM to reward the player for doing so, granting new skills at his or her discretion.
- **General Rule of Thumb for Measuring Skill DCs**
 - Trivial 11-20
 - Easy 21-30
 - Moderate 31-40
 - Hard 41-50
 - Extremely Hard 51-60
 - Essentially Impossible 61-70
 - God Tier 71+

Essentials

Essentials are the stats you use during combat. These are Hit Points, Reaction, Dodge, Prowess with your weapons, and, for mages, Magic. At level 1, you get a pool of 5 points to put into these categories—*however, that you cannot put more than 2 points into any one category during character creation.*

- **Hit Points:** Hit points represent your character’s well-being. When your character is hurt, some number of hit points will be subtracted from your total HP. These lost points can be restored through various methods, but note that a character cannot heal Hit Points past their starting total unless otherwise

stated. Your character's starting total hit points are equal to $10 + (\text{HTH} \times 2)$, and this only changes as you choose to add Essentials points into it or your HTH increases.

- **Sanity:** Similarly to how Hit Points represent your character's physical health, sanity reflects your character's mental well-being. Certain attacks will cause mental damage, as will witnessing certain disturbing events. Sanity can be healed similarly to HP, but again, you cannot heal past max unless otherwise stated. Starting sanity is equal to $10 + (\text{INT} \times 2)$.
- **Dodge:** Dodge is a special skill that you roll as a response to most attacks against your character. It represents your character's ability to avoid anything from a blow to a boulder, whether in combat or out. It is equal to $(\text{AGI} \times 2) + \text{bonuses} + \text{d}20$, and only changes as you choose to add Essentials points into it or your AGI increases.
- **Reaction:** Reaction determines who goes first in combat and how quick your character's reflexes are in high intensity situations. It is also the relevant skill used when Blocking. It is equal to $(\text{INS} \times 2) + \text{bonuses} + \text{d}20$, and only changes as you choose to add Essentials points into it or your INS increases.
 - **Matt's Handy Dandy List of Reaction Relevant Situations:**
 - Determining turn order in combat encounters (duh)
 - Avoiding activated traps (trip wires, trap doors, rope traps, etc.)
 - Avoiding attacks from hidden monsters/enemies (mimics, wallmasters, etc.)
 - Avoiding "surprise attacks" (hidden blades, quick-drawn pistols, etc.)
 - Avoiding extremely fast attacks (speed manipulators, etc.)
 - Grabbing ledges when falling
 - Gaining GM permission to do any improvised action in response to a sudden change
 - **A note on Dodge vs. Reaction:** Generally speaking, dodge is used for attacks that the player is prepared/aware of. Reaction rolls are for attacks the player is unaware of or does not see coming.
- **Prowess:** These values represent the bonus you get when attacking with a particular weapon type, representing your experience and skill with it. It plays a direct role in combat and how effective your character is at attacking the opponent (for a more detailed explanation, see Base Rules – Combat). It is equal to STR, AGI, or neither (depending on the weapon type) + bonuses.
- **Magic:** This value represents your character's magical aptitude and prowess, and will be rolled to determine their success in casting various spells among other arcane tasks. It also determines the maximum number of spells your character can currently know (i.e. a score of 4 allowing for 4 known spells). Be sure to talk to your GM if you're interested in playing any sort of magical character to determine what sort of mage you might be and to collaborate with them on these starting spells. The Magic stat is equal to $(\text{INT}, \text{INS}, \text{or } \text{CHA} \times 2) + \text{bonuses}$, depending on what sort of magic you wield. If you are not a magic user, this stat will remain at 0 (for more on Magic as a stat and Magic in general see Base Rules – Magic).

Heroic Bonuses

At level 1, each character may choose three Heroic Bonuses. Each of them will give your character a unique edge, whether inside combat or out. Some have prerequisites that must first be met but other than that there is no limitation to what Heroic Bonuses you choose for your character (see Heroic Bonuses for the full list). Note that unless otherwise stated no Heroic Bonus can be taken more than once.

Miscellaneous

These stats belong in neither your Essentials nor your Skills. This exclusion means these abilities are difficult to increase, as they aren't eligible for Essentials or Skill points during level ups.

- **Speed:** This is just how fast you get from point A to point B. During an extended run Endurance checks might be required, but in a simple run, this stat determines the distance you'll cover in a flat amount of time. It is equal $6 + \text{AGI}$, with each point representing 5 feet your character can move with a normal move action during a turn.
- **Weapon Proficiency:** Your Weapon Proficiency represents how many types of weaponry your character knows how to wield, and is equal to $2 + \text{INT}$. As such, at base 0 INT, your character can be proficient in 2 weapon types (i.e. short swords & shields). Any weaponized form of magic counts as a weapon type (either Ranged Magic or Melee Magic), and a mage's Weapon Proficiencies must reflect this. Talk to your GM if you have -2 INT--in a combat heavy campaign, he or she may choose to prevent any player's' Weapon Proficiencies from dipping below 1.
- **Damage Reduction:** Damage Reduction represents any physical or magical defenses that one has on their person, and can only be provided by equipment or some Heroic Bonuses: your starting total, if any, will be determined by these. Note that DR comes in two forms: magic and physical, and each can **only** provide resistance against the relevant type of attack.
- **Fate:** These are the bits of good fortune you keep in your back pocket. Fate points can be spent to gain better odds of success on a chosen roll. Typically, characters start with Fate Points equal to the number they can hold (for more on Fate, see Base Rules – Life, Death, & Everything Between).
- **Money & Equipment:** You will have to determine your character's starting equipment and coin in collaboration with your GM. As this is a classless system, it is up to the player and the GM to work together to create an equipment kit and coin purse that fits your character's abilities and background. A character's CHA can be used as a secondary guide, with higher CHA allowing for more generous starting equipment and money, but this is a loose association. The whole process is an inexact science, however, and final decisions regarding characters' starting money and equipment are up to the GM.
 - Also up to GM discretion is the specific monetary system of whatever world in which your campaign is set, but the default coin values in this system are fairly simple: 10 coppers go into 1 silver, and 10 silvers into 1 gold.

Once you have all of these sections on your character sheet filled out, you are ready to play!

Base Rules

The Basics

Rolling: Though creativity is the central ingredient, much of your adventure will be resolved by rolling dice. Unless otherwise specified, all rolling is done with a D20, the only notable exceptions being damage and healing dice. In such cases, the type and number of dice rolled will be specified. Otherwise, where rolling is called for, assume it is with a D20. Rolls are made against the GM, or preset Difficulty Checks (DCs). By default, if there is a tie between a roll made by a player and one made by the GM, the tie goes to the player.

Critical Rolls: Unless otherwise stated, when rolling a D20, a Natural 20 (meaning the number on the dice is 20, all modifiers aside) during any roll ensures spectacular success, while a natural 1 brings disastrous failure.

- **Natural 20:** Automatically succeeds skill checks (see Skill Checks below) and causes attacks to hit (unless met by a Natural 20 on a Block or Dodge, in which case the tie goes to the player character—see Combat below). The attack also becomes a Critical Strike.

- Critical Strike physical attacks deal greater damage. Consult the Critical Strike dice for your weapon and roll those in addition to your normal damage, or add the described effect to the normal damage.
- Critical Strikes with Magic hit exactly where described, and will have the desired effect if the magic level allows. This can cause the attack to do more damage, cripple an opponent, and more. It is up to the discretion of the GM and the imagination of the player.
- Note: attacks against targets totally unable to defend themselves or move are automatically Critical Strikes, and players need not roll Prowess unless otherwise called for by the GM.
- **Critical Failure:** Automatically fails skill checks, causes attacks to miss, dodge or block attempts to fail, and often evokes a further penalty or consequence based on circumstance and GM discretion.

Skill Checks: These are Difficulty Checks that must be met to succeed in a given action in relation to one of the 20 skills.

- **Trained Check:** If you have the skill called for by a skill check; roll and add your Skill Total (see Skills above) . For example, a thief must make a Sleight of Hand check to ease open a lock. She has Sleight of Hand as a skill and a Skill Total of 11. She rolls an 8, then adds her Skill Total of 11 +8, and reports a total of 19 to the GM.
 - **Taking 20:** If a player has the relevant skill for a skill check and is in a safe, undisturbed environment, they have the option to “take 20.” With the GM’s approval they can choose to spend 20 minutes of in game time on the task (if feasible) in order to substitute an automatic 20 for their dice roll value (note that this does count as a Natural 20 and removes the chance of attaining one on the check). Always ask for GM approval before attempting to take 20, however, as it is highly dependent on in-game circumstances and GM discretion.
- **Untrained Check:** If you do not have the skill called for by a skill check, roll, add any Base Statistic specifically relevant to the skill (see Getting Started – Skills), x2, and add INS x1 as well (even if the relevant Base Statistic was also INS), then report the total. For example, a battle mage finds himself trying to ease open a lock. The GM calls for a Sleight of Hand check. The mage has no such skill, and as such cannot bring his proficiency or any additional skill points to bear. He does, however, have 1 AGI, Sleight of Hand’s relevant stat, and 1 INS. He rolls a 12, then adds 2 + 1 + 12 and reports a total of 14 to the GM.

An Encounter: Most of an adventure will be loosely divided into encounters. For the purpose of this system, an encounter is a set of actions and occurrences that flow together as a single event such as a fight or a debate, and typically last no longer than 10-20 minutes in game. What exactly constitutes each encounter is up to the GM. Some character abilities will refresh upon the beginning of new encounters, so if you are unsure whether another has begun, just ask. Many encounters are free flowing, with players acting and conversing in somewhat real time, but when an encounter becomes time-sensitive or a GM deems it relevant, an encounter may become regimented into rounds.

Rounds and Turns

The Basics: When an encounter becomes time sensitive, the GM will call for players to roll for turn order. These rolls are Reaction + D20, and the resulting totals will determine in what order all characters involved will take their turns, with the highest total going first and the lowest total last. When every character has taken a turn, the first round is complete, and the encounter will proceed in rounds until the situation is resolved. Note that, unless otherwise specified, players roll Reaction only once at the beginning of the encounter, and the order of turns does not change in subsequent rounds.

- **Waiting:** Sometimes it might be advantageous to delay your turn until later in the order. After the order of turns is declared by the GM before the first round, any player may choose to move to the bottom of the current order. This becomes their place in the turn order for the rest of the encounter.

Anatomy of a Turn

On each turn, a player has up to four basic actions he or she can take in any order and combination:

1. **Standard Action:** This action is often the meat of your turn, representing the primary task your character undertakes. It allows you to attack (see Combat below), use a skill, or perform any similar feat such as using Magic (see Magic below), tying a rope, or pulling your friend out of a fire.
2. **Move Action:** This allows you to move up to your speed. For example, if you have a speed of 6 (30ft), you can move up to 6 squares (see Movement below).
3. **Swift Action:** This can be anything that requires little or no time to perform, such as drinking a potion, handing something off, tossing something, or taking a 1 square step. Note that these parameters are perhaps the most fuzzy, and the GM has final say on what constitutes a Swift Action.
 - Using Potions, Shards, and certain throwing weapons generally fall in this category
4. **Free Action:** This is pretty much just talking, or perhaps signaling. Note, however, that even a Free Action isn't totally free, and if you want to say far more than quick instructions to an ally or speak at lengths that would require a pause in combat, it will require a Swift or even Standard Action to do so, at GM discretion. Also note the line between Free Action speaking and Charisma based skill checks—if you want to convince someone of something or meaningfully influence them in any way, it will likely require a relevant skill check and a Standard Action.

Readying an Action

Sometimes it will be more advantageous to perform an action later in a round rather than on your turn. Should this be the case, a player can choose to Ready an Action so that it activates on a given trigger (e.g. an enemy attack, a teammate's action, etc.). However, the action must still be spent on the player's turn following normal rules and restrictions, and it is still limited to what could conceivably be achieved with a standard action.

- It is important to note that should the trigger not occur, the readied action will not activate, and the player will essentially forfeit that action for the round. Remember: if a character does not have the means of communicating a plan to another character in-game, the player should not be able to communicate the plan to another player either.
- Any single or combination of the three primary actions (Standard, Swift, and Movement) can be Readied on a player's turn. They can be set to go off on a single trigger, or they can have separate, individual triggers.
- The limitations of Readied Actions are largely at the GM's discretion, so make sure to ask before planning one.

Movement

As already mentioned, characters can use move actions to move 5 feet for each point they have in Speed. 5 feet is equal to 1 square on the battle map.

- Only one character may occupy one space at a time (obviously). A player may move freely through space occupied by Friendly characters, but **cannot** move through a space occupied by Hostile enemies. It is the GM's decision if any given NPC is hostile or friendly to a player character.

There are also a couple of special kinds of movement that players can employ at their own discretion.

- **Sprinting:** You may give up your standard action, swift action, and move action to sprint. While sprinting you move at 2.5x your base speed, rounding down. So a warrior with base speed 6 fleeing a messy combat might move up to 15 squares by sprinting.
- **Charging:** You may charge in a straight line of open ground at up to 2x your base speed, but you must use your Standard Action immediately afterward to make an attack, while accounting for your character's momentum (charging an enemy standing on a ledge may seal their fate—and yours). Also note that you *must* move over your base speed in order to charge attack.
 - o or, for characters with particularly high speed stat, must move at least 8 spaces in order to charge attack
 - o You cannot charge attack with ranged weapons (duh).

Combat

The Basics: Combat is any encounter in which the party is actively fighting with one or more characters.

Attacking

You must spend a standard action to attack, typically with a weapon, and roll Prowess to hit your target, which is equivalent to your Prowess stat + any Prowess bonuses provided by the weapon (if any). If the defender fails to Dodge or Block the blow by rolling a higher sum, the attack connects—note that ties go to player characters. You then roll and total weapon damage, the target's Damage Reduction reduces that damage, if relevant, and the resulting amount is deducted from the target's Hit Points. Once damage has been dealt, the attack is resolved. Note that some specific aspects of attacking will be determined by the type of weapon used.

Critical Strike: As has been noted in The Basics – Natural 20, rolling a Natural 20 during an attack roll always transforms the attack into a Critical Strike, adding additional damage dice or some other effect to the attack specific to the weapon used. Many weapons will have a Critical Range that includes numbers lower than 20, however, meaning that whenever the attacker rolls a natural number within that range, the attack will become a Critical Strike. Note, however, that while a Natural 20 will guarantee an attack to hit, simply being a Critical Strike will not, meaning that the defender still has the chance to Dodge or Block a Critical Strike triggered on a 19 or lower.

Weapon Proficiency

A character can be trained in a number of weapon types (e.g. short swords, tomahawks, or bucklers), equal to their Weapon Proficiency (see Getting Started – Weapon Proficiency). If a character is trained in a weapon type they can use those weapons without penalty and can add points to their Prowess with that weapon type when leveling up—note that shields and weaponized magic are considered weapon types for these purposes (see Getting Started – Prowess and Magic – Attacking with Magic). If a character attempts to use a weapon that they are not proficient with, they take disadvantage to all relevant rolls. They cannot attempt to attack twice or dual wield with an untrained weapon.

Strength Weapons: These are standard weapons that require significant force to inflict damage, such as most swords, axes, spears, and clubs. Unless otherwise stated, assume that most weapons fall into this category.

- **Attack** = STR + Bonuses + D20.

- **Damage** = Weapon Damage + STR
 - **Two Handed Weapons:** Weapon Damage + (STRx1.5 rounded down). Note that using a two handed weapon removes the option of attacking twice or dual wielding entirely.
- **Strength Requirements:** Strength weapons can be used even if the STR requirement isn't met. However, there are some penalties and bonuses based on the user's stat:
 - **If the Base Stat is 2 more** than the requirement, the user will not take disadvantage when dual wielding
 - **If the Base Stat is 1 less** than the requirement, the user will take disadvantage when attempting to double attack
 - **If the Base Stat is 2 less** than the requirement, the user is unable to attempt to double attack
 - **If the Base Stat is 3 less** than the requirement, the weapon is completely unusable.

Agility Weapons: These are one-handed weapons with little noticeable weight that rely on precision to be effective, such as daggers or rapiers.

- **Attack** = AGI + Bonuses + D20
- **Damage** = Weapon Damage + STR

Ranged Weapons: Ranged attacks are made with weapons such as bows, crossbows, or slings, but can also be thrown items like throwing knives, tomahawks, or javelins.

- **Attack** = AGI + Bonuses + D20
- **Damage** = Weapon Damage (+ STR if thrown rather than fired)
 - Note that different types of ammunition can also modify weapon damage.
- **Adjacent Disadvantage** = Any attack with a Ranged Weapon against an Adjacent target will automatically be taken with Disadvantage

In addition to these types, weapons all have a weight class of 1, 2, or 3 (or light, medium, and heavy) indicating how heavy they are and how much strength they require to wield. These weight classes will occasionally be noted by other rules text. Note that STR weapons are typically medium or heavy, while AGI weapons are typically light or medium.

Unarmed: These attacks incur none of the usual untrained penalties, though players still cannot add Prowess points to these attacks unless they have taken Unarmed Combat as a weapon proficiency (see Heroic Bonuses – Fighter).

- **Attack** = STR or AGI (whichever is preferred) + D20
- **Damage** (for an average humanoid) = D2 + STR
 - **Critical Strike:** In addition to rolling the damage dice twice, a Critical Strike in unarmed combat also grants a grapple hold against humanoid or similar-sized foes, if desired.

Minimum Damage: Note that regardless of weapon types and damage modifiers, any attack that lands deals a minimum of 1 damage before accounting for the target's DR, unless otherwise stated by the GM.

Double Attacking

If, after attacking, you have not used your move action, you may sacrifice your Move and Swift actions in order to attempt a second attack. This comes at further cost, however. This attack roll is at -8 penalty and you take disadvantage (see Life, Death, & Everything Between – Conditions) if you are 1 Base Stat point under the STR requirements of the weapon. If you are further below than 1 point, attacking twice is impossible. Each weapon has its own strength requirement.

- For example, a broadsword has a STR requirement of 2. Characters with 2 or more STR will not take disadvantage while double attacking with a broadsword (though they will still take the full -8 penalty), while a character with 0 STR will not even be able to attempt it.

Using Multiple Weapons: Assuming a character fights with only one weapon drawn at a time, he or she can put their current weapon away and draw another during their turn. If either of those weapons are heavy or ranged weapons, such a maneuver costs a standard action. If both are light weapons **(or select medium weapons (e.g. rapiers) at GM discretion)**, the switch only costs a swift action.

- **Dual Wielding:** Similar to double attacking, rolls attempting to hit an opponent with an off-hand weapon incur a -8 penalty and are taken at disadvantage. The disadvantage can be avoided if the second, off-hand weapon is a light weapon.
 - For example, a character attacking with a broadsword in each hand would roll with no penalties for the first broadsword but would take -8 and disadvantage for the second.
 - A character with a broadsword in one hand and a dagger in the other would still take the -8 penalty on the secondary attack, but would avoid disadvantage because a dagger is a light weapon.
 - **Disadvantage for the second attack can be removed if the character exceeds the STR requirement of the off-hand weapon by 2. The -8 still applies.**
- **Multiple Attacks While Dual Wielding:** It is possible, though very difficult, to double attack with both dual wielded weapons. In this case, the standard penalties for each successive attack after the first are -8, -12, and -16, all of which are taken at disadvantage. If a player misses an attack while at disadvantage this way, they cannot continue to make additional attacks.
 - Disadvantage can be removed in the same ways as usual for double attacking and dual wielding, but once disadvantage is taken on one of these rolls, it must be taken on all further attacks. This means that disadvantage can only be avoided on all four attack rolls both by meeting the strength requirement of one's primary weapon and by wielding a light off-hand weapon **(or exceeding the off-hand weapon's STR requirement by 2)**
 - It is possible to attack 3 times (only choosing to double attack with one of the dual wielded weapons). In this case, the player chooses which weapon to make the second attack with.

Damage Types

There are three types of damage. Physical damage is caused by conventional weapons and impacts HP. Magic damage can impact HP, Sanity, or both. Then there is true damage, which cannot be prevented or reduced. True damage is rare, and will generally only be dealt in particular circumstances by something like an irrevocably lethal fall, total asphyxiation, or a particularly powerful arcane artifact (see Damage Reduction Types below).

- **Area of Effect Damage:** Damage of any of the 3 primary types might sometimes be specified as Area of Effect (AoE). This indicates that the damage covers a large area—whether through scattering shrapnel or consuming, eldritch flames—and any successfully dodging characters will still take half damage unless they achieve a Natural 20 or their Dodge total at least doubles the AoE's attack roll (if relevant, and at GM discretion).

Engagement

If a player or character moves to within 1 space of an enemy *that is aware of their presence*, both combatants are now Engaged. Once Engaged, a player cannot attack enemies other than the one(s)

they are Engaged with. There is no limit to how many enemies a player may be Engaged with at one time.

- **Leaving Engagement:** A player is free to leave Engagement at any time. However, upon leaving Engagement, each enemy that is disengaged will get an immediate Attack of Opportunity. These attacks will play out in the same way as an other attack, allowing the player to attempt to dodge or block.
A player does not break Engagement if they remain adjacent to the enemy. Therefore, a player may circle the opponent without breaking Engagement. However, if the player is Engaged to two or more enemies, this action will cause the player to disengage with at least one of them.
- **Flanking:** Flanking occurs when a character attacks a target that is already Engaged from a space non-adjacent to the character with which the target is Engaged. Doing this gives the attacking character Advantage on all attacks against that target until either the attacker or the target moves.
- **Disadvantage:** As stated above (see Ranged Weapons), attacking an Adjacent enemy with a Ranged Weapon will automatically roll with Disadvantage.

Defending

Whereas an attack requires a standard action, defending yourself occurs automatically as a response to any attack made against you. When this happens, you can typically attempt to do one of two things: Dodge or Block.

- **Dodge:** In order to attempt a Dodge, any character may roll their unique Dodge skill + D20. On a Natural 20 or a sum greater than the assailant's attack roll, your character avoids the attack entirely, taking no damage (see Area of Effect Attacks above for exceptions).
 - **Parrying:** Agility-based weapons have a parrying range, much like the critical strike range of offensive weapons (note that some weapons might have both ranges). Should the defender roll within this parrying range when dodging a melee attack, they add Advantage to Prowess on their attacks next turn against the parried foe.
 - **Natural 20:** When you roll a Natural 20, your character avoids all damage, *including any Area of Effect attacks, and may gain an immediate single counterattack against the aggressor*. This will also be a successful parry on relevant weapons.
 - **Natural 1:** Rolling a nat 1 on a dodge gives the attacker a Critical Strike against the dodger. Note that in the rare case of the attacker rolling a Nat 20 *and* the defender rolling a Nat 1, the attack is a Double Crit and the effect of the Critical Strike is applied twice.
- **Block:** Heavy weapon proficiencies and all shield proficiencies will grant your character the ability to Block. Your Block total is equivalent to your **Reaction** + D20. If this total is greater than the attacker's Prowess value (or you roll a Natural 20), you receive the weapon or shield's full Deflection.
 - **Glancing Blow:** If the Reaction total is greater than half the opponent's attacking Prowess value, rounded up, you receive the weapon or shield's Deflection, halved and rounded down.
 - **Natural 20:** When rolling a Natural 20 during a block, the defender will not take any damage.
 - **Natural 1:** On a natural 1, an attempted Block fails to negate any damage, and may result in any number of other penalties, such as the defender's shield taking significant damage or breaking, or the defender being disarmed, according to circumstances and GM discretion.

- **Dual Blocking:** This follows the same rules as attacking with two weapons. If proficient and wielding two weapons with the Block ability, it is possible to attempt to block with the second weapon. The second Block incurs a -8 penalty and is taken at disadvantage. The disadvantage can be negated if the character exceeds the second weapon's STR requirement by 2.
 - Dual Blocking does not mean that the blocker gets the combined DR. Merely, it allows for a second chance to get the DR.
- **Note:** Against some hazards or attacks, Blocking may become useless, leaving Dodging as your only option. It is up to your GM to inform you of these exceptions.

Armor & Damage Reduction

Damage Reduction is determined by armor. This is a set number that is reduced from the damage that you take.

- **Types of Damage Reduction:** Armor minimizes the damage you'll take from attacks and hazards alike through Damage Reduction (often referred to as DR). Like damage, DR comes in types.
 - **Physical DR:** the most common variety of damage reduction, physical DR is provided by shields and traditional armor, and can reduce physical damage. If, for example, some brute tries to sink an axe into you for 8 physical damage and you're wearing studded leather armor with 2 physical DR, you'll only take 6 damage from the strike.
 - **Magic DR:** Magic DR is rarer than physical DR. Obviously, it reduces magic damage. Physical DR will do nothing to prevent magical damage, and vice versa.
 - **Note:** there is no DR for true damage—otherwise, it wouldn't really be true.
- **Armor Requirements:** All armor has a Base Statistic requirement, meaning that a character must have at least the stated amount in the given statistic to wear the armor without incurring any penalties.
 - **Physical Armor Penalties:** Most of the Base Stat requirements for this will be for STR, or occasionally HTH. When the wearer meets the Base Stat requirement, they receive the DR without penalty.
 - **If the Base Stat is 1 less** than the requirement, the user's speed is halved.
 - **If the Base Stat is 2 less** than the requirement, the user's speed is halved and they take disadvantage to all attack, block, and dodge rolls in combat.
 - **If the Base Stat is 3 less** than the requirement, the armor is unusable.
 - **Magic Armor Penalties:** Magic armor is here classified as any armor that provides any magic DR. Most of its Base Stat requirements will be for INT, INS, or CHA. If the wearer meets the Base Stat requirement, they receive the DR without penalty. If not, however, some penalties will certainly be incurred. Magic armors are unique and the drawbacks will vary from armor to armor, so be sure to check the information of the armor in question to see whether your character can still wear it, and if so, what sort of penalties they will take.

Mounted Combat

When attempting to fight from the back of any sort of mount, you'll take disadvantage on you all of your own relevant checks, unless you're trained in the task (see Heroic Bonuses – Beast Rider). The mount's Dodge will replace yours, however, and takes no disadvantage. You also move at the mount's speed rather than your own. You may choose to use your own Dodge in response to an attack at no disadvantage, but doing so requires leaping off your mount in the process of the Dodge, which in turn will likely require an Acrobatics check to avoid damage or going prone, as circumstance

and GM discretion dictate (see Life, Death, & Everything Between – Conditions). During your turn you may safely mount or dismount as a standard action.

Intuition

Intuition is a last-ditch instinctive action. When a player chooses to use their intuition, they may add their INS to any one check during combat before making the roll. Even if you have incredible INS, though, don't rely on this too much, as you can only employ Intuition once per encounter.

Magic

Magic Types

What type of magic you practice is dependent on where the power comes from and how you harness it. These fundamental styles of magic are known as Intellect, Instinct, and Charisma magic respectively, with each type scaling off its namesake Base Statistic. Note that if you're playing a mage, you must sort this out with your GM to determine which of the 3 primary types you would like to play, or what makes the most sense for how your particular character practices their magic.

- **Intellect:** Intellect magic is learned, understood, and rationally executed. It is founded on knowledge of the arcane arts and alchemical, nearly scientific experimentation. The wizard who holes up in a dark tower, poring over ancient and eldritch tomes to reach the next epiphany is a quintessential Intellect mage. This sort of magic can be taught, and the student who is talented, dedicated, and desperate enough to learn will make for a fine Intellect mage indeed. This is the only sort of magic that lends itself to "branching out." Because such magics grow from directed, rational study, a wizard who starts out slinging fireballs might add ice magic to his repertoire as well, should he only find the right teacher or text. More so than any other type of mage, however, he'll have to do his homework to advance his craft.
- **Instinct:** Instinct magic is felt, exercised, and embodied. It is an intrinsic part of the user's identity, flowing as naturally from them as light from the dawn. An Instinct mage can be anyone from a regal spellcaster whose concussive force magic has been passed down her bloodline for generations to the desperate, dying warrior who unthinkingly reaches for some power deep within and bursts into arcane flames. Instinct magic cannot be taught, and is generally driven by emotion. Of all the magic types, it may well be the strongest and the quickest to grow—but it can also be the most unpredictable, and grows *with* its mage—not at his or her whims.
- **Charisma:** Charisma magic is given, shared, or collaborated. Perhaps the most difficult type to understand, it is, at its heart, always relational. That relationship, however, can take many different forms. When a cleric or priest calls on his patron and is answered with holy power because of the clergyman's established, cultivated relationship with the deity, this is an example of Charisma magic. The same goes for the cultist who gains power from a bargain struck with a demon. Yet the manipulative warlock that terrorizes foes with phantoms of their deepest fears is also practicing Charisma magic, for he must commune with his target and draw upon the fear he finds there. The con artist with uncanny powers of suggestion is similar. For both the power comes from the relationship, whether that relationship is voluntary or not. Whereas Intellect magic stems from the secret systems of the world and Instinct magic wells up somewhere deep in the bones, Charisma magic grows from the communion between two parties—be they men, gods, devils, or something else entirely. This can grant the wielder power beyond their own capabilities or lead to unique combinations, but it must be remembered that the efficacy of Charisma magic—like any relationship—depends on *both* parties.

The Magic Stat

This unique stat broadly represents a mage's magical ability, and is considered part of the Essentials pool for magic users, and may be added to during level ups accordingly (see Leveling Up). It is equal to INT, INS or CHA x2 plus essential points, depending on what type of magic it is.

- **Intellect Magic:** ~~Whenever an Intellect mage must make a Magic check, unless otherwise stated he always adds his Knowledge skill relevant to the magic type in question (which also scales off of his INT). This reflects the reality that an INT mage must learn the ins and outs of all the various types of magic he learns, and will be more experienced with some than others. Note that for this reason, the DC for most INT spells will appear significantly higher than those called for by other types.~~
- **Pursuing Growth:** Mages are encouraged to be proactive in developing their abilities—and while some might be content to slowly build their Magic by devoting points to it during level ups, many will seek out opportunities to learn and grow in world. This is a vital aspect of magic, and it is important that the GM works to reward such effort, wherever it is found. And while consistent practice will yield results for all types of mages, that is a given, to some degree, and justified the growth of a character's Magic through leveling up. Each magic type has unique ways to go above and beyond, though. INT magic can be furthered in chunks by new tomes, instructors, or chances for measured experimentation that the GM leaves around an adventure. This sort of thing can result in significant buffs to one of the INT mage's Knowledges, or possibly the chance to start a new one. INS mages are somewhat more at the GM's mercy as one can rarely know what, exactly, will advance their abilities, but pursuing emotional growth, resolution, or catharsis will often be a catalyst for an INS mage's Magic growing. Good, in-character roleplaying is key, here. CHA mages should be given chances to somehow supplicate their benefactor or learn from unique encounters, often being offered bargains and being encouraged to offer their own in intense conversations with their collaborator. Here, various buffs and rewards can be readily offered, but often at some price, and creativity from both parties is key.

Spells

Spells are what give structure to the broad notion of arcane ability. A spell represents a single magical action or set of actions, and is accomplished through a magic check. The player attempting the spell declares his or her intended spell (or a description of the magical action in question), pays any additional costs the spell requires (can be anything from physical ingredients to Hit Points, depending) and then rolls Magic (see Getting Started – Magic) + D20. Whether they succeed will be determined by this roll, and whether the spell is known or unknown.

- **Unknown Spells:** Any spell attempted without extensive prior practice and mastery is considered an unknown spell. Such actions function much like normal skill checks. The would-be spellcaster's roll of Magic + D20 is measured against a DC known only by the GM. Higher checks will be required for more impressive feats and lower checks for simpler spells, of course, but the exact number is at GM discretion. Note that mages should experiment with unknown spells fairly often, and GMs are advised to have some general DC benchmarks ready for broad categories of magical actions, as they will never be able to predict what their mages will concoct, and will often have to create unknown spell DCs on the fly, in session. Also note that once the GM has chosen a DC for a given unknown spell it should not be changed.
 - **Example:** A diplomatic dinner with a capricious crime lord starts to go south and a shadow mage decides he wants to remove all the light coming from the dozen or so torches in the room and fill the room with thick darkness. The GM decides a DC of 18 is

fair for the task, considering the mage is trying something unknown, but he does not state the number aloud. He gives the shadow mage the go ahead, who rolls a 12 and adds his Magic score of 6 for a total of 18. The DM describes the effect of the success as the torches seem to shed their light and the banquet room is plunged into darkness, leaving everyone without dark sight making perception rolls to try to get anywhere or do much of anything.

- **Known Spells:** Known spells represent a mage's known arsenal of magical actions. Both the GM and mage know the DC and the specific effects of a known spell. The DC should be lower than it would be if the spell were unknown. A mage can have a maximum number of known spells equal to their Magic stat, but they will not automatically gain one whenever they gain a point. Much like gaining skills, known spells must be gained organically through a campaign. After a mage's starting arsenal of known spells (see Getting Started – Magic), most he or she receives going forward will start as unknown spells that, with enough successful practice, the GM eventually awards as a known spell (at his or her discretion). Known spells might also be given as rewards for a mage pursuing his or her craft, or other in-world reasons. It is vital to note that known spells do not represent the extent of a mage's ability—magic users are strongly encouraged not to see them as a limit, and will often be called upon to experiment outside of their comfortable certainty—doing so is a vital part of growth for most mages, and hopefully will lead to more fun for all.
 - **Example:** The shadow mage from the previous example starts to make a point of practicing the spell whenever he can and informs the GM of his characters' practice during relevant stints of time in world. The mage has 4 known spells, currently, and his magic score of 6 leaves him open to learn another. The GM decides after 2 more in-combat successes to reward the player's dedication, and makes the previously unknown spell known to the shadow mage. He gives it a known DC of 12 and comes to an agreement with the shadow mage on the stated effect of the spell.

Attacking with Magic

Unless otherwise specified any direct, magical attacks deal magic damage. Many known spells will come with information on Damage (much like weapons) and any bonuses or minuses they offer Prowess. All unknown spells come with whatever the GM deems fair in the situation. After succeeding the DC for the spell, a mage will roll Prowess +D20 +any spell specific bonuses.

- **Example:** A fire mage's Fiery Glee known spell has a DC of 14. She meets the DC, reports to the success to the GM, then rolls Prowess. The spell has an inherent +2 bonus Prowess, and the fire mage has a proficiency with Ranged Magic with +6 points. She rolls a 4, then adds 2 and 6 to it and reports a total of 12 Prowess to the GM. The GM gets a total of 14 to Dodge for the opponent, so the attack misses.

Life, Death, & Everything in Between

Healing

When healing, the source in question will restore a designated number of Hit Points (whether a flat number or a roll of dice) + the target's HTH. So, for example, a surgeon might stitch up your character. The surgeon's operation offers 2d4 HP of healing. The GM rolls a total of 5 on the two dice, and the player has 2 HTH, so he regains 5 + 2 Hit Points. Note that, unless stated otherwise, no administered source of healing can cause harm, and will always grant a minimum of 1 HP.

- **Natural Healing Rate:** Barring any ongoing conditions, every day that your character rests for at least 8 hours he or she will regain 2 + HTH Hit Points (lesser HP rewards may be given if

less than 8 hours of rest is acquired, at GM discretion). Note that unlike medicinal sources, one's natural healing rate *can* fail to provide any Hit Points.

- **Sanity Healing:** Sanity healing functions in the same way as HP, only it adds INT, not HTH. Sanity will naturally heal at a rate of 2 +INT for every 8 hours the character is in well-lit, reasonably peaceful setting/situation away from the horrors of the dark (at GM's discretion)

Conditions

Conditions reflect the changing nature of combat. The GM will always inform you of any conditions circumstances have bestowed upon your character—consider jotting them in your Character Conditions on your character sheet. Also, note that these conditions are not always constrained to combat.

- **Advantage:** Advantage is granted when your character is in a good position or does something particularly well. Until further notice, roll twice for all relevant rolls and take the greater result.
- **Disadvantage:** Disadvantage is, of course, the opposite. Roll twice for all relevant rolls and take the lesser result.
 - Note: advantage and disadvantage immediately negate each other. Unless an effect specifically calls for a character to lose one then gain the other, assume that gaining one while holding the other will cause them both to cancel.
- **Bleeding:** A character will begin bleeding after a particularly heavy blow (at GM discretion), or when hit by a particular weapon that explicitly causes bleed damage. Bleeding typically incurs 1d4 damage per hour out of rounds, or 1 damage on the affected character's turn in rounds. This can be more or less extreme at GM discretion.
- **Fear:** A character that is Afraid takes Disadvantage when attacking the source of her Fear and must make a Constitution or Willpower check to move or attack in the direction of the source of Fear.
- **Disarmed:** A character may be disarmed by a particularly artful blow or an electricity-based attack, etc. If so, they cannot use their weapons to block, parry, or counter-attack until they use a swift action to pick up their weapons
- **Burned, Poisoned, Frost-Bitten, etc.** There a myriad of other conditions such as these that might affect a player. Generally speaking, these conditions tend to inflict 1D4 damage per turn, but this is situation specific. It is important to note that while a character cannot be doubly poisoned, separate conditions may stack. So for example, a character that is Burned and Poisoned will take 2D4 of damage a turn, one for each relevant condition
- **Grappled:** A grappled character cannot move from their position unless they succeed in a Tenacity or Athletics check against the source of the Grapple
- **Impaired:** This could be a broken arm, a drunken character, etc. When impaired, you take -5 to all relevant rolls and your speed is halved.
- **Prone:** A character is prone when knocked on the ground or if for any other reason they are lying down when combat begins. Either way, a prone character has 1 movement and makes halved rolls until they spend their move action getting to their feet.
- **Helpless:** A character is Helpless if they're at 0 or below HP and bleeding out. Attacks against you in this state are automatic hits and critical strikes, attacking isn't an option, and all of your other rolls are at -10, and your movement is reduced to 1 or 0, depending on GM discretion.

Fate

Over the course of a campaign, your character will earn Fate Points, which can be spent after attempting any D20 roll in order to redo the roll or negate existing Disadvantage on that roll.

- **Holding Fate:** The better your CHA, the more access you'll have to Fate. Each character can hold 1 + CHA Fate Points at one time, to a minimum of one—note that characters with negative CHA will gain Fate differently.
- **Gaining Fate:** Most characters will receive Fate Points regularly throughout their adventure. Those with a base 0 CHA will gain 1 fate point at specified level ups. For all characters with higher CHA, the number of fate points gained at these levels is equal to CHA. Characters with -1 CHA will not gain fate points at the specified level ups—they can only earn them (see A Twist of Fate below). A character with a -2 CHA must also earn their fate, but they cannot hold the point for more than one session before it must be spent or lost (GM discretion may be used to extend this timeframe by another session if a fate point is awarded late enough in the current session).
- **A Twist of Fate:** GMs are encouraged to grant Fate Points to players for playing their characters well, being team players, or any other number of more meta virtues while at the table. Points can also be granted for any number of in world reasons, such as a god's favor or some lucky charm's influence. Note that characters with minus CHA cannot gain Fate Points at level ups, but GMs should readily reward these characters for the same things they would reward characters with high CHA.

Death

If you reach 0 Hit Points you are unconscious from severe injury unless otherwise stated. Any damage past this pushes your HP further into negatives, and if you reach HP equal to half your max health (rounded down) in the negatives you are instantly dead. Practically speaking, this means that a warrior with 17 max Hit Points will end up helpless and dying on the ground when he reaches 0 Hit Points, and will die should he reach -8 Hit Points.

- **Saving Throws:** Each round you are at 0 or less HP you make a saving throw of HTH + D20. On a total of 11 or higher your character is safe for the moment, but anything less and they immediately takes 1 point of damage from accumulated injury. So long as your character is under 1 HP you must continue these rolls each turn until they are stabilized, dead, or combat ends (and note that your character's conditions are not automatically improved at the end of combat; how the process unfolds from there is at the GM's discretion).
 - **Natural 20 & 1:** During saving throws, rolling a natural 1 results in a d4 of damage rather than 1 point, and a Natural 20 immediately raises you to 1 HP and returns you to consciousness.
 - **Stabilizing:** To stabilize a fallen ally, a player must be adjacent and spend their standard action to attempt to stabilize the ally. The player makes a roll of ally's HTH + D20 or the stabilizers INT + D20 with a total of 11+ stabilizing the ally. Lower totals do not have a damaging effect, but the ally remains unstabilized. The required total can be affected by the current situation, or if the healer is using medical items.
 - **Healing:** Various items will still be able to restore your Hit Points after you are down, and if you are raised to over 0 Hit Points, you are considered stable and no longer make Saving Throws unless you drop to 0 HP or below again. Note that reaching positive Hit Points will not revive you, however, unless otherwise stated.
- **Insanity:** Reaching 0 in Sanity is a bit different than normal health. If you reach 0 or below Sanity, your character will become Insane. This is a permanent condition (barring exceptional

situations unique to a campaign), and it will drastically affect your character's goals and motivations at the GM's discretion. However, reaching negative Sanity equal to half your max Sanity (rounded down) will still result in a very real and very permanent death.

A Few Notes For Around The Table

- Everyone who has come to play a game and be together all expect something from the night. Weather it be laughs, a serious and story filled adventure, something to pass the time, or a combination of all three. However, in order to make things run smoothly, there are a few rules that need to be kept in mind at the RPG table.
 - **Everyone's a nerd**, so it's okay to be yourself. Have fun, and play your character as much as you want. There should never be any judgement for how someone is, or is not, playing their character.
 - **The GM has the final say**. Weather it be an encounter that you don't quite agree with, a rule that seems a little off, or something that is happening around the table, the GM has the final say in that moment. Feel free to voice your opinion, just don't cause a scene. If possible, try to address the issue outside of a session, or as calmly as possible in session. It's okay to disagree, just know that the GM is the one leading the night.
 - **Respect each other and their time**. Not everyone wants to play for 6 hours on a friday night. Sometimes a player isn't really feeling like they can roleplay their character as well as they normally would. Maybe the GM needs to take a session off due to stress or another personal reason. Bottom line is that everyone is there to have fun. In order to run a campaign, everyone needs to be in it at least a little. If someone doesn't feel like playing, discuss with them as to why and how to proceed. Basically, don't be a jerk to your fellow players and GM, and just remember why you all came to the table to begin with. Respect is key.
 - **Say thank you**. Your GMs put a lot of time into making sure the experience of the RPG goes smoothly, and that each player enjoys their time with the people around the table and with the game itself. Seriously, a thank you after a game goes a long way.
 - **Have Fun**. RPG is meant to be a time for people to gather around a table and be in community with each other and to get away from the stressors of daily life. It's a way to experience fellowship, and really to have an entertaining night. Amazing things can come of RPG's, and it's important to be in the moment. Remember, it's just a game. There should never be hard feelings towards another player or the GM when you leave the table. The whole purpose is to enjoy your night (or afternoon, I don't judge) with one another. So remember: Have fun, kick ass, and be a huge nerd. Happy playing.
 - **Put down your damn phone**.

Heroic Bonuses

Character Unique Bonuses

At the GMs discretion, this system allows for each character to have one Heroic Bonus completely unique to their character that is individually worked out between the player and the

GM. This bonus is awarded at level 1, and there is potential for another, second character unique bonus to be given at level 13.

- These Bonuses can and should be related to the character personally in some way. For example, Flying or Underwater Breath would relate to a bird or fish race, respectively, while a Monster Hunter might gain additional damage to certain enemies such as vampires or zombies. Be creative!
- Other examples:
 - Gain Advantage when speaking to members of a certain race or people group
 - Gain Advantage when attacking in the middle of a conversation
 - Gain the ability to make saving-throws when going below 0 Sanity

Health

1. **Scrappy** (Req. 1 HTH) – Once per encounter you may choose to delay taking damage from any one blow after the final damage is revealed, instead taking that damage at the end of your next turn.
2. **Fortify** (Req. 3 HTH) – Once per encounter, you may spend a swift action to steel yourself, granting 6 temporary Hit Points that are used up first, until the end of the encounter.
3. **Sheer Will** (Req. 5 HTH) – Before making any saving throw, you may choose to sacrifice any nonlethal, nonzero number of Hit Points to add that number to the saving throw. If you do so, and the resulting total is 20 or higher, you regain consciousness, but stay at your resulting negative HP (note that on a natural 20, the normal critical success rules still apply). Any further loss of HP will down you again (unless, of course, it would kill you outright or you have reached positive hitpoints).

Strength

1. **Indomitable** (Req. STR 1) – You ignore movement penalties from terrain and other environmental conditions while charging and gain advantage on Prowess during charge attacks.
2. **Unflinching** (Req. 3 STR) – You gain 1 universal Damage Reduction, and once per encounter you may add your STR to the Deflection Bonus of a successful block.
3. **Hulking** (Req. 5 STR) – You may now wield any weight class of weapon in your offhand without taking disadvantage. Whenever you land an attack with a heavy weapon against an opponent you may immediately make a Tenacity check against them. On a success you knock the target prone.

Agility

1. **Mobility** (Req. 1 AGI) You can now split a move action as you see fit into two with other actions in between. You gain +2 speed.
2. **Opportunist** (Req. AGI 3) – You now get a Critical Success when dodging on two numbers lower (i.e. natural 18-20 rather than just natural 20). NOTE: this does not stack with a weapon's critical parry range. However, a character can gain both the counterattack bonus

from dodging and the advantage on attacks next turn from parrying should they roll within both ranges (the counterattack does not get advantage, though).

3. **Wicked Nimble** (Req. 5 AGI) – Double your critical strike range for all light or ranged weapons. Take advantage on all Sleight of Hand checks.

Intellect

1. **Meticulous** (Req. 1 INT) – You may choose to take 10, 20, or anything in between on any trained skill check if given sufficient time, even under duress.
2. **Uncanny Observation** (Req. 3 INT) – You may now choose to spend a standard action observing a situation in order to gain Advantage on your next turn or grant it to another character on their next turn, so long as you can communicate with them.
3. **Tactician** (Req. 5 INT) – Once per session, when entering rounds, you may choose to ignore the order of turns determined by Reaction rolls and instead order the turns of all combatants as you see fit--this order remains through the end of the encounter.

Instinct

1. **Rage** (Req. 1 INS) – Once per session you can enter a rage. While raging you gain +2 damage on all melee attacks and 6 temporary Hit Points that are used up first, but cannot take any actions that take precision or thinking and take -4 to all Dodge checks or Reaction rolls when blocking. A rage cannot end until all enemies are dead.
2. **Primal** (Req. 3 INS) – Whenever you are under half maximum Hit Points (not including temporary HP) during rounds, you may spend a swift action to gain a free additional use of Intuition on your next roll, or to rise from a prone position.
3. **Empath** (Req. 5 INS) – Once per encounter you may look at any one present NPC or foe's stats. You take advantage in all Insight checks, and neutral, non-human creatures default to friendly toward you.

Charisma

1. **Silver Tongue** (Req. 1 CHA) – Once per encounter, you may choose to take advantage on your CHA based Skill checks during a social encounter, but if you do, you must immediately trade it for disadvantage upon failing any such check.
2. **Interference** (Req. 3 CHA) – You may now use a Fate Point to reroll an enemy roll immediately after the total is announced. You cannot Fate a single roll more than once.
3. **Exalted** (Req. 5 CHA) – Your max number of held Fate Points increases by 2. Gain 2 immediate Fate Points. You now gain a bonus on all CHA checks equal to your number of held Fate Points. You may now spend as many Fate Points as desired on a single roll.

Level 1

1. **Deadly** – Gain +1 damage with one proficient weapon type.
2. **Extra Talented** – Gain +3 to one skill or essential
3. **Attractive** – Neutral NPCs default to friendly when first encountering your character.

4. **Sturdy** – Any Base Stat requirement of armor you wear is reduced by 1.
5. **Tough** – You cannot be reduced to 0 or below HP from a single attack if at full HP when the attack hits. Instead, you will remain up at 1 HP.
6. **Armor Breaking*** – Choose a weapon type and you ignore up to 2 physical Damage Reduction on all attacks with that weapon.
7. **Gotta Go Fast** – You gain +4 speed.
8. **Precision** – Choose a light weapon type; hits with that weapon ignore one point of physical DR for each point by which the player's Prowess total exceeded the target's Dodge total, to a maximum of 4. In the case of a critical strike, the full 4 DR is ignored.
9. **Lucky** – You can now get a Critical Success when attacking or blocking with a chosen weapon on one number lower (e.g. natural 19-20 rather than just natural 20).
10. **Ambidextrous** – You gain an additional swift action during combat.
11. **Assassin** – You may spend your standard, swift, and move actions to ensure a critical strike on a target unaware of your presence.
12. **Beast Rider** – You no longer take disadvantage when fighting from the back of a chosen type of creature.
13. **Reckless** – On a saving throw, you now need to roll a 19 or higher to be up with 1 Hit Point. However, you also will take a d4 of damage on a 2 or lower.
14. **Fighter** – You may now take unarmed combat as a weapon proficiency. These attacks deal 1d6 + STR damage. You may freely choose between adding STR or AGI when rolling Prowess with this weapon type (note that fighting with gauntlets and the like count as unarmed combat).
15. **Familiar** – You know how to take care of an animal companion (at GM discretion). This companion is loyal to you and serves you--you take advantage on all relevant rolls whenever attempting to understand or communicate with it.
16. **Adaptive** – During level ups you may choose to spend 3 Skill Points to gain a new weapon proficiency of your choice (at GM discretion).
17. **Protector** – Whenever an opponent moves within 2 squares of you during combat you may force them to stop and attack you rather than continuing their movement.
18. **Taunt** – Once per encounter you may goad an opponent into attacking you. If they attack you and miss and/or are blocked, you receive Advantage on your next attack on that target.
19. **Merciless** – Your attacks against Prone targets are now Critical Strikes

Level 1: Magic

1. **Anchored Casting** – Choose a specific item as an anchor that your character must have or use in order to use their magic. You gain +4 to your Magic skill. You lose the bonus, as well as taking -12 and disadvantage to all magic checks for an in game week should this anchor be destroyed. A new one can be found to replace it, but will take at least a week to properly attune. Note that for INS mages, the anchor must have deep personal and emotional significance. CHA mages must have an object granted or accepted by their benefactor. Intellect mages must personally construct an anchor to channel a particular Magic

Knowledge--however, they may do so for each unique Magic Knowledge they possess (e.g. one anchor for to grant +4 to Knowledge: Water Magic, and another to grant +4 to Knowledge: Light Magic).

2. **Spell Thief** – You may now steal anchors from other mages, and ceremonially destroy them out of combat. For each stolen anchor destroyed in this way you gain a permanent +1 to your Magic Skill. Note that stealing another mage's anchor will immediately deprive them of the bonuses it provides, but they will not take the full penalties of a destroyed anchor until it has been totally removed from them or destroyed.
3. **Battle Casting** – You may choose to attack and cast a spell in any order at the cost of a standard and swift action. The battle cast must be declared before either action is undertaken, and you take a -5 penalty to the Magic roll.
4. **Apprentice** – The player can now choose to give up their entire turn to use their magic skill twice during it. This takes their standard, swift, and move action. This must be declared before the result of the first check is known. The player cannot cast the same spell twice.
5. **Arcane Brilliance** – The character understands their magic and abilities on a deeper level than others. The player has a chance to be given more than 1 point when successfully increasing their magic stat.
6. **Natural Talent** – The character has a natural talent in regards to their magical ability. The player has a chance to be given more than 1 point when successfully increasing their magic stat.
7. **Devotion** – The player has an increased devotion to whomever or whatever is giving them magic. That, or the source of their magic has given them an extra boost to their abilities. Whenever a player with charisma magic earns a point, they may occasionally receive two skill points as opposed to one.

Level 6

1. **Elusive** (Req. Level 6) – Gain +3 dodge to all attacks from non-adjacent enemies
2. **Ruddy** (Req. Level 6) – Any time you heal, recover +1 HP on top of whatever the total would normally be
3. **Grudge** (Req. Level 6) – Attacks against an enemy that successfully wounded you on their previous turn now do +2 damage
4. **Battle-Minded** (Req. Level 6) – Once per encounter, you can spend a swift action to gain advantage on all Reaction checks during the next round.
5. **Sniper** (Req. Level 6) – You may spend a move, swift, and standard action and choose an opponent to target--if you do so, your next ranged attack against that target is a Critical Strike.
6. **Wild** (Req. Level 6) – After making a Prowess roll, *but before revealing whether or not the attack landed*, you may choose to reduce the roll by any multiple of 3 to increase the damage by a third of the number reduced
 - a. (i.e. for every -3 Prowess, +1 damage)
7. **Controlled** (Req. Level 6) – After making a Prowess roll, *but before revealing whether or not the attack landed*, you may choose to increase the roll by any multiple of 3 but decrease the damage by a third of the number increased

a. (i.e. for every +3 Prowess, -1 damage)

8. **Slippery** (Req. Level 6) – You may use Acrobatics rather than Athletics or Tenacity to escape holds and grappling, and opponents must always take disadvantage when attempting to grab or hold you. Whenever you successfully Dodge or land an attack you may immediately move up to 2 squares.
9. **Duelist** (Req. Level 6) – Choose a proficient weapon type that can be used to block. Once per turn, after you make an attack roll but before it is revealed whether the attack is a hit or not, you may choose to take -4 on the roll to add +4 to your next Block roll with the chosen weapon type.
10. **Desperation** (Req. Level 6) – You may now charge toward fallen allies without attacking or spending your standard action at the end of the move action. You take advantage on all relevant checks when trying to move or stabilize a fallen ally.
11. **Precision Evisceration** (Req. Level 6) – Damage for light weapons now scales off of AGI instead of STR
12. **Phantom** (Req. Level 6) – You may now move adjacent to opponents without becoming Engaged and may move through opponents' spaces
13. **Willful Resistance** (Req. Level 6) – You gain advantage on all relevant rolls when resisting spells that enter or manipulate your mind (e.g. magic to control, mind reading influence, supernatural suggestion, etc.) and all relevant rolls for resisting Sanity damage.
14. **Brawler** (Req. Fighter & Level 6) – You may add your AGI to Tenacity checks, and your unarmed attacks against Grappled foes are Critical Strikes.
15. **Martial Artist** (Req. Fighter & Level 6) – Your Prowess for all unarmed attacks now scales off both STR and AGI. You may now use unarmed weapon proficiencies to block as well, using the same Prowess value.
16. **Boar's Hide** (Req. Rage & 1 HTH) – When you Rage you also gain 2 physical Damage Reduction and 4 temporary Hit Points that are used up first.
17. **Bear's Strength** (Req. Rage & 1 STR) – When you Rage you gain +3 to all STR-based checks and an additional +1 damage on all melee attacks.
18. **Wolf's Grace** (Req. Rage & 1 AGI) – When you Rage you gain +3 speed and +3 Prowess with all melee attacks.
19. **Serpent's Charm** (Req. Rage & 1 CHA) – When you Rage gain 2 magical Damage Reduction and 2 temporary Fate Points that disappear at the end of combat if still unused
20. **Quick Hands** (Req. Level 6) – You may now make a Sleight of Hand check to attempt to reload a firearm as a swift action instead of a standard action. However, if the check fails, you *must* use your standard action to reload the chosen gun

Level 6: Magic

1. **Conduction** (Req. Level 6) – Before rolling Magic to cast a spell that deals damage, you may declare that you are conducting the spell through your environment. If the spell is successful, it becomes an Area of Effect attack, but deals half damage.

2. **Spellworks** (Req. level 6) – Once per day you may imbue a single object with a spell. You may now channel a spell through this object at a -5 penalty to the Magic roll. This spell may only be activated by the caster, and only one item may be enchanted by this Heroic at a time.
3. **Spell Battery** (Req. Anchor Casting & Level 6) – Once per day you may fill an Anchor with a fully charged (highest non-critical success) spell from your available spells. This can be used by you in a Swift action.

Level 11

1. **Perfectionist** (Req. Level 11) – Increase a Base Statistic by +1.
2. **Risky** (Req. Level 11) – you may choose to take Advantage on all attacks this turn, but enemies take Advantage when attacking you until the start of your next turn.
3. **Cautious** (Req. Level 11) you may choose to take Disadvantage on all attacks this turn to inflict Disadvantage on enemies' attacking you until the start of your next turn.
4. **Counter** (Req. Level 11) – If an Engaged enemy attacks you and you successfully Block the attack, the enemy immediately takes 2 True Damage
5. **Blood Lust** (Req. Level 11) – Gain +1 damage for each enemy killed/downed during an encounter up to a max of +5 damage. This resets at the end of the encounter.
6. **Feisty** (Req. Level 11) – Gain +2 damage when afflicted by a Condition (excluding Advantage, Disadvantage, & Helpless)
 - a. This bonus does not stack when afflicted by more than one Condition (i.e. you cannot ever gain more than +2 damage due to this Heroic)
7. **Faith Healing** (Req. Level 11) – Once per encounter, you may spend 1 Fate Point to gain 5 HP or 5 Sanity but in doing so may not exceed your max amount of either.
8. **Disdain for the Cowardly** (Req. Level 11) – You now receive two Attacks of Opportunity against an opponent leaving Engagement with you
9. **Incorruptible** (Req. Level 11) – You are now immune to any and all debuffs that would cause any Skill or Essential stats to be temporarily lowered during an encounter.
10. **Fortress** (Req. Sturdy & Level 11) – If the damage of any physical, melee attack against you would be completely negated by your Damage Reduction, the aggressor takes Disadvantage until their next turn.
11. **Beast Rider II** (Req. Beast Rider & Level 11) – You may take +3 to Prowess when attacking from the back of a chosen type of creature, and mounting/dismounting can be done for a swift action instead of a standard action
12. **Coordinated** (Req. Ambidextrous & Level 11) – When choosing to double attack, you may now sacrifice only your swift action instead of your swift action and move action.
13. **Minuteman** (Req. Quick Hands & Level 11) – You may now switch to or from wielding any class of firearm as a swift action. +5 to any Sleight of Hand check for reloading a firearm as a swift action

14. **Beast Tamer**: (Req. Familiar & Level 11) – The player can now attempt through an Instinct check to tame any creature to bring with them as an animal companion. The difficulty of the check is determined by the creature and its temperament.

Level 11: Magic

1. **CounterSpell** (Req. Level 11) – You may now choose to spend a standard action to make an Investigation check on a spell that an opponent has cast. Succeeding the check will allow you access to the Spell's stats as well as gain 3 Universal DR against that spell
2. **Obsession** (Req. Anchored Casting & Level 11) – You no longer take penalty for destroyed anchors, other than the loss of the bonus it provides. You may now create as many anchors as you wish for any of your Magic types (or Knowledges). However, for each anchor you make beyond your original, you must permanently sacrifice two of your maximum Hit Points. Each anchor adds +4 to your Magic Skill (or, for INT mages, +4 to a Magic Knowledge of your choice). You may choose to ceremonially destroy anchors out of combat to immediately regain 1 maximum Hit Point and heal 1 Hit Point (not modified by HTH).
3. **Stolen Attunement** (Req. Spell Thief & Level 11) – You may now attune to anchors stolen from other mages rather than destroy them, given an in-game week. Doing so grants +2 to your Magic Stat (or +3 to a Magic Knowledge of choice for INT mages). Note that the penalties of broken anchors are the same as for normal anchored casting. Also note that stealing another mage's anchor will immediately deprive them of the bonuses it provides, but they will not take the full penalties of a destroyed anchor until it has been totally removed from them or destroyed.
4. **Sorcerer** (Req. Apprentice & Level 11) – You may now spend only your standard and swift action to dual cast. The spells, however, must still be different from each other.
5. **Spell Fencing** (Req. Battle Casting & Level 11) – Choose an offensive weapon type--once per turn you may surrender a swift action and standard action to make an enchanted melee attack with the chosen weapon type. Declare the spell you are attempting and roll Magic. On a success, roll Prowess to attack the target as usual with your melee attack, and if it connects add the chosen spell's effect to the damage. Otherwise, the spell fails and you make a normal attack.
6. **Spell Ranging** (Req. Battle Casting & Level 11) – Choose a ranged weapon type--once per turn you may surrender a swift action and standard action to make an enchanted ranged attack with the chosen weapon type. Declare the spell you are attempting and roll Magic. On a success, roll Prowess to attack the target as usual with your ranged attack, and if it connects add the chosen spell's effect to the damage. Otherwise, the spell fails and you make a normal attack.
7. **Enchanter** (Req. Spellworks & Level 11) – You may now imbue multiple objects with spells. You may enchant as many objects as your magic-based Base Stat (INT, INS, or CHA). You may now cast a spell through an object for no penalty to the roll. It now takes one in-game hour to enchant an object with a spell.

Level 16

1. **Versatile** (Req. Level 16) – Once per session you may move any set number of points from one essential to another for the duration of an encounter. In doing so you may not go below 0 in any essential, and you may not increase any essential beyond 5.
2. **Bastion** (Req. Fortress & Level 16) – If an enemy rolls for a Critical Strike against you, ignore the effect of the Critical Strike and receive the damage as if it were a normal attack.
 - a. This Heroic does not protect against a Critical Strike resulting from the player rolling a Nat 1 for a Dodge or Block. However, in the rare case that the player rolls a Nat 1 and the target rolls a Nat 20, the damage would equate to x2, not x4, as the opponents Crit would be ignored.
3. ***Avengers Theme Swells in the Background*** (Req. Grudge & Level 16) – For each ally that is currently downed at 0 HP or below, gain +1 damage and +3 prowess to all attacks
4. **Advanced Armor Breaking** (Req. Armor Breaking & Level 16) – Your chosen weapon type may now ignore up to 4 physical DR
5. **Advanced Precision** (Req. Precision & Level 16) – Your chosen weapon type may now ignore up to 7 physical DR given a sufficient Prowess roll. With a Nat. 20 all 7 DR is ignored
6. **Deadeye** (Req. Sniper & Level 16) – You may spend a move, swift, and standard action and choose an opponent to target--if you do so, all of your ranged attacks against that opponent are Critical Strikes until you move or are moved by force.
7. **Vengeful** (Req. Duelist & Level 16) You now may attack twice during counter attacks.
8. **Unbroken** (Req. Feisty & Level 16) – Gain +3 Damage when at 4 or below HP. This Bonus goes away if returned to 5 or above HP.
9. **Intercessor** (Req. Desperation & Level 16) – Once per session you may spend a standard action and a Fate point to immediately return a fallen ally to consciousness and 1 Hit Point (as if they had rolled a Critical Success on a saving throw).
10. **Spoop-Proof** (Req. Willful Resistance & Level 16) – You are now immune to the Fear condition. You may also make a Saving Throw to cure yourself of Insanity once per turn in combat. You may make the Saving Throw once every in-game hour outside of combat.
 - a. The roll is 1D20 + INT, and the DC is 20. Note that any further Sanity damage will again result in Insanity unless you've reached and maintained positive Sanity points.
11. **Fastest Hand in the West** (Req. Quick Hands & Level 16) – Gain Advantage, +6 prowess, and instant Critical Strike on attacks with a firearm the first turn a firearm is equipped in combat. Attacks with Hidden weapons gain +6 prowess and are Critical Strikes

Level 16: Magic

1. **Hexful** (Req. Level 16) – Once per encounter you may pay a non-lethal number of hitpoints (minimum of 3) to increase the damage of spells by a third of the number of hitpoints sacrificed, rounded down
2. **Hexproof** (Req. Level 16) – Once per encounter you may pay a non-lethal number of hitpoints (minimum of 3) to gain one third as much Magic Damage Reduction until the end of the encounter, rounded down.

3. **High Wizardry** (Req. Sorcerer & Level 16) – You may now spend only your standard action to dual cast, and may now cast the same spell twice.
4. **Anti-Magic** (Req. CounterSpell & Level 16) – When hit by or affected by a character's spell, you may immediately roll a flat D20. If you roll a 17+, that character may no longer use that spell for the duration of the encounter.
5. **Quick Learner** (Req. INT Magic & Level 16) – You no longer have any limit to your number of known spells. Whenever you succeed a Magic check for casting an unknown spell, it becomes a known spell. You immediately understand spells out of books in any language, and can spend skill points on level ups to create entirely new skill slots for any Magic Knowledge as you wish.

Level 20

1. **An Inspiration to Others** (Req. Level 20) – All characters adjacent to the player and engaged to the same target as the player gain Advantage when attacking that target
2. **Double Crit** (Req. Level 20) – Increase a specific weapon's critical hit by a power of x1 damage (e.g. a weapon with a crit of x2 damage is now x3, a weapon with a crit of x1 damage (with a secondary effect such as bleeding) is now x2 (while maintaining the effect))
 - a. This does not affect the dice range of the critical hit (i.e. a Nat 20 is still required to land a crit unless the range is somehow otherwise altered)
3. **First Blood** (Req. Counter & Level 20) – You now receive an Attack of Opportunity immediately upon a target moving *into* Engagement with you
4. **Divine Intervention** (Req. Faith Healing & Level 20) – Once per Encounter and before making a roll, you may spend 1 Fate Point to immediately gain a Critical Success on said roll as if you had rolled a Nat. 20.
5. **Extra Lucky** (Req. Lucky & Level 20) – You can now get a Critical Success when attacking or blocking with the same chosen weapon as used with Lucky on yet another number lower (e.g. natural 18-20 rather than just natural 20).
6. **Boundless Fury** (Req. *Avengers Theme* & Level 20) – Once per turn, at the end of their turn, a player may choose to take 5 True Damage and immediately begin a second turn. A player may not take more than two consecutive turns using this Heroic Bonus.
7. **Elite Coordination** (Req. Coordinated & Level 20) – Penalties for Double Attacks are reduced by 4. Disadvantage as related to Double Attacking or Dual Wielding still applies unless otherwise negated (i.e. Penalties are now -4, -8, -12 if Double Attacking while Dual Wielding)
8. **Beast Rider 3** (Req. Beast Rider 2 & Level 20) – The player now gains a +6 prowess on all mounted attacks, and can mount/dismount a loyal creature as a free action. The character also can attempt to mount any creature that can be mounted.
9. **Perfect Rage** (Req. Rage & Level 20) – All bonuses and debuffs given by Rage are now doubled.
10. **Predator** (Req. Deadeye & Level 20) – You may spend a move, swift, and standard action to prepare--if you do so, all of your ranged attacks against all opponents are Critical Strikes until you move or are moved by force.

Level 20: Magic

1. **Negation** (Req. Anti-Magic & Level 20) – All magic Heroic Bonuses (**not** including your own), both from allies and enemies, are completely deactivated for all characters within one space of you
 - a. Yes, this does include Anchor Casting
2. **Hail Mary** (Req. Hexful & Level 20) – Once per session, a player may choose to spend their swift, standard, and move action to attempt to cast Hail Mary. If successfully casted, the player is immediately downed at -2 HP
 - DC – Varies
 - Physical Range – 5
 - Effect: (Subject to change based on character's average damage output)
 - Standard – 3D12+5 damage
 - Nat 20 – 3D12+1D8+4 damage; all affected characters are knocked prone
 - +15 Prowess
 - Targets **ALL** characters within a 5 square radius
 - All damage AOE
3. **Soul Division** (Req. Level 20) (Requires: Obsession or Stolen Attunement) (Requires 4 Anchors)
 - a. The Player can now make as many anchors as they like. A new anchor can be made every 2 weeks in game. Each anchor must be important to the character. If all of the anchors that a player owns are destroyed, their character is dead.
 - i. For each anchor that is destroyed, that player takes 5 points of true damage. (Cannot be reduced)
4. **Weaver** (Req. Sorcerer & Level 20)
 - a. The player can now spend a standard action in an attempt to combine two spells together for an added effect, creating new spells in the process. The player can then cast the new spell as a single spell on further turns. It is up to DM discretion as to what the spell does, and what its difficulty is to cast.

Leveling Up

Over the course of the adventure, characters will level up. These level ups are generally meant as rewards after combat or other significant encounters, but ultimately they are left to the GM.

- Note that leveling up is usually regulated by the GM as there is no experience counter in the Akera system

On All Levels

At each level up, all characters will receive 3 + INT points to put into their Skills as they see fit, never exceeding 2 in any one skill. Characters will also receive **3 points** to put into their Essentials (Hit Points, Sanity, Prowess, Dodge, Reaction, and in the case of mages, Magic), never exceeding 2 in any one essential

Level-Specific Bonuses

Each level will have one of 4 unique bonuses associated with it.

Base Stat Points: Every 5 levels, starting at level 5, an additional Base Stat point will be given to each player, which can be added to any of the 6 Base Stats (HTH, STR, AGI, INT, INS, CHA).

Proficiency Upgrades: On levels 3, 8, 13, 18, and 20, Proficiency bonuses will be given.

Heroic Bonuses: On levels 6, 11, 16, and 20, players can select a new Heroic bonus from the list provided (see Heroic Bonuses).

Fate Points: On all other levels (2, 4, 7, 9, 12, 14, 17, and 19) CHA + 1 Fate Points will be given to characters with CHA 0 or higher.

Level 20: At Level 20, characters have reached what is the recommended end point for characters in any long-term campaign (note that this does not bar further playing, nor does it require the end of level-ups, see Epic Levels). At this level, players may select their final Heroic Bonus and will be given a Base Stat Point and a Proficiency Upgrade.

The comprehensive list of Level-up Bonuses is as follows:

Level 1	Getting Started! (see Getting Started for more details)
Level 2	Fate Points
Level 3	Proficiency Upgrade
Level 4	Fate Points
Level 5	Base Stat Point
Level 6	Heroic Bonus
Level 7	Fate Points
Level 8	Proficiency Upgrade
Level 9	Fate Points
Level 10	Base Stat Point
Level 11	Heroic Bonus
Level 12	Fate Points
Level 13	Proficiency Upgrade (Second Unique Bonus?)
Level 14	Fate Points
Level 15	Base Stat Point

Level 16	Heroic Bonus
Level 17	Fate Points
Level 18	Proficiency Upgrade
Level 19	Fate Points
Level 20	Heroic Bonus, Base Stat Point, Proficiency Upgrade

Epic Levels (Post Level 20)

Past level 20 the progression of growth changes to better represent the “epic” nature of characters.

Level ups, then, behave as follows:

- Skills & Essentials: This portion of leveling up remains the same. Characters receive 3 + INT Skill points and 2 Essentials points to use as they desire.
- Heroic Bonuses: No more Heroic Bonuses are unlocked after level 20, nor are there any more opportunities to select new ones.
- Base Stats: Every 4 levels players may add a point to any of their Base Stats.
- Proficiency: Proficiency continues to increase every 3 levels until it reaches +10, at which point it has reached its maximum capacity and can no longer increase.