



WARRING WORLDS

V0.11

HOMEBREW

In a kingdom of deception, a reporter searches for fame.

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CHAPTER 1 : INTRODUCTION

How To Play

MATERIALS NEEDED

To play Warring Worlds you will need at least 2 dice of each of the following types: d4, d6, d8, d10, and d12. You will also need a character sheet and pencil to make a character.

RANKS

Warring Worlds is built on a system of Ranks. Attributes and Skills (plus some other things) are measured on a 5-rank system. Each rank, 1 through 5, represents a general increase in aptitude and is the main factor in determining what dice you roll when making a check. The die associated with rank 1 is a d4 and increases by one step for every rank above that, going to a d6, a d8, a d10, and finally a d12 at rank 5.

ATTRIBUTES

Every creature in Warring Worlds has six Attributes. These Attributes are: Strength, Dexterity, Constitution, Intelligence, Acuity, and Will. Every Attribute represents a creature's aptitude in the areas it covers.

Attributes are extremely important and are the primary factor in determining how good your character is at various things. Strength, for example, determines how good your character is with melee attacks, how much your character can carry, and several other things.

SKILLS

Skills are similar to Attributes in that they determine a creature's aptitude in various areas, but they are far more specific than Attributes. A creature with high Dexterity may be decent at anything requiring controlled movement or speed, but if they want to be a master at sneaking around then a high Stealth Skill is necessary as well.

Skills come in three categories: Utility, Combat, and Profession. Utility Skills can come in handy in all kinds of situations, you never know when being good at Physical Perception might be useful. Combat Skills are

used specifically when fighting against other creatures, determining how good you are with your chosen method of combat. Profession Skills are used primarily in downtime, these cover various ways of crafting, can help make money, and can be important for travel.

SKILL TREES

Warring Worlds is a classless system, all character creation and advancement is instead handled through investment in various Skill Trees. Every Skill in Warring Worlds has an associated tree, which represents the bonuses and actions that being good at that skill can give you. Putting points into these skills is how you determine what your character can do, what actions are available, how good they are with certain items or weapons, and many many other things.

These skill trees are essentially your way to customize your character and their abilities.

CHECKS

How do you determine whether your attack hits the bandit or is evaded? What about whether you forge a legendary sword or a misshapen hunk of metal? Do you successfully seduce the dragon or do they turn you into a pile of ash? The answer to all of these questions is one roll away.

Checks are the primary way of handling any action that a creature wants to accomplish. They represent a creature's attempt to perform some desired action, taking that creature's aptitude in that area into account. For example, if you want to sneak past a guard then you would need to make a Stealth Check, which determines whether your attempt is successful or ends with you being chased through the streets.

MAKING A CHECK

STEP 1: WHAT ARE YOU TRYING TO ACCOMPLISH?

The first step to making a check is figuring out what the check is for. Checks are made when trying to accomplish something where success is not guaranteed. For this example, we'll be saying that we're trying to sneak away from a guard.

STEP 2: WHAT SKILL AND ATTRIBUTE DOES THIS USE?

The next step is to determine what skill best fits what you're trying to do. In our case, this will most likely use the Stealth Skill as we're trying to remain undetected. After figuring that out we look at what Attribute the Stealth Skill is tied to, which is Dexterity.

STEP 3: WHAT ARE WE ROLLING

Now that we know what Skill and Attribute we're using we can figure out what dice we're rolling. Almost every check in Warring Worlds follows a $1dX + 1dY$ format. Where X and Y represent the number of sides on the die being rolled. To determine X and Y we look at the tier of the Skill and Attribute we're using. In this case let's say that our character is pretty Stealth and Dexterity-focused, fitting a Roguish archetype. Our character will be tier 4 in Dexterity and tier 3 in Stealth, meaning that we roll a d10 and a d8.

STEP 4: DETERMINING THE RESULT

After figuring out which dice are being used you can go ahead and roll them. The sum of the two numbers rolled is called the **result** and is checked against some other value to determine success, with one exception. If the result of the roll is lower than the sum of your Skill and Attribute tiers, then you can choose to use that value instead of the result. In our example we ended up rolling a 2 and a 1, giving us a result of 3. Because 3 is lower than the sum of our tiers, 4 and 3, we can instead choose to use that value to determine success. Thus, the result of our Stealth check is a 7.

STEP 5: SUCCESS OR FAILURE

After getting your result that value is compared against another to determine success or failure. This value can either be a DV (Difficulty Value), which is a flat number,

chosen by the DM, or it can be the result of a contesting check. If your result is higher than the value it's being compared to, then the check was a success. If it is lower, then that's a failure. In an uncontested check (against a DV) a tie is counted as a success. In a contested check ties are rerolled. In our case we're sneaking away from a guard, meaning that we're comparing our Stealth Check against their Physical Perception Check. Let's say for our purposes the guard got a 4, meaning that our Stealth Check is successful and we're able to sneak away from the guard.

BONUSES AND PENALTIES

Sometimes you may receive a Bonus or a Penalty to a check. This represents any advantages or disadvantages that may affect your ability to perform the attempted action. Every Bonus received increases your minimum roll by 2 and every Penalty received decreases your minimum roll by 2.

SYLVARA

Sylvara is a land of untamed nature. Vast biomes of all types stretch across the land, each one in ecological harmony. The World Children inhabit this land, existing in harmony with nature. It is said by the World Children that a World Spirit inhabits Sylvara, ensuring that all lands stay in ecological harmony. This World Spirit acts through various means including the Spirit Hubs, Natural Energies, and World Seeds. Sylvara has existed in this way for generations, and throughout the land there was peace. Until the Rift opened and pieces of a different world came through.

Almost no one remembers the Rift, it exists well beyond the memories of most species. But some do remember. They say that there was no warning, one second everything was peaceful, and then the next, the sound came. A roar unlike any heard before or since they say it sounded like Sylvara itself was bellowing in pain. This deafening sound echoed across the globe and when it was finished people began to look up and saw it. They tell of a great tear, like a wound in the sky. On the other side of this tear, there were what looked to be dark, swirling, purple clouds. Then these clouds started to pass through the Rift and quickly spread across the entire world. And then, as quickly as the Rift opened, it closed again, this time without a sound.

It didn't take long for the purple clouds to dissipate and disappear. Peace seemed to return to Sylvara, there was no great calamity or horrible disaster. Everything seemed to be normal. That was until the next batch of World Seeds arrived. All of a sudden the World Seeds started growing into strange, monstrous things. New things, had never been seen before in Sylvara. For most, this was nothing more than a strange occurrence. The monsters usually seemed to become confused and then flee. The oddest thing to come from the World Seeds was what seemed to be a new species of World Children. These people called themselves "Humans," and at first seemed peaceful. Truly Sylvara remained in harmony.

That is until things started going wrong. The new monsters that had been introduced began to throw the various ecosystems out of balance. Events that had never happened before started to become common. Food shortages, animal attacks, and even diseases assaulted the World Children. But the worst was yet to come. The Humans, upon seeing the World Children suffer at what they viewed to be normal occurrences, chose to betray the World Children who had previously been their friends. They began to attack the World Children, driving them out of their Home Lands. The Humans then claimed these lands for their own, establishing Nations and building settlements. But to the World Children, this was not their greatest sin. The most egregious act of all was the Human's exploitation of the land. They would cut down forests, farm animals instead of hunting them, and, the most terrible of all, tear up the soil and destroy the plants to grow their own "crops." By doing this the Humans destroyed the Land's Ecological Harmony, and the World Spirit fled those lands, leaving them to the Humans.

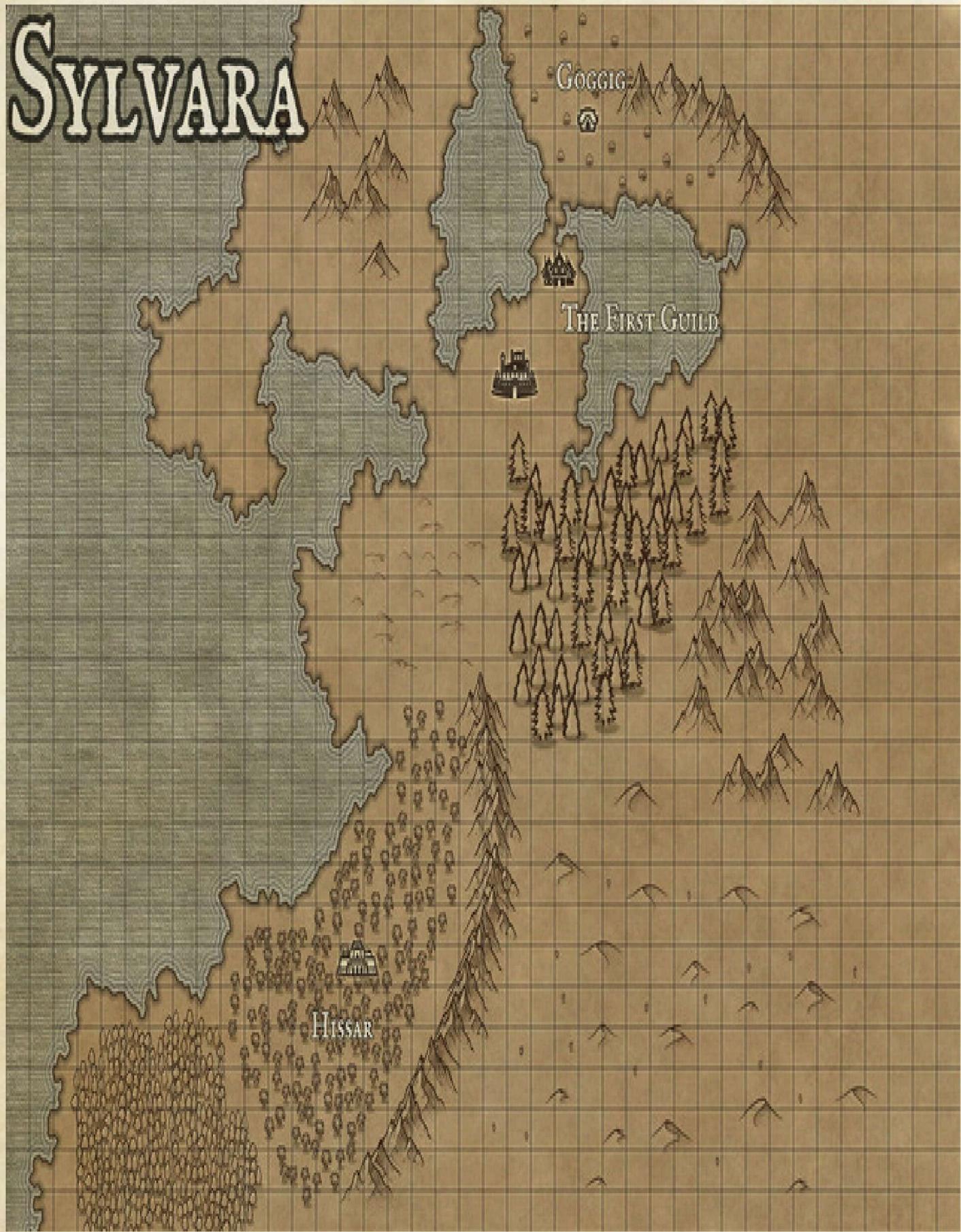
The entire world has been thrown into chaos. Invasive Monsters stalk the land, killing people and animals alike. The Humans have slowly expanded, and now the various Nations each control multiple Lands. The World Spirit is suffering as more of its lands fall under the control of the Humans and thus out of its control. This continued for centuries, with the world changing more and more from its previous state.

And now, 500 years later, a strange balance has been found. The Human's expansion has slowed, the ecosystems have mostly stabilized, with Monsters of

course being a part of that, and a tense peace has been created between the World Children and the Humans. Trade has opened, people move freely, and neutral entities have been formed: The Guilds.

Now the world is yours to explore. Your DM will guide you through Sylvara as you embark on quests, go on journeys, and fight heroic battles. Will you find yourselves caught between two Warring Worlds or will you pick a side? What is the true nature of the World Spirit? What did the Rift do to Sylvara? Can a balance truly be found, or is this just the calm before another storm? All of this is up to you. Explore the world, learn the stories of various peoples, and try not to starve to death in Warring Worlds. Thank you for playing.

SYLVARA



CHAPTER 2: LORE

THE WORLD CHILDREN

The World Children are the various intelligent “Humanoid” species that inhabit Sylvara. These species have lived in harmony for millennia, coexisting with each other and the flora and fauna of their homelands.

But now, many World Children have been driven from their homelands. These people exist as nomads and refugees. The World Children which have not been driven out face many dangers that they’re just now learning how to brave. Some World Children have become extremely territorial, some have embraced the refugees and now struggle even more, and some chose to emulate the Humans, forming nations and vying for power.

However, all the World Children still worship the World Spirit. The differences between their various ideas and faiths have led to strife among some peoples, as they are unable to accept another version of their religion. Others have chosen to unite their faiths, creating new beliefs that combine features of the old.

The Humans tend to refer to the World Children as “Beast-Folk,” not as a derogatory term, but instead just as a reference to their similarity to various animals.

THE HUMANS

The Humans are not native to Sylvara. Instead, they come from a distant land, across the ocean. The Humans landed on Sylvara centuries ago and founded their nations. It isn’t known why they came here, that knowledge has been lost to time, but in this land, they have prospered. Their nations have expanded, driving out the Beast-Folk who once made their homes in the lands that the Humans have now claimed for themselves. For centuries the Humans grew their borders without regard for those who lived there, but now, a new belief in peace and friendship has emerged. They have started to trade with the Beast-Folk, and have opened their borders to travelers. They even founded the Adventurer’s Guild to exist as a neutral entity, a show of equality and friendship. Truly Sylvara has entered an era of peace and prosperity for all.

That is the Human version of their history on Sylvara. It is unknown why this is their belief when the Tear was a mere 500 years ago. But it seems that the Humans have forgotten their true past. Many of the World Children have forgotten it as well since they are short-lived and the times were so chaotic, and so this Human version of events has become the standard told in the history books. Many World Children know that something else happened, that there was some great calamity generations ago, but many have attributed it to the Human’s landing and initial expansion.

Now the Humans exist all over Sylvara, permeating the land in numbers never before reached by intelligent species. They have become as much a part of the world’s ecosystem as any other creature.

THE WORLD SPIRIT

“World Spirit,” is the World Children’s name for the great consciousness which seems to reside in Sylvara. This World Spirit is responsible for the millennia of harmony and peace in the world, before the Tear. No one truly knows what the World Spirit is or where it came from, it has simply always been. Even the methods by which the World Spirit interacts with the world are somewhat of a mystery. The clearest means by which the World Spirit affects the land is through the creation and distribution of World Seeds from the Spirit Hubs.

SPIRIT HUBS

The World Children refer to places where the World Spirit focuses its energy as Spirit Hubs. Each of these Spirit Hubs is a nexus of Natural Energy, a place where World Walkers exist and tend to the needs of the ecosystems nearby. It is from Spirit Hubs that World Seeds are distributed, being given to the various World Children that live in the surrounding lands.

Spirit Hubs usually take the form of a gigantic plant, one which would exist naturally in the land that the Spirit Hub is in. Examples of this are giant trees, coral reefs, cacti, mushrooms, and flowers. Lands inhabited by these Hubs are called Spirit Lands, as they are the places where the World Spirit has the most power. The ecological harmony of these lands remains unaffected by the calamities that have struck Sylvara, and they are a bastion for any World Children who have become displaced.

WORLD SEEDS

World Seeds are small, unremarkable brown seeds that get distributed by the World Walkers to the World Children living near a Spirit Hub. When planted in soil the World Spirit is said to be able to coax the seed into growing. The world seed will then become whatever is currently needed in that land, whether it be flora, fauna, or some other natural phenomena. Through this process, lands connected to the World Spirit can attain ecological harmony.

However, now that Rift-World Energies have mixed with the Natural Energies of Sylvara, the World Spirit is forced to create strange things. This includes the Monsters, which can now be found all over the world as invasive species. Strangely, the World Seeds no longer become Humans, and so most people have forgotten that they even can or at one point did.

Though not nearly in the same quantity as before, the World Spirit still provides World Seeds to the various World Children around Sylvara. Unfortunately, the World Seeds are no longer viewed as positively as they once were. The World Children still give thanks for them, and they can still help, but the threat of the seeds planted growing into Monsters has everyone on their toes. This is why the World Seeds have become a currency for the World Children, they are not immediately planted as they once were and instead are used to obtain things that might be needed more.

The Humans have no use for World Seeds as they will not grow into anything in soil not connected to the World Spirit. So the lands that the Humans inhabit, which have had their ecological harmony destroyed, are not capable of being regulated at all. As such the Humans see the World Seeds as interesting but

worthless, with only a few scholars seeing any value in them.

WORLD WALKERS

The World Walkers are called "Plant-Folk," by the Humans, this is because they are essentially Animal-like plants. The World Walkers can be found mostly in lands which contain a Spirit Hub. Many World Children believe that this is because they have a stronger connection to the World Spirit there. The World Walkers are said to enact the World Spirits will, distributing the World Seeds which come from within Spirit Hubs and ensuring that ecological harmony is maintained.

Ever since the Tear, however, more aggressive and dangerous World Walkers have begun to spawn from the Spirit Hubs. These new World Walkers, called Spirit Guardians, act as defenders, ensuring that any attempt to destroy the ecological harmony of a land is met with resistance.

The Spirit Guardians will act aggressively towards anyone who has acted to harm the ecological harmony of a land. How they know who to attack and who not to is unknown, but some theorize that, because the World Spirit inhabits them all, what one knows they all know. These Spirit Guardians are hostile to all Humans, except for those in the Adventurer's Guild. One of the biggest reasons that the Adventurer's Guild has so many recruits is that, for some unknown reason, Spirit Guardians will not attack Humans who join. It has been tested and if a Human harms the ecological harmony of a land after joining then they will once again be treated with hostility by Spirit Guardians.

ENERGIES

Energies are the World Children name for the strange forces which flow throughout the world. These energies are what the World Spirit uses in order to create things from the World Seeds and control the World Walkers. Some theorize that the reason World Seeds can now turn into Monsters is because of Rift-World Energies. Originally there were only the Natural Energies, but when the Rift opened the energies from the Rift-World entered. Now Sylvara has energies from two worlds and the World Spirit has been forced to incorporate them into its processes of creation.

NATURAL ENERGIES

Natural Energies, also called Spiritual Energies, are the forces which have always existed in Sylvara. These are the forces of nature itself, the elements that are used to guide both creation and destruction.

These energies are what guided Sylvara since its creation. They are what drove the World Spirit, and what allowed it to keep the world in ecological harmony.

RIFT-WORLD ENERGIES

Not much is known about the Rift-World Energies. Not many cultures have even theorized their existence. These energies supposedly came from the Rift-World when the Tear opened. Some believe that these energies are what cause the World Spirit to create Monsters from the World Seeds, as it acts using energies not of Sylvara.

These energies are also what the Humans use to perform their Mental Spellcasting. Unlike Natural Energies, the Rift-World energies don't seem to come in specific types. The variety of effects that can be achieved using Mental Magic is so broad that categorizing the energies themselves is impossible.

CHAPTER 3: FACTIONS

HUMAN FACTIONS

IKIR

Ikir was founded in the Central Plains and quickly expanded to include the Old Growth Woods and Young Hills. Ikir stopped after this period of initial expansion and began to focus on industrialization. They were the first human nation to destroy the ecological harmony in their lands and the World Spirit has ensured that Spirit Guardians patrol their borders to prevent future expansion.

The Capital of Ikir is called Ikirwa. It is a sprawling city with great stone walls surrounding it. A center of commerce, Ikirwa was the city where the idea of the Adventurer's Guild was first proposed. Now Ikirwa exists as a testament to the possibility of peace between Humans and World Children, with peoples of all species wandering the streets.

DORKERN

Dorkern was founded in the Forest of Titans and expanded slowly to include the central part of the World Spine. Dorkern is built, literally, on the wood of the massive trees that have stood for eons in the Forest of Titans. Each tree felled produces enough lumber to build an entire town, so Dorkern chose to focus on building large.

Dorkern may not control much territory, but it is the undisputed world king of industry and crafting. The sheer amount of lumber that it can produce allows for a massive mining operation in the World Spine. Raw materials are refined and distributed to be used in construction, crafting, and any number of other processes. Dorkern is also where the Crafter's Guild was founded, to encourage the use of materials.

KENVIC

Kenvic was founded in the Sea of Sand and was one of only two Human nations that cooperated with the World Children. None can deny that the Human's ability to adapt is nothing short of miraculous, but the desert proved to be too much for them. The Humans of Kenvic understood that they had no chance of survival on their own. So they chose to listen and heed the words of the World Children.

Kenvic is the only remaining Human nation that uses World Seeds. The use of World Seeds is carefully controlled to ensure that enough food is available for everyone. Any food deficits are covered through trade with nearby Humans and World Children.

WORLD CHILDREN FACTIONS

THE AMPHIBIAN TRIBE

The Amphibian Tribe lives in the Eastern Swamp and took in several of the refugee species displaced by Ikir. The Amphibian Tribe consists of the Ouaouron, the Tahloksha, and the Dak'kamagi. This tribe is generally friendly to outsiders, and all three species can be commonly seen in the Guilds.

The Amphibian Tribe was left alone by Ikir as it seems that they had no use for the swampy biomes that the Amphibians call home. As such the Amphibians have continued to live as normal, with the exception of new homes being built for the refugee species.

ELDER FORGOM

The most important NPC in the Amphibian Tribe is Elder Forgom, who is their current leader. He was the first of the World Children to begin the process of trading. More information on Elder Forgom, as well as his stats, can be found in the NPCs Appendix.

Boggig



OVERVIEW

Boggig is a small town found in the Eastern Swamp. It is the primary home of the Amphibian Tribe as well as several refugee species. Boggig is important as it was the birthplace of Elder Forgom and as such was one of the first stops for many of the initial trade routes in Sylvara. Many of these trade routes have since moved away since the swampy terrain makes hauling goods exceptionally difficult. But no one has forgotten the role that Boggig played in the recent prosperity that has found many regions.

DESCRIPTION

Boggig is a very spread out town, with a decent number of inhabitants but very little density. The reason for this is that most of the buildings are constructed on stilts to keep them out of the constantly shifting, unstable ground. The basic idea behind all of these homes is that they're relatively light so that they don't sink into the ground, and when they start to the whole building can be picked up from the stilts and moved. This has led to a very spread out town with no real organization to it.

HISTORY

Boggig has been the home of the Amphibian Tribe for generations. For most of that history it was completely unimportant, with no notable events or people to speak of. The Amphibian Tribe simply lived as many other groups did, they minded their own business and stayed in their homeland.

When the Rift opened and several species were forced from their homelands Boggig became the site for many refugee camps. Over the next few centuries Boggig was expanded to include permanent residence for many of these peoples. None of them are particularly comfortable living in Boggig, but it is a home.

THE COLD-BLOOD EMPIRE

The Cold-Blood Empire is found in the Jungle of the Sun. The Empire is made up of several cold-blooded species, namely the Iwana, Amaru, Keko, and the Yacare. Before the rift, these species existed as separate tribes which would roam the rainforest in search of food. They all shared a similar view of the World Spirit, that of a great snake.

When the Rift came the cold-bloods were left fairly untouched. Life in the jungle had always been difficult, and a few new monsters to worry about didn't change much. That was until the Amaru came across a Red Dragon Hatchling.

The Amaru were amazed and enraptured by this snake which could speak their language. They were even more amazed when that snake grew at an alarming rate. The Amaru saw this as an omen. The Avatars of the World Spirit had come, and the Amaru would do their bidding.

Word quickly spread to the other cold-bloods living in the area and they joined in this new-found purpose. Their new Avatar demanded food, and so food they brought. Over the next few centuries, the Empire would practice a daily ritual of sacrifice to the Avatar, which continued to grow until it became gargantuan. The Empire raids surrounding lands, kidnapping any intelligent peoples they find to be forced into slavery and eventual sacrifice. Some say that the Empire is looking to expand its territory and may soon send out an army to take over nearby lands.

SITHARI

The most important NPC in the Cold-Blood Empire is Ssithari, the current Dragon Priest. As Dragon Priest, Ssithari is the leader of the entire Cold-Blood Empire and is the one driving it towards war. More information about Ssithari can be found in the NPCs Appendix.

HISSAR



OVERVIEW

Hissar is the capital of the Cold-Blood Empire. It is there that the Avatar lives and receives its daily sacrifices. Most of the military training and slave labor which drives the Empire is based in Hissar, with barracks and slave housing taking up much of the city's edges.

DESCRIPTION

Hissar bears resemblance to the Aztec city of Tenochtitlan, being placed in the middle of a jungle instead of a lake. A large, flat-topped pyramid dominates the center of the city, with all other buildings looking minuscule in comparison. Thousands of Empire citizens bustle about, many of them soldiers directing groups of slaves. The entire city looks to be constructed from stone which has been painted in all manner of bright colors.

HISTORY

Hissar was founded not long after the Rift opened. It is said that the first Dragon Priest, Ssithol, discovered a newly hatched dragon on the spot which the great pyramid Spirit's Rest would be built. After discovering this dragon word quickly spread to all the various cold-blooded World Children living in the region. They all flocked to see what they viewed as a physical manifestation of the World Spirit. They decided to build a temple for the dragon to live in, and over the centuries that temple was gradually replaced by the great pyramid which stands there today. All of the surrounding buildings were also constructed later as more and more people flocked to see and live near the Avatar.

THE CONFEDERATED APE TRIBES

The Confederate Ape Tribes live in the Home Jungle. This group is made up of the Mawa, Penze, and Sokwe. These species historically existed as separate tribes which would war for territory. That is until about 400 years ago when they united, forming a new nation.

The Confederate Ape Tribes are friendly but territorial. They engage in trade with the nearby World Children and Humans but permit few visitors. All three species of the Ape Tribes are naturally curious, and many have made their way out into the wider world as travelers.

NEUTRAL FACTIONS

THE ADVENTURER'S GUILD

The first of the Guilds, created by Ikir to encourage friendship between Humans and World Children. The Adventurer's Guild now has locations all over Sylvara and there is at least one member of almost every species. Leaders in the Adventurer's Guild are chosen based on merit, with anyone of a high enough rank being considered.

Members of the Adventurer's Guild are allowed to take Quests, which are tasks that typically have a reward upon completion. These Quests can be posted by anyone, businesses, governments, individuals, or even the Guild itself. Quests can consist of almost anything, but the general outline can be found in the Guilds section of the Adventuring Chapter.

BRACKER

The most important NPC in the Adventurer's Guild is Bracker, who founded the First Guild. As leader of the Adventurer's Guild he participates in many peace talks between various peoples. More information on Bracker can be found in the NPCs Appendix.

THE FIRST HALL



OVERVIEW

The First Adventurer's Guild Hall, or simply First Hall, is the most important building in recent history. The First Hall was constructed as an experiment in the creation of a new entity called the Adventurer's Guild. It stands now as the first of all guild halls, constructed on the road between a Human capital and Boggig. Dozens of adventurer's come in and out every day, accepting or turning in quests. The First Hall stands as a symbol of the newfound peace which has swept through Sylvara and hope for many World Children species plagued by monsters.

DESCRIPTION

The First Hall is a massive, three-floor building constructed from wood and stone. The first floor exists as a space for adventurer's to mingle and speak with a guild representative, who helps with the selection and completion of quests. The second floor houses several workshops used for butchering monsters, creating potions and tinctures from herbs, and several other crafting processes. The third floor is the administrative floor, with offices for the higher ups in the guild, including its founder Bracker.

HISTORY

The First Hall was built as an experiment in the creation of the Adventurer's Guild. It was meant to exist as the first space where Humans and World Children were truly neutral, with neither having an advantage. Since its creation it has seen massive success, and has become a premier destination for people all over Sylvara. Important negotiations often take place there

because of its symbolism and placement. New halls have been built in many different regions of Sylvara, but none are as well known as the first.

THE MERCHANT'S GUILD

The Merchant's Guild was the next Guild to be formed. With the newfound friendship and trade between Humans and World Children, opportunities for profit were everywhere. A position as a leader in the Merchant's Guild is bought, with the price changing only in relation to the economy.

Members of the Merchant's Guild are allowed to take Deals. These typically represent a request for the transport, delivery, or sale of certain goods.

THE CRAFTER'S GUILD

The Crafters's Guild is the newest of the Guilds. Now that adventuring and trade have become more common, someone needed to be able to craft and repair equipment. A position as a leader in the Crafter's Guild is given to anyone who has crafted a Legendary item.

Members of the Crafter's Guild are allowed to take Orders. An Order represents a request for a craftsman to either make or repair equipment. There are generally two types of Orders: Materials Provided, and Materials Not Provided.

CHAPTER 4: MAKING A CHARACTER



HE FOLLOWING RULES WILL TEACH YOU HOW TO make a level 1 character in Warring Worlds. To further explain these rules we will show you how to make Duggory. A level 1 character focused on healing and aiding his team using mental magic.

STEP 1: CHOOSE A SPECIES

The creation of every adventurer starts by choosing a species. The world of Sylvara contains a wide variety of intelligent peoples which can be found almost anywhere. Will you choose to be one of the Amphibian Folk? Or maybe one of the Ape Men? Any background is available to any species, so feel free to choose whichever one looks like the most fun to you.

Your species affects several aspects of your character including: a bonus to one of your attributes, your starting language(s), your size, your base movement speed(s), and some other traits. See Chapter 5 for more information on the specific bonuses that each species gives.

You can choose a species that suits the character you want to make or just go wild. Just because Ouaouran get a bonus to Dexterity doesn't mean that you have to play a Dexterity based character. Be a Frog Wizard! Or maybe an Elk Assassin? The possibilities are endless!

The first step to making Duggory is choosing his species. In this case I'll go with Mawa as they get a boost to Intelligence, the main Attribute used for mental magics. I'll also make sure to note down the starting languages, size, and movement speeds associated with Mawa.

STEP 2: CHOOSE A BACKGROUND

Who were you before you became an adventurer? Were you a blacksmith? Maybe a thief? Your background can give you one or several bonuses to start with, giving you a head start on the road to building the adventurer you want. Most backgrounds will let you start as a Novice in

one of the Profession Skills and may give bonuses to other Skills as well. Your background will also give you a couple pieces of starting equipment, easing your initial spending.

The next step for Duggory is choosing a background. I'll go with Mental Magic Apprentice as that lets him start at Tier 2 in Mental Magic and gives him a spellbook with some spells already in it.

STEP 3: DETERMINE YOUR ATTRIBUTES

All beings in Sylvara have six basic attributes. These are Strength, Dexterity, Constitution, Intelligence, Acuity, and Will. These attributes represent a being's various physical and mental abilities.

At Level 1 all adventurers start with the same basic spread of stats. You get 5 Attribute Points to allocate. Increasing an Attribute costs a number of points equal to its current Tier. For example, increasing an Attribute from Tier 1 to Tier 2 costs 1 point, but going from Tier 2 to Tier 3 costs 2 points.

After choosing your attributes you can also fill in your max health and max wounds. At level 1 your max health is always equal to the sum of the maximum for your Constitution and Will dice. Your max wounds is equal to your Constitution Tier plus your Will Tier.

It is recommended that you choose your attribute spread based on the kind of character you want to be. Are you going to be a sword-wielding knight? Strength and Constitution are your friends. Want to be a spell-slinging mage? Intelligence and Will are what you need. Choose an attribute spread that best fits the play style you're going for.

When choosing what to put Duggory's points into I am considering two things. First, Duggory uses mental magic, so Intelligence is his most important attribute. Second, it's always a good idea to increase your defenses, even as a magic user. So I'll spend my first two points increasing Intelligence to Tier 3, remember that it was already at Tier 2 because Duggory is a Mawa. Then I'll spend my remaining points to increase Will, Dexterity, and Constitution to Tier 2. This gives Duggory good defensive options. Diggory's max health will be 12 as both his Constitution and Will are Tier 2, which means they are a d6. Duggory's max wounds will be 4.

STEP 4: SELECT YOUR STARTING FEATS

At level one every adventurer starts with the following: 3 Utility Points and 3 Combat Points. These points work similarly to the Attribute Points in Step 3. The difference is that Utility Points can only be used on Utility Skills and Combat Points can only be used on Physical or Magical Combat Skills.

Your feats are what determines your adventurer's playstyle so make sure to choose them based on who you want to play. Also make sure to choose them based on what feats you'll have access to as you go down those trees, you might find that while one feat fits your playstyle better now, there might be feats in another section of the tree that will fit your character better. First lets do Duggory's Utility Points. I'm going to put them into Acrobatics, Critical Thinking, and Research. This allows Duggory to have some interesting movement options and will help him find and learn new spells. I'll then spend my Combat Points on Mental Magic and Defensiveness, which uses all 3 because Mental Magic was already at Tier 2.

STEP 5: STARTING EQUIPMENT

At level 1 every adventurer starts with a set amount of currency. The type of currency they start with is determined by their species. Human adventurers start with 75 Fings and World Children adventurers start

with 1000 World Seeds. You are then given the opportunity to pre-purchase any equipment you want before the start of the campaign.

For Duggory the main thing would be to make sure he has a spellbook, but since he already has one that money can instead be saved. Duggory doesn't particularly need any equipment so he'll just have his spellbook.

LEVELING UP

Leveling in Warring Worlds uses what it called "Milestone Progression." This means that your DM is the one who determines when you level up. The reason the term "milestone," is used is that it is recommended that the DM award level ups after the players complete some sort of large task or "milestone." This could be winning a difficult battle, acquiring some sort of useful object, or even forging new alliances. In general a level up should be awarded when the DM feels that the players have taken a meaningful step on their journey.

Upon leveling up a character receives five Skill Points. It is up to the player to determine how they allocate these points. A character also increases their Max Hit Points, this increase is equal to the sum of a character's Constitution and Will dice.

SKILL POINTS

Skill Points are obtained whenever a character levels up. Skills Points can be spent on any skill from any of the three Skill Categories, which can be found in Chapter 8. Each Skill Point spent on a skill allows the player to choose one Attribute from that skill for which they meet the prerequisites. A player can also choose to spend all five of their Skill Points on an Attribute Increase, which increases one chosen attribute by one tier.

CHAPTER 5: SPECIES



EVERY SPECIES IN WARRING WORLDS HAS 6 aspects which affect a character. These are, in order, Attribute increases, size, movement, languages, aging, and other traits.

When choosing a species your character starts at Tier 2 in the Attribute shown in the table.

Information on Other Traits can be found in the Traits Appendix.

HUMAN

Name	Value
Attribute	Any
Size	Medium
Movement	45ft. Walking
Languages	Sylvan, Rift-Speak
Aging	Maturity at 20, death around 80
Other Traits	None

WAPITI (ELK FOLK)

Name	Value
Attribute	Strength
Size	Medium
Movement	60ft. Walking
Languages	Sylvan, Foresti
Aging	Maturity at 5, death around 40
Other Traits	Horns Natural Weapon

OUAOURON (FROG MEN)

Name	Value
Attribute	Dexterity
Size	Medium
Movement	30ft. Walking, 30ft. Swimming
Languages	Sylvan, Amphib
Aging	Maturity at 2, death around 20
Other Traits	Leap, Prehensile Tongue Natural Weapon

TAHLOKSHA (AMPHIMUA FOLK)

Name	Value
Attribute	Acuity
Size	Medium
Movement	30ft. Walking, 45ft. Swimming
Languages	Sylvan, Amphib
Aging	Maturity at 2, death around 20
Other Traits	None

DAK'KAMAGI (SNAPPING TURTLE MEN)

Name	Value
Attribute	Will
Size	Medium
Movement	30ft. Walking, 30ft. Swimming
Languages	Sylvan, Amphib
Aging	Maturity at 10, death around 50
Other Traits	Shell Natural Armor

MAWA (ORANGUTAN MEN)

Name	Value
Attribute	Intelligence
Size	Medium
Movement	30ft. Walking, 30ft. Climbing
Languages	Sylvan, Apeish
Aging	Maturity at 15, death around 60
Other Traits	None

PENZE (CHIMPANZEE MEN)

Name	Value
Attribute	Acuity
Size	Medium
Movement	30ft. Walking, 45ft. Climbing
Languages	Sylvan, Apeish
Aging	Maturity at 10, death around 50
Other Traits	None

SOKWE (GORILLA FOLK)

Name	Value
Attribute	Strength
Size	Large
Movement	30ft. Walking, 30ft. Climbing
Languages	Sylvan, Apeish
Aging	Maturity at 15, death around 60
Other Traits	None

IWANA (IGUANA FOLK)

Name	Value
Attribute	Acuity
Size	Medium
Movement	30ft. Walking, 30ft. Swimming
Languages	Sylvar, Hiss-Speech
Aging	Maturity at 5, death around 30
Other Traits	None

AMARU (ANACONDA FOLK)

Name	Value
Attribute	Intelligence
Size	Medium
Movement	30ft. Walking, 30ft. Climbing
Languages	Sylvar, Hiss-Speech
Aging	Maturity at 5, death around 20
Other Traits	None

KEKO (POISON DART FROG FOLK)

Name	Value
Attribute	Dexterity
Size	Small
Movement	30ft. Walking, 30ft. Swimming
Languages	Sylvar, Hiss-Speech
Aging	Maturity at 3, death around 10
Other Traits	Leap, Venom, Prehensile Tongue Natural Weapon

YACARE (CAIMIN FOLK)

Name	Value
Attribute	Strength
Size	Medium
Movement	30ft. Walking, 30ft. Swimming
Languages	Sylvar, Hiss-Speech
Aging	Maturity at 15, death around 50
Other Traits	Jaws Natural Weapon

CHAPTER 6: BACKGROUNDS

Every Background has bonuses and equipment. When the Background is chosen at level 1 the character starts at tier 2 of whatever skill in the bonuses row, and they receive the equipment in the equipment row.

WATCHMAN

Name	Value
Bonuses	Physical Perception
Equipment	Spyglass

THIEF

Name	Value
Bonuses	Stealth
Equipment	25 Fings or 200 World Seeds

WEAVER APPRENTICE

Name	Value
Bonuses	Mental Weaving
Equipment 10 Page Spellbook with 4 spells of your choosing, you have these spells memorized	

GUARD

Name	Value
Bonuses	Defensiveness
Equipment	Heater, Shortsword

COURTIER

Name	Value
Bonuses	Social Skills
Equipment	Rapier

CONMAN

Name	Value
Bonuses	Fine Control
Equipment	Deck of Cards

WILDMAN

Name	Value
Bonuses	Aggression
Equipment	Club

HUNTER

Name	Value
Bonuses	Ranged
Equipment	Longbow, Quiver, Arrow Bundle

CHAPTER 7: GOODS AND SERVICES

CURRENCY

Currency in the world of Sylvara comes in two main forms. The Human nations use coins made of Gold, Silver, and Copper, with 100 copper coins equaling 1 silver coin, and 100 silver coins equaling 1 gold coin. The World Children all use World Seeds as currency.

The Humans use what they view as “Precious Minerals,” to make their currency. They mine up the raw, untapped ores of Sylvara, transport them, process them, and turn them into coins. These coins can then be used to purchase goods and services. The entire Human economy runs off these minerals, and they always want more. After they’ve been turned into coins the Humans name them. The gold coins are called “Landings,” the silver are “Foundings,” and the copper are “Prosperings.” Those are the official names, but most people call them “Lands,” “Founds,” and “Prosps,” for gold, silver, and copper respectively.

The World Children have a very different system of “economy.” They use an item called a “World Seed,” which like coins can be exchanged for goods and services. That, however, is the only similarity. First, World Seeds don’t come from mining. Instead, World Seeds are occasionally given out to the various World Children by the World Walkers. These World Walkers come from the various Spirit Hubs sprinkled around Sylvara, and bring the World Seeds to the World Children. More information on the World Seeds can be found in Chapter 2. The World Children then exchange these seeds for goods and services.

It was only recently that Humans and World Children started trading, and they have yet to fully equalize their currencies. As such, because humans have an advantage, Human currency is worth far more than World Seeds. This may change with time, however.

BARTERING

BUYING

Goods and Services in Sylvara tend to have two costs associated with them. The first is the Human Cost, or

what you should expect to pay in a Human settlement. The second is the World Cost, or what you should expect to pay in any World Children settlement.

The different currencies are exchangeable through the Merchant’s Guild and most people will accept either currency. The exact rate of exchange depends on where you are but typically it is around 10 World Seeds to one Land.

The prices listed on all entries are the default but can be brought down through the use of the Social Skills Skill. Prices listed as “HC,” are the cost in Coins, and prices listed as “WC,” are the cost in World Seeds.

SELLING

When selling goods it’s important to remember that the price you will get is dependent on how much the buyer wants or needs that good. If you’re trying to sell gear to a town with several blacksmiths, then you’re not going to get a good price. That said different kinds of goods will have different markdowns so in general here’s what you should expect:

MARKDOWNS

Category	% of Listed Price
Equipment	70%
Monster Parts	60-80%
Herbs	70-90%
Materials	90%
Valuables	40%

EQUIPMENT

QUALITY

All equipment has a Quality Level associated with it. This Quality Level represents generally how an item compares against others of its kind. The five tiers of Quality Level, from lowest to highest, are: Junk, Low, Standard, High, and Legendary.

The most common tier of equipment is Standard, with each tier becoming less common as they get farther from Standard. Junk and Legendary equipment are by far the rarest, with Junk representing items that meet the lowest possible standards to be usable, and Legendary representing items that are of the highest level of craftsmanship.

QUALITY EFFECT ON COST

Quality	Cost Multiplier
Junk	x0.1
Low	x0.5
Standard	x1
High	x2
Legendary	x10

Quality affects different equipment in different ways, this information can be found in each of the equipment categories.

SIZE

All equipment is made for a specific size of creature. These are the same sizes used to represent the creatures themselves, found in Chapter 10.

The size of the equipment does not affect its stats or function. The size of equipment is only important when a character is trying to use equipment that is not the same size as them. A character receives a penalty to all checks for every piece of equipment they are currently Wearing or Wielding which is one size category too big or small for them. A character cannot Wear or Wield Equipment that is more than one size category too big or small for them.

Additionally, because of the physical material cost, smaller equipment costs less, and larger equipment costs more. The multipliers are shown in the following table:

SIZE EFFECT ON COST

Size	Cost Multiplier
Tiny	x0.2
Small	x0.5
Medium	x1
Large	x1.5
Huge	x3
Gigantic	x10 or more

ARMOR

Armor falls into five categories: Very Light, Light, Medium, Heavy, and Very Heavy. Wearing Armor provides a passive reduction to all damage of the Damage Type(s) covered by that Armor. Some Armor will also have other bonuses or penalties, so it's important to choose armor that fits your playstyle. All Armor must be Worn for its benefits or penalties to be applied.

CATEGORY

While wearing Armor some damage a creature takes is reduced. The Category of an Armor determines the amount of damage it is reduced by. Very Light Armor blocks 1 damage, and the amount increases by one for each category up to 5 at Very Heavy.

ARMOR PROPERTIES

Armor Properties cover a wide array of effects that an Armor can have on the wearer. The most important of these are Resistances, which determine what kinds of damage are reduced by the Armor. There are many other important Armor Properties as well.

ARMOR PROPERTIES

Property	Naming Convention	Effect
Name	{Damage Type} Resistance	Armor reduces damage of this type
Bulky	Bulky X	For every Strength Tier below X, the wearer receives -10ft. to all movement
Noisy	Noisy X	For every Stealth Tier below X, the wearer receives 1 Penalty to all Stealth Checks
Regulating	Regulating X	X is added to the wearer's minimum and maximum Acceptable Temperatures
Display	Display X	Wearer receives X Bonuses, if positive, or X Penalties, if negative, to all Social Skills Checks
Containers	X Containers Y	Armor has X Containers with Capacity Y built-in

QUALITY

The effect that Quality has on Armor is shown in the following table, these properties are in addition to any the Armor already has.

QUALITY EFFECT ON ARMOR

Quality	Effect
Junk	Display -2, Armor Category treated as 2 levels lower, can go negative
Low	Display -1, Armor Category treated as 1 level lower, can be 0
Standard	None
High	Display +1, Armor Category treated as 1 level higher, can go above 5
Legendary	Display +2, Armor Category treated as 2 levels higher, can go above 5

SHIELDS

Shields provide a bonus to your ability to block attacks and sometimes have attacks of their own. Shields come in three categories: Small, Medium, and Large, each category increases the bonus to blocking, but can also introduce new penalties. All Shields must be Worn for their benefits or penalties to be applied.

CATEGORY

There are three Shield Categories: Small, Medium, and Large. A Shield's Category is what determines its effect on the wielder. Shields provide a Bonus to every Block Check made while they are being Wielded. A Small Shield provides one Bonus, a Medium two, and a Large three.

SHIELD PROPERTIES

Shield Properties cover a wide array of effects that a Shield can have on its Wielder. These Properties are shown in the following table.

SHIELD PROPERTIES

Property Name	Naming Convention	Effect
Hands	X Hand(s)	Shield takes up this many hands while being Wielded
Heavy	Heavy X	For every Strength Tier below X, the wielder receives -5ft. to all movement
Spiked	Spiked X	Bash Attack now deals an additional Xd4 Piercing Damage
Display	Display X	Wearer receives X Bonuses, if positive, or X Penalties, if negative, to all Social Skills Checks

QUALITY

The effects that Quality has on Shields are shown in the following table, these properties are in addition to any the Shield already has.

QUALITY EFFECT ON SHIELDS

Quality	Effect
Junk	Display -2, Shield Category treated as 2 levels lower, can go negative
Low	Display -1, Shield Category treated as 1 level lower, can be 0
Standard	None
High	Display +1, Shield Category treated as 1 level higher, can go above 3
Legendary	Display +2, Shield Category treated as 2 levels higher, can go above 3

WEAPONS

Weapons fall into three categories: Melee, Ranged, and Natural, with some weapons technically falling into multiple. All weapons have associated Attacks, which can be used while the weapon is being Wielded. Each Type of Weapon also has unique Actions and Reactions which must be unlocked through the Weapon Mastery Skill.

TYPES

Every Weapon falls under a Weapon Type, which determines what branch of the Weapon Mastery Skill Tree it falls under. The Weapon Types are as follows: Axes, Swords, Spears, Bows, Blunt, Knives, Throwing, Whips, and Natural. Natural Weapons are unique in that they cannot be purchased.

ATTACKS

Every Weapon has associated Attacks, which can be used while the Weapon is being Wielded. Every Attack has a name, damage dealt, and range. Some Attacks will also have other effects. Some Attacks are also not available unless a character has unlocked them through the Weapon Mastery Skill.

WEAPON PROPERTIES

Weapon Properties cover a wide variety of aspects that can affect a Weapon.

WEAPON PROPERTIES

Property	Naming	
Name	Convention	Effect
Heavy	Heavy X	For every Strength Tier below X, the wielder receives a Penalty to all Attack Rolls
Precise	Precise X	For every Dexterity Tier above X, the wielder receives a Bonus to Attack Rolls
Versatile	Versatile X	If wielded in two hands, all Attacks deal $Xd4$ additional damage
Finesse	Finesse	May use Dexterity instead of Strength for Attack and Damage Rolls
Parrying	Parrying X	Wielder receives X Bonuses to Block Checks
Concealable	Concealable X	Checks made to detect this weapon receive X Penalties
Momentum	Momentum X	If you move at least X ft. before attacking, receive X Bonuses to the Attack Roll
Quickdraw	Quickdraw	Drawing or sheathing this weapon does not require any AP
Display	Display X	Weapon adds X Bonus(es) (or Penalty if negative) to Social Skill Checks while worn or displayed
Hands	X Hand(s)	Requires X Hand(s) to Wield

QUALITY

The effects that Quality has on Weapons are shown in the following table, these are in addition to any other Properties the Weapon has.

QUALITY EFFECT ON WEAPONS

Quality	Effect
Junk	Display -2, All Attack and Damage Rolls receive 2 Penalties
Low	Display -1, All Attack and Damage Rolls receive 1 Penalty
Standard	None
High	Display +1, All Attack and Damage Rolls receive 1 Bonus
Legendary	Display +2, All Attack and Damage Rolls receive 2 Bonuses

TOOLS AND KITS

Tools and Kits are used when performing checks for Profession Skills. These can include things like Survival Kits, Smithing Tools, or Healing Kits.

CONTAINERS

Containers are used for storing items. Containers come in two forms: Wearable and Not Wearable. Wearable Containers are things like backpacks or waterskins, which are used by adventurers to carry their items. Not Wearable containers are things like chests or crates, which are used for long-term storage or transportation.

USEFUL ITEMS

There are a wide variety of other items which adventurers might find useful for their journey. This includes things like torches, rope, or even ball bearings.

GOODS

MONSTER PARTS

HERBS

MATERIALS

VALUABLES

TRADE GOODS

EQUIPMENT TABLES

ARMOR

Name	HC	WC	Tier	Weight	Armor Properties
Leather	1 Fing	15 WS	Very Light	10 lb.	SR
Hide	4 Fings	60 WS	Light	15 lb.	SR, PR
Breastplate	10 Fings	150 WS	Medium	25 lb.	PR
Chainmail	25 Fings	375 WS	Heavy	50 lb.	SR, PR, SL1
Plate	1 Ping	1500 WS	Very Heavy	100 lb.	PR, SL2

SHIELDS

Name	HC	WC	Tier	Weight	Shield Properties
Buckler	5 Fings	75 WS	Small	4 lb.	
Heater	20 Fings	300 WS	Medium	15 lb.	
Tower	1 Ping	1500 WS	Large	50 lb.	

WEAPONS

Name	HC	WC	Weight	Weapon Properties
<i>One-Handed Melee</i>				
Shortsword	25 Fings	375 WS	3 lb.	
Dagger	15 Fings	225 WS	1 lb.	
<i>Two-Handed Melee</i>				
Greatsword	40 Fings	600 WS	6 lb.	
<i>Ranged</i>				
Shortbow	25 Fings	375 WS	3 lb.	
Longbow	30 Fings	450 WS	4 lb.	

CHAPTER 8: USING ATTRIBUTES AND SKILLS

All Attributes and Skills have five Ranks, representing a character's aptitude with that Attribute or Skill. These ranks range from 1 to 5, with 1 representing the lowest level of ability and 5 the highest. Each tier also represents a specific die, from a d4 at tier 1 to a d12 at tier 5.

ATTRIBUTES

There are two types of Attributes, Physical and Mental.

The first type is the Physical type, which includes Strength, Dexterity, and Constitution. These three Attributes affect a character's physical stats.

The second type is the Mental type, which includes Intelligence, Acuity, and Will. These three Attributes affect a character's mental stats.

STRENGTH

Strength represents a character's physical might. How good is someone at lifting things? Hitting things? Carrying things? All of these are determined by a character's Strength. Strength affects: Accuracy and Damage with some Melee, Strength-based Skills, Blocking, and a character's Carrying Capacity. The five Strength Ranks are: Atrophied, Weak, Fit, Strong, and Herculean.

DEXTERITY

Dexterity represents a character's physical mobility. How good is someone at dodging things? Performing acrobatics? Being sneaky? All of these are determined by a character's Dexterity. Dexterity affects: Accuracy and Damage with Ranged and some Melee, Evasion, and Dexterity-based Skills. The five Dexterity ranks are: Clumsy, Uncoordinated, Nimble, Graceful, and Cat-like.

CONSTITUTION

Constitution represents a character's physical toughness. How good is someone at taking hits? Resisting Poison and Disease? Healing? All of these are determined by a character's Constitution. Constitution affects: Health and Maximum Wounds, resistance to Illnesses, and Healing through Rest. The five Constitution ranks are: Sickly, Delicate, Healthy, Robust, and Impervious.

INTELLIGENCE

Intelligence represents a character's mental prowess. How knowledgeable is someone? How easily do they learn new things? How good are they at problem-solving? All of these are determined by a character's Intelligence. Intelligence affects: @TODO Accuracy and Damage with Arcane Magic and Intelligence-based Skills. The five Intelligence ranks are: Slow, Dumb, Competent, Bright, and Genius.

ACUITY

Acuity represents a character's mental sharpness. How witty is someone? How good are they in social scenarios? How perceptive are they? All of these are determined by a character's Acuity. Acuity affects: @TODO Attack and Damage with Spiritual Magic and Acuity-based Skills. The five Acuity ranks are: Dull, Absent-Minded, Sharp, Keen, and Witty.

WILL

Will represents a character's mental toughness. How resilient is someone? How strong is their mental fortress? How well do healing spells work on them? All of these are determined by a character's Will. Will affects: Health, Resistance to Energy Damage, and Healing from Spells. The five Will ranks are: Spineless, Cowardly, Determined, Stalwart, and Unbreakable.

SKILLS

Skills represent a creature's aptitude in more specific areas. Like Attributes, each Skill has five Ranks which represents a creature's ability in that area. Unlike Attributes, Skills also have Skill Trees associated with them. These Skills Trees are the main way of advancing a customizing characters and have many interesting effects and abilities that can be unlocked.

Skill Trees are made up of Feats. A Feat is an unlockable ability or effect which your character can benefit from. All Feats have prerequisites that must be met before that Feat can be unlocked. More information on Skill Trees and Feats can be found in the Skill and Attribute Points Section at the end of this chapter. The Skill Trees and Feats themselves can be found in the Skills Appendix.

There are three types of Skills, Utility Skills, Combat Skills, and Profession Skills. Each type represents a different category of abilities that a character might be good at.

UTILITY SKILLS

Utility Skills are used to represent a character's ability in specific situations. For example, a character's ability to swim is not useful all the time, but there could be a scenario in which being good at swimming is useful.

All Utility Skills have an associated Attribute, which is shown in parentheses. This associated Attribute is the one used when making a Check which uses that Utility Skill.

ATHLETICS (STRENGTH)

Athletics represents a character's ability to perform Strength-Based movement. The subcategories of Athletics and examples of things you might make Athletics checks for are: Running, Jumping, Swimming, and Climbing.

BRAWN (STRENGTH)

Brawn is a Strength-Based skill. Brawn represents a character's ability to do Strength-Based actions. The subcategories of Brawn and examples of things you might make Brawn checks for are: Lifting, Carrying, Throwing, and Smashing.

STEALTH (DEXTERITY)

Stealth represents a character's ability to avoid detection. The subcategories of Stealth and examples of things you might make Stealth checks for are: Sneaking, Disguising, Trailing, and Distracting.

ACROBATICS (DEXTERITY)

Acrobatics represents a character's ability to do Dexterity-Based movement. The subcategories of Acrobatics and examples of things you might make Acrobatics checks for are: Tumbling, Vaulting, Balancing, and Weaving.

FINE CONTROL (DEXTERITY)

Fine Control represents a character's ability to perform actions requiring fine motor skills. The subcategories of Fine Control and examples of things you might make Fine Control checks for are: Catching, Manipulating, Grabbing, and Artistry.

COMPREHENSION (INTELLIGENCE)

Comprehension represents a character's ability to reason or understand. The subcategories of Comprehension and examples of things you might make Comprehension checks for are: Mechanisms, Spells, Languages, and Creatures.

LEARNING (INTELLIGENCE)

Learning represents a character's ability to both find and intake knowledge. The subcategories of Learning and examples of things you might make Learning checks for are: Researching, Memorizing, Compiling, and Testing.

PHYSICAL PERCEPTION (ACUITY)

Physical Perception represents a character's ability to notice things around them. The subcategories of Physical Perception and examples of things you might make Physical Perception checks for are: Spotting, Smelling, Hearing, and Tasting.

SOCIAL PERCEPTION (ACUITY)

Social Perception represents a character's ability to notice things about people around them. The subcategories of Social Perception and examples of things you might make Social Perception checks for are: Honesty, Emotions, Intentions, and Influence.

SOCIAL SKILLS (ACUITY)

Social Skills represents a character's ability to interact with other people. The subcategories of Social Skills and examples of things you might make Social Skills checks for are: Deception, Persuasion, Intimidation, and Performance

COMBAT SKILLS

Combat Skills are used to represent a character's abilities in a combat situation. For example, the Defensiveness Skill is used for Blocking, Evasion, and Zone of Influence.

Combat Skills can have one or several associated Attributes. These do not represent the Attribute used for checks with that Skill, but instead just a general idea of the Skill's theme. For example, the Defensiveness Skill is associated with Strength and Dexterity, which are both used for Defensiveness checks.

AGGRESSION (STRENGTH)

The Aggression Skill covers offensive styles of melee combat. Masters of this skill use overwhelming force to crush or cleave their foes. The subcategories of Aggression and examples of things you can use Aggression for are: Power, Recklessness, and Relentlessness.

MOBILITY (DEXTERITY)

The Mobility Skill covers physical movement and speed during combat. Masters of this skill are all over the

battlefield, literally running circles around their enemies. The subcategories of Mobility and examples of things you can use Mobility for are: Initiative, Footwork, and Mounting.

DEFENSIVENESS (STRENGTH, DEXTERITY)

The Defensiveness Skill covers defensive styles of melee combat. Masters of this skill are immovable objects, blocking or evading every attack that comes their way. The subcategories of Defensiveness and examples of things you can use Defensiveness for are: Blocking, Evading, and Zone of Control.

TACTICS (STRENGTH, DEXTERITY)

The Tactics Skill covers precise and tactical styles of melee combat. Masters of this skill control the battlefield, acting as conductors directing the flow of combat. The subcategories of Tactics and examples of things you can use Tactics for are: Precision, Flow, and Balance.

RANGED (DEXTERITY)

The Ranged Skill covers ranged styles of combat. Masters of this skill attack their foes from afar, dealing death from a distance. The subcategories of Ranged and examples of things you can use Ranged for are: Sniping, Trick Shots, and Throwing.

UNARMED (STRENGTH, DEXTERITY)

The Unarmed Skill covers unarmed styles of melee combat. Masters of this skill use only what they were born with, subjugating enemies without the aid of weapons. The subcategories of Unarmed and examples of things you can use Unarmed for are: Striking, Grappling, and Natural Weapons.

WEAPON MASTERY (STRENGTH, DEXTERITY)

The Weapon Mastery Skill covers aptitude with various weapons. Masters of this skill know how to use their chosen weapon to its full potential, unleashing techniques that best utilize their weapon's strengths.

The Weapon Mastery Skill is unique in that it has subcategories for every type of Weapon except Natural. Each subcategory represents Mastery with a different type of Weapon. The subcategories of Weapon Mastery are: Axes, Swords, Spears, Bows, Knives, Throwing, Whips, and Blunt.

@TODO MENTAL MAGIC (INTELLIGENCE)

The Mental Magic Skill represents a character's aptitude with Mental Magic. Masters of this skill are usually Lore Keepers in at least 1 or 2 Schools. Mental Magic is split into 8 Schools, with every School representing a different category of spells.

MAGICAL DEFENSE (WILL)

The Magical Defense Skill covers defense against Magical Attacks. Masters of this skill have an indomitable mind and spirit and are unphased by any assault made against them. The subcategories of Magical Defense and examples of things you can use Magical Defense for are: Mental Defense, Spiritual Defense, and Elemental Defense.

RANGED WEAVING (INTELLIGENCE, ACUITY)

The Ranged Weaving Skill covers the use of ranged spells. Masters of this skill cast bolts with perfect accuracy and can aid their allies from great distances. The subcategories of Ranged Weaving and examples of things you can use Ranged Weaving for are: Casting Bolts, Throwing Lobbers, Creating Areas, and Focusing.

MELEE WEAVING (INTELLIGENCE, ACUITY)

The Melee Weaving Skill covers the use of melee spells. Masters of this skill combine spell weaving with melee combat, hammering foes with magical blows. The subcategories of Melee Weaving and examples of things you can use Melee Weaving for are: Worming Past Defenses, Empowering Strikes, Applying Effects, and Creating Barriers.

SKILL AND ATTRIBUTE POINTS

The advancement of Skills and Attributes is done through Skill and Attribute Points. These Points can be spent to increase a character's ability in the chosen Skill or Attribute. Both Skill and Attribute Points can be held indefinitely and do not have to be spent right away.

Attribute Points are straightforward. To advance an Attribute to the next Tier it requires a number of Attribute Points equal to the current Tier of that Attribute. For example, increasing Strength from Tier 1 to Tier 2 costs 1 Attribute Point. But increasing it from Tier 2 to Tier 3 costs 2 Attribute Points. Attribute Points are only directly given during character creation, found in Chapter @TODO. Otherwise, a character may exchange two Skill Points for one Attribute Point at any time.

Skill Points are more complicated. Instead of increasing the Tier of a Skill directly, Skill Points are instead spent to unlock Feats. Every Skill has an associated Skill Tree which is made up of Feats. These Feats can be unlocked by spending Skill Points. Every Feat has a Skill Point cost which must be paid to unlock it, additionally, Feats can only be unlocked if a character meets that Feat's prerequisites.

Skill Points are gained on character creation and upon leveling up. A character gains 6 skill points upon creation and 5 for every level up after that. For more information on character creation, go to Chapter @TODO. For more information on leveling up, go to Chapter @TODO.

CHAPTER 9: ADVENTURING

TIME

IN COMBAT

Time in Combat is kept very simple. While in combat, every Round represents 10 seconds. That means that no matter how many turns are taken, or how many actions performed, the span between the beginning and end of a Round is always exactly 10 seconds. This can be used for the purposes of duration, if a spell lasts for 60 seconds, that means that it lasts for 6 Rounds.

OUTSIDE OF COMBAT

Time outside of Combat is trickier. Typically, the passage of time is left up to the DM, it is up to them how long things will take. The time something takes is dependent on the action being performed. For example, bartering with a shopkeeper might take a few minutes. Searching a city for a particular person might take hours. And traveling between two settlements might take days. It is up to the DM to decide how long things take.

MOVEMENT

TRAVELING

When traveling long distances the speed of the party is very important, sometimes it matters whether you get to a town tonight or tomorrow morning. The following chart can be used to determine the amount of time it takes to travel a set distance with different methods of travel.

TRAVELING

Method	Miles Per Hour	Miles Per Day
Walking	2	16
Riding	4	32

TYPES OF MOVEMENT

All types of movement are represented using distance in feet. This distance is how far that creature can move in one Movement Action, taking 10 seconds.

WALKING

Walking is the most basic type of movement in Warring Worlds. A character's Walk Speed represents how far they can move, on the ground, using one Movement Action.

CLIMBING

Climbing movement is used when scaling any surface which could not be reasonably walked on. This can include things like walls, trees, or even creatures.

A creature's climbing speed represents how much they can move along a climbable surface.

SWIMMING

Swimming movement is used when in water or any other fluid.

A creature's swimming speed represents how far they can move, in any direction, while in a liquid.

FLYING

Flying movement can be used at any time except when in liquid.

A creature's flying speed represents how far they can move in three dimensions, including up and down.

ENVIRONMENT

WEATHER

The world of Sylvara is home to many different biomes, all of which have their own weather. Most of these weather types are harmless, but some can have different effects on your adventurer.

The effects that weather can have are as follows.

MOVEMENT

Sometimes weather effects can be strong enough that they make it difficult for a character to move. This can be caused by things like strong wind or heavy rain. Typically, if a weather event is strong enough to affect a character's movement, all movement is counted as if the character is traveling through difficult terrain.

PERCEPTION

Weather effects can make it difficult to perceive the things around you. Certain weather patterns can affect how well a character can see or hear, heavy rain for example. Typically, if a weather event is strong enough to affect a character's perception, it should be shown through penalties to any Physical Perception checks that the creature makes. A DM can also choose to limit the range of weapons and spells.

TEMPERATURE

Weather effects can also increase or decrease the ambient temperature. In general, a weather effect should only be able to increase or decrease the temperature by one tier.

DAMAGE

Sometimes, weather can be physically hazardous to creatures. This can include things like sandstorms or volcanic eruptions. In this case, any creature caught outside should take damage every turn as their body is pelted by the weather. The amount of damage dealt is up to the DM.

HAZARDS

FALLING

Even the strongest adventurer can be killed by gravity. The damage you take when falling depends on the distance you fell, take 1d6 of damage for every 10ft. fallen.

SUFFOCATION

Suffocation occurs when a creature is not able to breathe. The most common cause is drowning, as not all adventurers can breathe underwater or on land. Most creatures can hold their breath for 1 minute but some abilities can increase this. After a creature's minute of breath runs out they begin to lose 1d6 health per round. If damage from suffocation would reduce a creature's hit points to 0, that creature gains a wound as normal and then gains the Unconscious status.

ILLNESS

Illness is a very serious problem in Warring Worlds as there are many sicknesses that have no treatment and must simply be endured or healed through magic. Illnesses come in five tiers of severity which are, from

lowest to highest, Minor, Moderate, Serious, Debilitating, and Deadly.

While a creature is affected by an illness, their minimum wound level becomes equal to the tier of that illness. For example, a character who is currently affected by a tier 2 illness will always have a wound level of at least 2 and cannot go below that.

CONTRACTING

An illness can be contracted whenever an adventurer comes into contact with a source of the illness. This can be an already sick person, animals that carry the illness, or some spells.

It is up to the DM to decide if a character has been exposed to an illness enough to be at risk of contracting it. If the character does face that risk they should roll their Constitution die. If the result is less than or equal to the tier of the illness times 2 then the creature has contracted that illness.

TREATING

Illnesses can become either worse or better through time and treatment. After contracting an illness a creature should reevaluate after every week that they are sick. This comes in the form of a Wellness Check, which is simply a roll of the creature's Constitution die. If the result of a Wellness check is less than or equal to the tier of the illness times 2, then the tier of the illness increases. If the result is greater than the tier of the illness times 2, then the tier of the illness decreases.

A creature can gain bonuses to their Wellness check through several methods. If a creature spends the week resting, following the same rules as a long rest, then they gain one bonus to their Wellness check. If the creature receives treatment for the illness, then they receive a bonus to their Wellness check. Magic is the last way to treat an illness, the effects that a spell has on an illness are unique per spell.

LIGHT

Light affects a creature's ability to see, which can cause penalties if the light level is too dark or too bright for a creature's eyes. Light comes in five levels: Pitch Black, Dark, Dim, Bright, and Blinding. Every creature has a range of light levels that they can see fine in. Humans for example have an acceptable level of 2-4, which means they can see fine in Dark, Dim, and Bright light. For every level outside of a creature's acceptable range, they receive one Penalty to every check that they make.

TEMPERATURE

Similar to light, temperature comes in five tiers. These tiers are, from coldest to hottest, Freezing, Cold, Temperate, Hot, and Boiling. Also similar to light every species has a range of acceptable temperatures. Humans for example have an Acceptable Temperature range of 2-4, meaning they are fine in Cold, Temperate, and Hot temperatures. A creature's minimum and maximum Acceptable Temperatures can be changed through methods like clothing and spells.

Creatures that are exposed to temperatures outside their acceptable range receive one wound every 12 hours that they remain exposed, at the DMs discretion. The frequency of wounds occurs twice as fast for every additional tier of temperature outside of a creature's acceptable range. For example, a creature with a minimum acceptable temperature of Temperate would receive a wound every 6 hours when in Freezing temperatures.

FOOD AND DRINK

All creatures need sustenance of some kind, usually coming in the form of Food and Drink. Food and Drink are necessary for a creature's survival, and any creature that goes without for too long will start to suffer penalties, eventually dying.

FOOD

Food comes in many forms for many different creatures. Some creatures are herbivores, eating an entirely plant-based diet. Some are carnivores and prefer to eat the flesh of other creatures. Every creature has their preferred kind of food.

The various species that an adventurer can be usually require the same amount of food every day. Food is handled in units called "Meals," and an adventurer needs three meals a day to sustain themselves.

Missing a meal here and there isn't a big deal but consistently eating too little can cause starvation. Creatures gain one Wound for every five meals they've missed without a full day of eating. For example, if an adventurer eats two meals a day five days in a row, they gain a Wound from malnutrition. But if that character eats two meals a day for four days in a row, and then has three meals the next day, then the counter is reset and they're fine.

DRINK

Drink is arguably even more important than Food, being needed more often. Most digestible liquids can count for Drinking, but the most common is water.

Most adventurers require one "Unit" of Drink per day. If an adventurer doesn't consume enough water, then they will start to suffer penalties. Not consuming enough Drink can lead to dehydration. In general, an adventurer will receive one Wound every three days without enough water, resetting when they drink enough two days in a row.

DOWNTIME

RESTING

Every adventurer needs to take a rest now and then. Whether it's just to get some sleep or to heal grievous wounds, resting is an integral part of every adventure.

BREAKS

Breaks are very short, giving an adventurer enough time to catch their breath and steel themselves for the challenges ahead. A rest must be at least an hour long to count as a break. At the end of a break, adventurers roll one of their hit die and heal that amount.

SHORT RESTS

Everyone needs a good night's sleep, and they need it consistently. An adventurer must sleep at least 6 hours for a rest to count as a Short Rest. At the end of a Short Rest, an adventurer heals all of their missing hit points.

Additionally, Short Rests are required or else an adventurer will start to become exhausted. Every two days that pass without an adventurer taking a Short Rest, they receive a Wound.

LONG RESTS

A massive gash or a broken arm can't be healed with a good night's sleep, it takes much longer to be rid of injuries like that. A rest must last for at least a week to count as a Long Rest. During this time an adventurer cannot perform any strenuous activity, as defined by the DM. This can include things like combat or any physically demanding downtime activities. At the end of a Long Rest, an adventurer rolls their hit die once for every Wound they currently have. If the sum of all the rolls is greater than the number of Wounds, then all their Wounds are healed. If it is equal, then half their Wounds are healed. If it is less than, then only one Wound is healed.

SOCIAL INTERACTION

ROLEPLAY

Not every problem can be solved with fists and knives, sometimes speaking to people is the better solution. In cases such as this players should expect to engage in roleplay. Roleplay is when a player acts out or pretends to be the character. This can include things like fake voices, personality traits, or beliefs.

Players should in general try to maintain roleplay as often as possible. They should do their best to avoid "meta," conversations, which is when players talk to each other as themselves rather than their characters.

SOCIAL CHECKS

While speaking to NPCs players might choose to use one of their two social-focused skills. Checks involving these skills should almost always be contested by the NPC the check is directed towards. For example, if a character is trying to determine whether an NPC is lying they should make a Social Perception check contested by a Social Skills check made by the NPC. In this scenario, the player's ability to detect lies is compared against the NPC's ability to tell lies.

CHAPTER 10: COMBAT

ROUNDS

Combat is split into Rounds, with every creature involved getting at least one Turn per Round. Rounds last 10 seconds.

TURN ORDER

At the start of every new Round of combat, every creature rolls a Mobility Skill Check using either their Dexterity or Acuity Attribute. The turn order is then determined using the outcomes of these checks, with those who rolled highest going first and those who rolled lowest going last. Ties are broken by whoever has the higher Mobility Tier, and then by whoever has the higher Attribute Tier.

Typically every creature gets exactly one turn per round, there are however some feats that change this.

TURNS

Rounds of Combat are split into Turns. A Turn represents a creature's time to act during the Round. At the beginning of a creature's turn, they gain Action and Reaction Points up to their maximum for each, 6 and 4 by default.

ACTIONS

Action	Cost	Requirements	Effects
<i>Offensive</i>			
Attack	Varies	Creature is Wielding an item with a valid Attack	Creature makes the Attack
<i>Movement</i>			
Move	2 AP	Creature has valid Movement Speed	Choose a movement type and gain movement equal to your speed. The AP Cost of the Move Action increases by 1 for the rest of your Turn
<i>Other</i>			
Spell	Cast a Spell	Creature has a valid spell to cast	Creature casts the chosen spell
	Draw	1 AP Creature has a Wieldable item which they have enough free hands to Wield	Creature is now Wielding the chosen item
Stow	1 AP	Creature is Wielding an item	Creature puts the item into a valid container or drops it on the ground

ACTION POINTS

Action Points (AP) are spent to perform Actions. Most creatures have a maximum of 6 Action Points, but some Feats and Statuses can increase or decrease that number.

REACTION POINTS

Reaction Points (RP) are spent to perform Reactions. Most creatures have a maximum of 4 Reaction Points, but some Feats and Statuses can increase or decrease that number.

ACTIONS

An Action is anything that a creature can do during their Turn in Combat. This can include things like Attacking, Moving, Casting a Spell, or any other proactive activity. All Actions cost a set number of Action Points, with some having a flat cost and some, like Attacks, varying depending on the specific Action performed. The Actions shown in the following table are the Actions available to all characters.

REACTIONS

Reactions represent anything a creature can do while it is not their Turn. This includes things like Blocking, Evading, or any other reactive activity. Similar to Actions all Reactions cost Reaction Points. The Reactions shown in the following table are available to all characters.

REACTIONS

Reaction	Cost	Requirements	Effects
<i>Defensive</i>			
Block	2 RP	Creature is the target of an Attack	Creature makes a Block Check
Evade	2 RP	Creature is the target of an Attack	Creature makes an Evade Check

POSITIONING

DIFFICULT TERRAIN

Difficult Terrain is any 5ft. x 5ft. section of ground that would be difficult to move on or through. This can include things like particularly rocky ground, bushes, knee-deep water, or any other environmental hazards. The speed cost of moving through Difficult Terrain is doubled.

SPACE

Combat in Warring Worlds is represented on a grid of squares. With each square representing a 5ft. x 5ft. area.

Every creature takes up a set number of squares on the combat grid. The area they use is determined by the creature's Size. Most adventurers are Medium Size and thus take up one 5ft. x 5ft. square. The amount of space that each size of creature takes up is shown in the following table:

SIZES

Size	Space
Tiny	5ft x 5ft
Small	5ft x 5ft
Medium	5ft x 5ft
Large	10ft x 10ft
Huge	15ft x 15ft
Gigantic	20ft x 20ft or more

When moving on the grid a creature can move through another's space so long as the other creature is at least two sizes larger or smaller than it. Friendly creatures can always move through each other's spaces. Another creature's space always counts as Difficult Terrain.

ATTACKING AND DEFENDING

MAKING ATTACKS

There are several kinds of Attacks in Warring Worlds. These are: Melee Attacks, Ranged Attacks, and Spell Attacks. All Attacks, regardless of type, follow the same process.

STEP 1: SELECT A TARGET

The first thing to do when making an Attack is to select a valid target. All Attacks will give information on what is and is not a valid Target. Some Attacks allow you to target any visible creature in range. Some Attacks let you choose a space rather than a creature. Either way, an Attack cannot continue until a target is chosen.

STEP 2: MAKE A HIT CHECK

After selecting a creature as a target they are given a chance to defend themselves. The creature may choose to make a Reaction against the Attack. If they cannot or decide not to do so then this step is skipped, go immediately to Step 3.

If the creature chooses to use a Reaction to defend themselves, then you must roll a Hit Check. This Hit Check is contested by the target's Defend Check. If the result of your Hit Check is higher than the result of the Defend Check, then the Attack hits and you move on to Step 3. If it is equal or lower, then the Attack is successfully defended and has no effect.

When making a Hit Check the Attribute and Skill used are dependent on the kind of Attack being made. Each kind of Attack has a default Attribute that they use, which can change depending on different effects. For Melee Attacks the default Attribute is Strength, for Ranged Attacks Dexterity, and for Spell Attacks Intelligence. For Skills, both Melee and Ranged Attacks use the Weapon Mastery Skill. Specifically, use either the Weapon Mastery Tier itself or your Tier with the kind of Weapon being used, whichever is higher. For Spell Attacks use either the Ranged or Melee Weaving Skill, depending on the Spell Attack's Range.

STEP 3: DAMAGE AND OTHER EFFECTS

After hitting your target with an Attack you get to deal damage. The amount of damage dealt is equal to the damage die of the Attack plus the Attribute or Skill die used for a Hit Check, your choice. The Attack will state what kind of damage it deals. The damage dealt by an Attack is subject to the same minimum rules as other checks. After determining the amount and type of damage it should be reduced by any applicable armor the target is wearing.

Some Attacks deal damage in an area. In this case, all creatures within the Attacks area take the damage.

Some Attacks have additional effects, these should also be applied during this step.

STEP 4: APPLYING STATUSES

All damage types have an associated Status. These are typically Harmful Statuses that apply some kind of debuff to the target. All damage dealt contributes to the build-up of a Status. More information on Statuses and Build Up can be found in the Statuses Section later in this chapter.

DAMAGE TYPES

Name	Source(s)	Associated Status
<i>Physical Damage</i>		
Slashing	Swords or Axes	Bleeding
Piercing	Bows or Spears	Crippled
Bludgeoning	Hammers or Maces	Broken
<i>Energy Damage</i>		
Mental	Spells	Confused
<i>Elemental Damage</i>		
Flame	Spells or Fire	Ablaze
Frost	Spells or Cold	Frozen
Shock	Spells or Lightning	Stunned
Corrosive	Spells or Acid	Melted
Venom	Spells or Fangs	Poisoned

STATUSES

APPLYING STATUSES

There are two ways to Apply a Status on a creature. The first is through damage and the second is through direct application.

Any time an Attack deals damage it causes the creature hit to gain that many Status Points. Status Points are unique per Status and the type of points gained depends on the type of damage dealt. Every Status has an associated Attribute. Once a creature's Status Points in a particular status reach a high enough threshold, that Status is activated and the creature loses all of those Status Points. The threshold required is equal to 5 times the Attribute Tier for Harmful Statuses and 30 - (5 times the Attribute Tier) for Beneficial Statuses. All of a creature's Status Points are lost at the beginning of their Turn. Damage caused by Statuses does cause Status Points to be gained.

STATUSES

Name	Caused By	Attribute	Effects
<i>Harmful</i>			
Bleeding	Slashing Damage	Constitution	At the beginning of your turn lose 1d6 health
Crippled	Piercing Damage	Dexterity	Base AP Cost for Movement Actions increased by 1
Broken	Bludgeoning Damage	Strength	Base RP cost for Defensive Reactions increased by 1
Confused	Mental Damage	Will	Base AP and RP cost for all spells increased by 1
Ablaze	Flame Damage	Acuity	At the beginning of your turn take 1d6 Flame Damage
Frozen	Frost Damage	Constitution	Take an additional 1d4 damage from all sources
Stunned	Shock Damage	Strength	Cannot Wield items for the duration, Wielded items are dropped
Melted	Corrosive Damage	Dexterity	Armor worn treated as one Category lower, can be 0
Poisoned	Venom Damage	Constitution	Receive a Penalty to all Hit Checks and Damage Rolls
<i>Beneficial</i>			
Enraged	Actions and Spells	Will	Receive a Bonus to all Hit Checks and Damage Rolls
Hastened	Actions and Spells	Dexterity	Base AP Cost for Movement Actions decreased by 1
Fortified	Actions and Spells	Constitution	All damaged received is reduced by 1
Resistant	Actions and Spells	Acuity	Choose a damage type, received damage of that type is reduced by 1d4
Healing	Actions and Spells	Will	At the beginning of your turn gain 1d6 health

The second way for a Status to be applied is directly. Many spells apply Statuses in this way. When a Status is applied directly there is no opportunity for the creature to defend against it, the Status is immediately Applied. This can also include natural phenomena. For example, a creature that comes into contact with fire may have the Ablaze Status applied to them.

Once a Status is applied it lasts for 2 Rounds, decreasing at the end of the affected creature's Turn. If a Status is applied again the duration is increased by 2 Rounds. While a creature is affected by a Status they gain access to the Deal With Action. This Action costs 3 AP and reduces the duration of a chosen Status by 1 Round.

HEALTH

HIT POINTS

A character's hit points represent how much damage they can take before they receive a Wound. All damage taken reduces this number, once it hits 0 the character receives a Wound and their Hit Points reset back to their current maximum, taking their new injury score into account.

WOUNDS

Wounds represent heavy, debilitating damage that severely affects a creature's ability to do almost anything. This is not necessarily a physical injury and can represent a variety of conditions.

There are a variety of ways that a creature can receive Wounds but the most common is through taking damage and having their hit points reduced. Every Wound a creature receives causes worse and worse effects until eventually the creature succumbs to their injuries and dies.

INJURY SCORE

A creature's Injury Score is used to determine the effects that their current Wounds have on them. Your Injury Score is the difference between your current number of Wounds and your Injury Tolerance, which is the sum of your Constitution and Will Tiers. For example, a creature with 1 Wound and an Injury Tolerance of 2 has an Injury Score of 1. The effects that your Injury Score has get worse as it gets lower, thus a higher Injury Score is better.

The penalties from your Injury Score only apply when you have at least one Wound and can be found in the following table:

INJURY SCORES

Injury	Score	Effect
9	Max HP reduced by level	
8	Max HP reduced by 2 * level	
7	Max HP reduced by 3 * level	
6	Max HP reduced by 4 * level	
5	Max HP reduced by 5 * level	
4	Max HP reduced by 5 * level, all speeds halved	
3	Max HP reduced by 5 * level, all speeds halved, maximum AP and RP halved	
2	Max HP reduced by 5 * level, all speeds halved, maximum AP and RP halved, 1 Penalty to all checks	
1	Max HP reduced by 5 * level, all speeds halved, maximum AP and RP halved, 2 Penalties to all checks.	
0	Death	

HEALING

Healing Hit Points is straightforward, there are a plethora of ways to do so. There are spells, professions, and items that can give you Hit Points. You can also regain Hit Points through Breaks and Short Rests.

Wounds on the other hand are much harder to heal, almost always requiring a Long Rest. There are other ways to heal wounds but they are all fairly advanced and require either a decent amount of money or a high level party member with access to one of those methods. More information on healing wounds can be found in Chapter @TODO

CHAPTER 11: SPELL WEAVING

MENTAL WEAVING

The Humans brought their world's energies with them when they came through the Rift. As a result, a new type of Spell Weaving entered Sylvara, called Mental Weaving.

The Humans seemed to have an uncanny ability to use and understand these new energies. They divided the energies into "Schools." With each School representing a class of Spells which all have similar uses. Unlike Spiritual Weaving, the effects of Mental Weaving come in the form of specific spells.

TIERS

Every School of Mental Weaving has five tiers. These tiers are: (from lowest to highest) Seeker, Disciple, Researcher, Scholar, and Lore Keeper. The five tiers represent a character's growing knowledge of the School, with the tiers ultimately culminating in a person who has studied all of the intricacies of a school of magic. Their Spellbook is considered a treasure trove of knowledge, and these Lore Keepers typically make it their duty to safeguard and spread this knowledge.

As a character progresses in tiers, they can fully learn and understand new spells in that School. The power and Material Cost of these spells typically increases as the tier does.

SCHOOLS

There are 8 Schools of Mental Weaving. Each one represents a different category of spells. Magic Users are called different things based on what school is their specialty.

ABJURATION

Magic Users who use Abjuration magic are called Wardens. The focus of Abjuration magic is protection. Abjuration magics are defensive in nature, it can include things like creating Barriers or performing Counter Magic.

CONJURATION

Magic Users who use Conjuration magic are called Summoners. The focus of Conjuration magic is summoning. Conjuration magics are typically used to call forth creatures to aid you, or to create materials.

DIVINATION

Magic Users who use Divination magic are called Oracles. The focus of Divination magic is perception. Divination magics include things like Scrying and detection.

ENCHANTMENT

Magic Users who use Enchantment magic are called Mesmers. The focus of Enchantment magic is manipulation. Enchantment magics are manipulative in nature, including things like Mental Attacks, and charming.

EVOCATION

Magic Users who use Evocation magic are called Thaumaturges. The focus of Evocation magic is destruction. Evocation magics are offensive in nature, it can include things like throwing fireballs or summoning lightning.

ILLUSION

Magic Users who use Illusion magic are called Weavers. The focus of Illusion magic is deception. Illusion magics are used to create false images or experiences.

RESTORATION

Magic Users who use Restoration magic are called Vitalists. The focus of Restoration magic is healing. Restoration magics are used to mend or cure ailments and enhance abilities.

TRANSMUTATION

Magic Users who use Transmutation magic are called Shapers. The focus of Transmutation magic is alteration. Transmutation magics are used to manipulate energy and matter, or transform things.

LEARNING MENTAL SPELLS

Unlike Spiritual Weaving, Mental Weaving requires the character to actually study and learn different spells. A character's knowledge of spells is stored in their Spellbook, a tome which allows a character to carry and wield their spells. The learning of spells is split into three categories: Transcription, Memorization, and Comprehension.

A character can cast any spells they have Memorized, but only if they are Wielding the Spellbook they Transcribed that spell into. Once a character has reached Comprehension, they no longer need to wield their Spellbook to cast that spell. You may only attempt to Memorize or Comprehend spells which are in or below your Tier in the spell's School.

THE SPELLBOOK

The Spellbook is an indispensable piece of the Mental Weaver's arsenal. Spellbooks are where characters can store all of the spells they have found. All Spellbooks have a set number of Pages, and each spell takes up a number of pages equal to the tier of that spell.

A Spellbook is Wieldable piece of equipment and, while being wielded, a character can cast any spell within that they have Memorized.

TRANSCRIPTION

This phase represents the time spent Transcribing the spell into a Spellbook. Typically, this is done by simply copying the spell exactly from another book. The transcription process is irreversible and once a page has been used, it can never be recovered. The speed of this process depends on the tier of the spell and the character's Fine Control skill.

When Transcribing a spell the total length of time the spell takes to transcribe is 1 hour per page/tier of the spell. When performing the Transcription Downtime Activity the character makes a Fine Control check every hour, the result of this check determines if their efforts for that hour were successful or not. The DC of this check is up to the DM, but should typically hover around 10-15. If the character fails at their check, then that page in the Spellbook is wasted and must be ripped out. The owner of the Spellbook does not have to be the one

who performs the Transcription. Anyone can do this, whether party members or a librarian in a town.

Once a character has successfully completed the required number of checks, the spell is considered Transcribed and the owner of the Spellbook can move on to Memorization.

MEMORIZATION

This phase represents the time spent Memorizing the spell. A character cannot cast a spell at all until they have that spell Memorized. This includes all of the mental visualization and material components needed to perform this spell. The speed that a spell can be memorized depends on the tier of the spell and the character's Learning Skill.

The total length of time that a spell takes to Memorize is 5 hours per tier/page of the spell. Every 5 hours the character makes a Learning check which determines whether their attempt to memorize a page of the spell was successful. On failure the 5 hours spent are wasted and the character must reattempt to memorize that part of the spell.

Once a character has completed the required number of checks the spell is considered Memorized. The character can now cast the spell while they are Wielding the Spellbook that the spell was Transcribed into. The character can now move on to Comprehension.

COMPREHENSION

This phase represents the time spent to truly Comprehend the spell. Once a character Comprehends a spell they can cast it any time, without a Spellbook. The speed at which a character can learn and understand a spell depends on the tier of the spell and the character's Comprehension skill.

The total length of time that a spell takes to Comprehend is 10 hours per tier/page of the spell. Every 10 hours spent the character gets to make a Comprehension check, which determines whether their attempt to understand a part of the spell was successful. On failure the 10 hours spent are wasted and the character must reattempt to understand that part of the spell.

Once a character has completed the required number of checks the character now Comprehends that spell. They can cast it at any time without a Spellbook.

MATERIAL COMPONENTS

All Mental spells have Material Components which are required for the casting of the spell. These components come in a wide variety of forms. Some are liquids, some plants, some monster parts, the assortment of items that it takes to cast a spell is seemingly random. Not much is known about the nature of these components or what they have to do with the spellcasting process, but one thing that is known is that some components can Substitute for others.

Just like in cooking, some Material Components seem to act as equivalents. This is helpful as it means that characters might not have to carry such a wide variety of items. In the list of Material Components found in [MATERIAL COMPONENT APPENDIX] each component has a list of other components which can act as a substitute for it and vice versa.

In order to cast a spell, the material components for that spell must be within a character's hand. This means that all Mental spells require at least one free hand to cast, as a character must be able hold the components. The most convenient way to store these components is in a Component Satchel. This puts all components within easy reach. All Mental spells have an AP cost, which is the AP required to use the Cast a Spell action in combat. This AP cost takes into account the time taken to rummage through a Component Satchel for the necessary items. If a character stores their components in anything other than a Component Satchel, the AP cost of all Mental spells is increased by 1.

CASTING MENTAL SPELLS

Every Mental spell has the following attributes: a Tier, an AP Cost, a Range or Area, a list of Components, a Target, and a Duration. When casting a Mental spell the first step is to select a Target. For most spells this will be a creature, but some spells also allow for Targeting objects or spaces. The Target chosen must be within range as dictated by the spell.

The Duration of the spell can come in two forms, either Instant, or some multiple of 10 seconds. If the spell duration is instant then the spell is cast and then has no lingering effect. An example of an instant duration spell is Magic Missile. A spell with a duration in seconds or minutes is one which has a lingering effect. Once the spell is cast it will continue to produce the described effect until the duration is over.

Every spell also has a list of components. These components are required for the casting of the spell and are consumed upon casting.

APPENDIX A: EQUIPMENT

ARMOR

SHIELDS

WEAPONS

OTHER

PROPERTIES

GENERAL PROPERTIES

ARMOR PROPERTIES

SHIELD PROPERTIES

WEAPON PROPERTIES

APPENDIX B: SKILL TREES

UTILITY SKILLS

ATHLETICS

LEVEL 1

NOVICE

Prerequisites: None

You are now Tier 2 in Athletics

LEVEL 2

SPEED WALK

Prerequisites: Novice, Level 2

Your Walk Speed increases by 5ft.

DECENT GRIP

Prerequisites: Novice, Level 2

Your Climb Speed increases by 5ft.

SPRING LEGS

Prerequisites: Novice, Level 2

Your Jump Distance is increased by 2ft. and your Jump Height is increased by 1ft.

PADDLE

Prerequisites: Novice, Level 2

Your Swim Speed increases by 5ft.

LEVEL 3

DASH

Prerequisites: Speed Walk, Level 3

You can now use the Dash Action, 4AP gain double your Speed in a chosen movement type.

LEAP

Prerequisites: , Level 3

You can now use the Leap Action, 3AP jump up to your maximum Jump Distance or Jump Height

BIG LUNGS

Prerequisites: Paddle, Level 3

You can now hold your breath for 30 seconds longer

CLAMBER

Prerequisites: None

You ignore the first 5ft. of vertical surfaces for purposes of Climb Speed

BRAWN

LEVEL 1

NOVICE

Prerequisites: None

You are now Tier 2 in Brawn

LEVEL 2

PACK MULE

Prerequisites: Novice, Level 2

Your Strength Tier is treated as one higher for purposes of Carry Weight

HEAVE

Prerequisites: Novice, Level 2

You can now use the Heave Action, 4AP your Maximum Push, Carry, and Throw Weights are doubled for 1 minute

PLATE SMASHER

Prerequisites: Novice, Level 2

You gain a Bonus to damage rolls against inanimate objects

LAUNCH

Prerequisites: Novice, Level 2

When using a thrown weapon, intended or improvised, the range of that Attack is increased by 10ft.

LEVEL 3

BEAST OF BURDEN

Prerequisites: Pack Mule, Level 3

You suffer no movement penalty from heavy loads.

ENDURE

Prerequisites: Heave, Level 3

Your maximum Push, Carry, and Throw weights are increased by 10 lbs.

CRUSH

Prerequisites: Plate Smasher, Level 3

You can now use the Crush Action, 2AP instantly crush an item you are holding which fits in your palm, destroying it

FAST PITCH

Prerequisites: Launch, Level 3

Any creature hit by a weapon you threw is knocked back 5ft.

STEALTH

LEVEL 1

NOVICE

Prerequisites: None

You are now Tier 2 in Stealth

LEVEL 2

SHADOW

Prerequisites: Novice, Level 2

While in a light level of 2 or lower, receive a Bonus to all Stealth Checks you make

MIMIC

Prerequisites: Novice, Level 2

You can do a good impression of someone's voice after listening to it for one minute, gain a Bonus to any check where this is relevant.

NONCHALANT

Prerequisites: Novice, Level 2

You gain a Bonus to Stealth Checks made to follow someone undetected

DISTRACT

Prerequisites: Novice, Level 2

You can now use the Distract Reaction, 2RP whenever an enemy within 20ft. of you uses a Defensive Reaction you can make that Reaction cost 1 RP more.

LEVEL 3

GIVE THE SLIP

Prerequisites: Shadow, Level 3

While being chased you gain a Bonus to any Stealth checks meant to lose your pursuers

FALSE IDENTITY

Prerequisites: Mimic, Level 3

You can create a false identity which holds up under casual scrutiny, it takes 4 hours to do so and you may only have 1 at a time

KNOW YOUR TARGET

Prerequisites: Nonchalant, Level 3

While you are pursuing someone and they are in sight you know as soon as they start to suspect they are being followed.

FLASHY

Prerequisites: Distract, Level 3

You know how to take attention away from something, gain a Bonus to any check made to pull someone's attention away from something

ACROBATICS

LEVEL 1

NOVICE

Prerequisites: None

You are now Tier 2 in Acrobatics

LEVEL 2

ROLL WITH IT

Prerequisites: Novice

You now treat all fall damage as if you fell 10ft. less. You still take 1d6 damage from falling 10ft.

VAULTING

Prerequisites: Novice

Obstacles under 4ft. tall are no longer treated as Difficult Terrain

BALANCE

Prerequisites: Novice

You gain a Bonus to all checks made to keep your balance

WEAVE

Prerequisites: Novice

Allies spaces are no longer counted as Difficult Terrain

LEVEL 3

KICK OFF

Prerequisites: Roll with It

You can now push yourself off any nearby surfaces while falling to change your direction

TUMBLE

Prerequisites: Vaulting

You can now vault your way on top of any object 10ft. in height or less without any Climb Speed

SLOW AND STEADY

Prerequisites: Balance

When moving at half speed or less you no longer need to make a check to keep your balance

STEP THROUGH

Prerequisites: Weave

You can now use the Step Action, 3AP you can move through enemies' spaces this turn, this still counts as Difficult Terrain

FINE CONTROL

LEVEL 1

NOVICE

Prerequisites: None

You are now Tier 2 in Fine Control

LEVEL 2

CATCH

Prerequisites: Novice

You can now use the Catch Reaction, 1RP make a Defense Check against a non-spell ranged attack using only your Fine Control Skill.

NOVICE

Prerequisites: None

You are now Tier 2 in Acrobatics

NOVICE

Prerequisites: None

You are now Tier 2 in Acrobatics

NOVICE

Prerequisites: None

You are now Tier 2 in Acrobatics

LEVEL 3**COMPREHENSION**

LEVEL 1**Novice**

Prerequisites: None

You are now Tier 2 in Athletics

LEVEL 2**LEVEL 3****LEARNING**

LEVEL 1**Novice**

Prerequisites: None

You are now Tier 2 in Athletics

LEVEL 2**LEVEL 3****PHYSICAL PERCEPTION**

LEVEL 1**Novice**

Prerequisites: None

You are now Tier 2 in Physical Perception

LEVEL 2**LEVEL 3****SOCIAL PERCEPTION**

LEVEL 1**Novice**

Prerequisites: None

You are now Tier 2 in Social Perception

LEVEL 2**LEVEL 3****SOCIAL SKILLS**

LEVEL 1**Novice**

Prerequisites: None

You are now Tier 2 in Social Skills

LEVEL 2**LEVEL 3****COMBAT SKILLS**

AGGRESSION

LEVEL 1**Novice**

Prerequisites: None

You are now Tier 2 in Aggression

LEVEL 2**LEVEL 3****MOBILITY**

LEVEL 1**Novice**

Prerequisites: None

You are now Tier 2 in Mobility

LEVEL 2**LEVEL 3****DEFENSIVENESS**

LEVEL 1**Novice**

Prerequisites: None

You are now Tier 2 in Defensiveness

LEVEL 2

LEVEL 3

TACTICS

LEVEL 1

Novice

Prerequisites: None

You are now Tier 2 in Tactics

LEVEL 2

LEVEL 3

RANGED

LEVEL 1

Novice

Prerequisites: None

You are now Tier 2 in Ranged

LEVEL 2

LEVEL 3

UNARMED

LEVEL 1

Novice

Prerequisites: None

You are now Tier 2 in Unarmed

LEVEL 2

LEVEL 3

WEAPON MASTERY

LEVEL 1

Novice

Prerequisites: None

You are now Tier 2 in Weapon Mastery

LEVEL 2

LEVEL 3

MENTAL WEAVING

LEVEL 1

Novice

Prerequisites: None

You are now Tier 2 in Mental Weaving

LEVEL 2

LEVEL 3

MAGICAL DEFENSE

LEVEL 1

Novice

Prerequisites: None

You are now Tier 2 in Magical Defense

LEVEL 2

LEVEL 3

RANGED WEAVING

LEVEL 1

Novice

Prerequisites: None

You are now Tier 2 in Ranged Weaving

LEVEL 2

LEVEL 3

MELEE WEAVING

LEVEL 1

Novice

Prerequisites: None

You are now Tier 2 in Melee Weaving

APPENDIX C: SPELLS

MENTAL MAGIC

ABJURATION

CONJURATION

DIVINATION

ENCHANTMENT

EVOCATION

ILLUSION

RESTORATION

TRANSMUTATION

MATERIAL COMPONENTS

APPENDIX D: ENEMIES

BEHAVIORAL TRAITS

Behavioral Traits are meant to be a tool for DMs. They allow someone to describe the overall behavior of a creature through simple tags.

PHYSICAL TRAITS

Physical Traits are meant to be a tool for DMs. They allow someone to give special effects or passives to a creature easily.

ANIMALS

WOLF

Level 1 Medium Quadruped

Hit Points 10

Injury Tolerance 3

Speed(s) 60ft. Walk

STR	DEX	CON	INT	ACU	WIL
2	2	2	1	1	1

Utility Skills Stealth 2

Combat Skills Evasion 2, Unarmed 2

Languages None

BEHAVIORAL TRAITS

Pack Hunter This creature prefers to hunt in a pack. It will prioritize attacking targets which are already being attacked by its packmates

Aggressive This creature is aggressive, often choosing to attack any creatures it comes across which could be a threat

PHYSICAL TRAITS

None

EQUIPMENT

Jaws: Natural Weapon

Bite 1d6 Pierce Damage, Range Melee, 3AP

SPECIAL ACTIONS

Howl: 2AP, Alerts all other Wolves in the area

MONSTERS

MINOR GREEN SLIME

Level 3 Medium Slime

Hit Points 22

Injury Tolerance 4

Speed(s) 30ft. Walk

STR	DEX	CON	INT	ACU	WIL
2	1	2	1	1	2

Utility Skills None

Combat Skills Unarmed 3

Languages None

BEHAVIORAL TRAITS

Unrelenting This creature will never give up. It will continue to attempt to accomplish its goal until it is either dead or succeeds

Devourer This creature's sole purpose is to eat. Every waking moment is spent searching for food or gorging itself.

PHYSICAL TRAITS

Squishy This creature's body is squishy and deforms around attacks. Blunt damage this creature takes is halved.

EQUIPMENT

Acid Body: Natural Weapon

Lunge 1d6 Corrosive Damage, Range Melee, 3AP

Spit 1d8 Corrosive Damage, Range 30ft., 3AP

SPECIAL ACTIONS

None

HUMANOIDS

HUMAN BANDIT

Level 2 Medium Humanoid

Hit Points 15

Injury Tolerance 3

Speed(s) 45ft. Walk

STR	DEX	CON	INT	ACU	WIL
2	1	2	2	1	1

Utility Skills Athletics 2, Physical Perception 2

Combat Skills Defensiveness 2, Weapon Mastery 2

Languages Sylvar, Human

BEHAVIORAL TRAITS

Cowardly This creature is quick to run away. Upon taking too much damage or having too many of its allies fall this creature will attempt to flee combat

Opportunistic This creature takes advantage of any weakness it can. This creature will prioritize attack foes that it believes it can beat or which are currently distracted

PHYSICAL TRAITS

None

EQUIPMENT

Short Sword: Sword

Slash 1d6 Slashing Damage, Range Melee, 3AP

Stab 1d4 Piercing Damage, Range Melee, 3AP

Heater Shield: Medium Shield

SPECIAL ACTIONS

None

WORLD WALKERS

PINE CONE WARRIOR

Level 1 Small World Walker

Hit Points 10

Injury Tolerance 3

Speed(s) 30ft. Walk

STR	DEX	CON	INT	ACU	WIL
1	1	1	1	2	2

Utility Skills None

Combat Skills Defensiveness 2

Languages None

BEHAVIORAL TRAITS

Spirit Guardian This creature is connected to the World Spirit and acts as a Guardian. It will attack any creature that has harmed the Ecological Harmony of any Land.

Staller This creature has friends that will show up soon. It will prioritize distracting and avoiding any foes until allies appear to help.

PHYSICAL TRAITS

Tough This creature's body is naturally tough or armored. This creature counts as having Light Armor which protects against Physical Damage

EQUIPMENT

Short Bow: Bow

Shoot 1d6 Piercing Damage, Range 50ft., 3AP

SPECIAL ACTIONS

One with Nature 4AP, This creature summons any other World Walkers in the area to help it

APPENDIX E: NPCs

BRACKER

OVERVIEW

Bracker is the current leader of the first Adventurer's Guild. This puts him as a very important position as the head of the world's first neutral institution. Bracker's job is essentially to ensure that every group, Human or World Child, receives equal attention from the guild. Part of doing this is making sure that Quests are regularly received from every settlement and group in the region. These Quests are what ensure that monster attacks or herb shortages don't assail the various peoples.

HISTORY

Bracker used to make his living as a wandering monster hunter. He would travel from settlement to settlement, slaying any monsters that were bothering the local people. Word of his exploits spread around the region, and he eventually caught the attention of a Human King from a nearby nation. This king told him that he wanted to form a new institution, one which would be completely neutral between Humans and World Children. This new entity, the Adventurer's Guild, would benefit all people by allowing them to make requests and having qualified people come and handle them. He wanted Bracker to be the leader of this new organization.

Bracker did not want to give up his freedom, which he valued over everything else. But could not help but see the potential in the king's plan. So, he agreed. Bracker started the Adventurer's Guild 20 years ago, and since then it has grown into a global organization, with Guildhalls all over Sylvara. Bracker has continued to lead the organization and has earned a legendary reputation.

PERSONALITY

Bracker is a frank, straightforward man. He tends to struggle in the negotiations he's forced to attend due to his general lack of social skills. He isn't capable of performing the kinds of verbal sparring that others would request of him. Instead he gets right to the point, skipping past any extra considerations or other "useless junk." Bracker is extremely bored with his job, sneaking out as often as he can to go hunt monsters. Many times has someone come to his office for something important, only to discover his window open and a note on his desk that reads "Gone hunting."

MOTIVATIONS

Bracker may be bored with his job, but he would never quit it. Bracker saw first hand how the World Children were suffering and understands how important it is to keep up the kind of progress that he has championed for the last two decades. Over the years he has butted heads with many stubborn people that didn't want to work with others, preferring to stay isolated in their lands. Many of these meetings ended in brawls or shouting matches, frustrating Bracker to no end. But he always comes back, he keeps pestering people over and over until they see the wisdom of his words. Bracker wants to see all of the guilds grow, not just his own. He wants peaceful relations and prosperous times to become the norm, rather than the exception.

DESCRIPTION

Bracker is a human of about 60. He has short, speckled black hair with a matching short goatee. He is typically seen wearing his favorite hide armor and wielding a great sword. Bracker is a veteran adventurer, and as such knows that a successful adventurer is always prepared. When he is leaving to go somewhere Bracker has a massive pack and several pouches that he'll wear which carry almost anything he could ever need.

STATS

BRACKER

Level 10 Medium Humanoid

Hit Points 88

Injury Tolerance 6

Speed(s) 45ft. Walk

STR	DEX	CON	INT	ACU	WIL
4	2	3	2	2	3

Utility Skills Athletics 3, Physical Perception 3, Brawn 2

Combat Skills Tactics 3, Defensiveness 2, Mobility 3, Weapon Mastery 3

Languages Sylvan, Human

BEHAVIORAL TRAITS

None

PHYSICAL TRAITS

None

EQUIPMENT

Great Sword: Sword

Hide Armor Light Armor

SPECIAL ACTIONS

None

ELDER FORGOM

OVERVIEW

Elder Forgom is the leader of the Amphibian Tribe which resides in the Eastern Swamp. Elder Forgom was the first World Child leader to initiate friendly relations with Humans. He responded positively to requests for trade and to the formation of the Adventurer's Guild. As such, friendly relations with Humans became more widespread and tensions around Sylvara have eased. Since then Forgom has continued to advocate for friendly relations between World Children and Humans and has become a well-known figure in this movement.

HISTORY

Forgom wasn't always the Elder of the Amphibian Tribe. He was born 59 years ago to unimportant parents. Over the course of his childhood he watched as his people suffered at the hands of famine, disease, and monster attacks. All of these disasters were made worse by the fact that his tribe had taken in several of the refugee World Children species. This inflated the population of the Amphibian Tribe and stretched their already thin resources. But Forgom never blamed them, he understood that it was not their fault and held empathy for their plight. And, while their blame could be argued, he also never felt anger towards the Humans.

Once Forgom became an adult he decided to seek out ways to improve the lives of his tribemates. He ventured into nearby lands, inhabited by other World Children groups. In those lands he spoke of his tribe's plight, and asked if there was any way that they could help. After speaking for some time Forgom realized that there were things that these lands lacked which his had in abundance and vice versa. So Forgom proposed a trade deal, meant to make everyone's lives easier. Upon returning home he was met with roaring approval, his deals with the other World Children had been a massive success and his people's lives had improved a drastic amount.

From then on Forgom became an important figure in his tribe and the surrounding lands. His wisdom at such a young age impressed many and, over the course of the next few decades, Forgom continued to improve the lives of all the World Children in the region. Once Forgom became old enough, he was elected Elder and there he has stayed for another several decades.

PERSONALITY

Forgom is described by most to be a "funny old turtle." He has a strange sense of humor and seems to make light of even the most grave situations. Yet his wisdom is unmatched. It is said that there has never been a question that Forgom could not answer, though it may take him several weeks to do so. Forgom is friendly and welcoming to all, inviting anyone and everyone into his home. In his old age Forgom has found use in a walking cane to help him get around. However, it seems that he still has all the energy of his youth as he often takes strides which are far too big and jams his cane into his foot.

MOTIVATIONS

Forgom's primary motivation is just that he wants to see everyone happy. He does not have fond memories of his youth, when death was a constant companion for his people. As such Forgom has continued to pursue peaceful, beneficial relations with everyone that he can. He not only wants to help his tribe, he wants to help everyone prosper. Forgom is a proponent of open trade between the various World Child and Human groups, often saying that everyone has something that someone else needs. Unfortunately, there is still a lot of push back from both Human and World Children. Hard times make hard people, and it will take a lot of convincing to get some groups to open up.

DESCRIPTION

Elder Forgom is a Dak'kamagi, or snapping turtle person. His scales are cracked and yellowed from age, and it is clear that his shell is weighing him down far more than it used to. Forgom wears simple garb and the only item that he typically carries with him is his cane, which he needs for walking. His shell is a deep, deep green, with plenty of blemishes that he earned during the adventures of his youth.

STATS

ELDER FORGOM

Level 5 Medium Humanoid

Hit Points 42

Injury Tolerance 5

Speed(s) 30ft. Walk, 30ft. Swim

STR	DEX	CON	INT	ACU	WIL
2	1	2	4	3	3

Utility Skills Comprehension 3, Learning 3, Social Perception 3,
Social Skills 4

Combat Skills

Languages Sylvan, Amphib

BEHAVIORAL TRAITS

None

PHYSICAL TRAITS

None

EQUIPMENT

Cane: Blunt Weapon

Shell Natural Armor

SPECIAL ACTIONS

None

Ssithari

OVERVIEW

Ssithari is the current Dragon Priest of the Cold-Blood Empire, which is bent on violent and rapid expansion. Ssithari has ordered increasingly frequent raids on neighboring lands and has also raised the number of captives fed to the Avatar of the World Spirit. Under Ssithari the Empire has increased its military might by a great deal and now stands poised to initiate a full scale invasion of the neighboring lands. This threat has people all over the world scared and represents what is probably the current biggest calamity facing Sylvara.

HISTORY

Ssithari is the eldest child of the previous Dragon Priest Ssithan. As is expected of the eldest in the Dragon Priest line she fought, and then ate, all of the other siblings in her clutch. Throughout her childhood she was indoctrinated and taught all of the various horrible beliefs and practices of her people. She watched every day as dozens of people were fed to the Avatar, hissing in glee at the sounds of his approval. She proved a quick and especially sadistic study, killing her father and taking over his position before even reaching maturity.

Since taking her father's title she has dedicated herself to continuing the Empire's path towards domination. Ordering for more and more slaves to be taken and forced to work for the Empire's benefit. Now the day finally draws near when the preparations will be complete and the Empire will be ready to expand.

PERSONALITY

Ssithari was raised from birth to be a sadistic zealot, finding joy in watching the Avatar devour hundreds of slaves every day. Despite this, she is actually a very effective and merciful leader. She treats her subordinates fairly and does not punish honest mistakes. She is soft-spoken at all times but when publicly speaking, at which point she shows herself to be a fantastic orator.

MOTIVATIONS

Ssithari's goal is the same as all of her predecessors, expand the Empire's influence so that more and more captives can be sacrificed to the Avatar. Like all people of the Empire, Ssithari worships the Avatar and is proud and happy to offer sacrifices to him. The people of the Empire view this Avatar to be a physical manifestation of the World Spirit, and so a direct connection to Sylvara itself. Ssithari is dedicated to seeing the Empire expand through conquest.

DESCRIPTION

Ssithari is an Amaru, or anaconda person. Amaru do not have legs like most species and instead balance on their tail. Ssithari is an albino, which is not as uncommon in Amaru as other species. Her scales are snow white and her eyes blood red, giving her a striking appearance. She wears only her religious garbs, which consist of blood red robes with white trim. She carries nothing else on her as anything she needs can be easily brought to her.

STATS

SITHARI

Level 15 Medium Humanoid

Hit Points 128

Injury Tolerance 6

Speed(s) 30ft. Walk, 30ft. Climb

STR	DEX	CON	INT	ACU	WIL
2	5	3	3	3	3

Utility Skills Stealth 3, Fine Control 4, Comprehension 3,
Learning 2, Social Skills 4

Combat Skills Tactics 4, Mobility 3, Weapon Mastery 3

Languages Sylvan, Human

BEHAVIORAL TRAITS

None

PHYSICAL TRAITS

None

EQUIPMENT

2 Daggers: Knives

SPECIAL ACTIONS

None