



# VELUNDRA

ZAN MOFFAT, DES335 - A

**HOMEBREW**

Instructed by Eric Cagle ©2025 DigiPen Institute of Technology  
President of DigiPen Institute of Technology: Claude Comair  
Teaching Assistants: Caleb Starr-Criss, Alex Koo, Gabriel Hoefler

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# CHAPTER 1: BASICS



ELUNDRA IS A COMBAT DRIVEN STORYTELLING framework set in the world of the same name. This steampunk, noblebright adventure relies on a Game Master based system where the players decide what they want to do, and ultimately it is up to the GM how it resolves. While Velundra has rules on how to resolve situations, perform combat, and tell stories, the rules are intended to be malleable; it is up to the players and the GM how their story is told.

Sometimes, tasks may require little effort to resolve. A player opening a door, picking a sheet of paper off the floor, or killing a bug on their arm may be as simple as the GM describing the outcome. If however, the task is opening a locked door, picking a heavy object off the floor, or swatting a moving fly, the GM can employ the help of a player action to determine the outcome. In any case, the GM is responsible for painting the picture of the world by narrating the results of any player action.

These results often include room for or even invite more player action, and play continues. The GM, then, is a very important role, as they function as the conduit for the systems described in this book and the world we live in.

## CORE RULES

### ATTRIBUTES

Each character has a set of attributes used in situations that invite a **skill check** (see Skill Checks) or **attack check** (see Combat); Strength, Agility, Defense, Intelligence, and Soul.

These attributes are assigned a rank in character creation and serve in helping players complete actions successfully. Players will have some attributes assigned for them, others they can choose the strength of, and further still upgrade these attributes, all in character creation.

Players also have a health stat determined by level and defense score, though it is not used in many places attributes are, and is therefore treated separately.

### THE DECK

During character creation, players will have the chance to pick 25 cards from a pool of basic actions to use. Additionally, they receive class actions that manifest as cards, and equipment actions that do the same. These actions do not take a slot of the starting 25 and instead may be used when the first game day starts in the players' campaign.

At the beginning of each in-game day, players have the opportunity to craft their deck from their pool of basic cards, equipment cards, and class action cards. Players may place cards in their decks until their deck is 30 cards or over. After decks have been made at the beginning of a day, players draw to their max hand size, which by default is 5 cards. Refer to Appendix A for a list of cards.

Players use cards in various ways throughout the course of a game day. Each time all cards have been put in the discard pile from anywhere, the deck is reshuffled and the player draws back **5 cards**.

### DECKBUILDING

At the start of each day, players have the opportunity to craft a deck of 30 cards or over to use in that day. Players select these cards in any quantity they like from their **card pool**

### CARD POOL

The card pool is every card the player has access to in their deckbuilding phase at the start of the day (see deckbuilding). Note that this is not the player's deck, but a larger, often more diverse set of cards representing all options the player has when building their deck.

Cards are added to the pool by equipping different items, leveling up, in character creation, or in unique circumstances dictated by the GM (magic blessing giving a special ability).

Cards are removed from the deck when taking off the equipment that added the card, or unique circumstances dictated by the GM (your magic blessing has been revoked).

### INTERPRETING DESIRED ACTION

As a player or a GM, its important to be able to decide which actions fall under what category. Each action in Velundra is associated with one of the 5 attributes mentioned prior. Unlocking a door may be associated with Agility, breaking it down with Strength, or willing it open with Soul (though that would be pretty tough).

### COMBINATION CHECKS

Some actions may be unclear in their alignment: for example, what if I want to look for traps in a room, test my luck in a game of poker, or cook a meal with no experience? These are all challenging actions a player can choose to make, and Velundra resolves them as any other action, but it requires situational interpretation from the GM.

If it is unclear or unspecified what attribute an action falls under, combine 2 related attributes and average the character's scores for those attributes, rounding down when necessary, and perform a **skill check** (see below).

A check to spot a trap may be the average of Agility and Soul; Agility speaks to the adroitness of the character with regards to the spatial and proprioceptive nature of the trap, while soul accounts for the attentive and careful requirements for a character to spot it.

Similarly, recalling information may require soul if the information is related to history, religion, stories, or people, require intellect if related to science, math, logic, or raw memory, or a combination of both for dealing in philosophical arguments, symbolic meaning, social theories, or related dilemmas.

It is also hard to see where defense lies in this system. Defense is unique in that it is not used in many actions. Some examples may include withstanding extreme weather, resisting disease, or seeing where a piece of viable cover may be before an explosion (DEF + SOU).

However, defense is used in **fortitude checks** (see below), which serve as a version of **skill checks** that are forced and used to avoid harmful effects.

## SKILL CHECKS

In Velundra, most actions outside of combat require skill checks to resolve. Whereas in combat, action cards are played from the players hand to perform tasks, outside of combat players can simply choose to do as they wish. For some simpler actions, checks may not be required: reading an ordinary book, noticing a large object nearby, or leisurely driving a vehicle may not require any checks to perform.

However, in matters of higher difficulty, a check will need to be performed. A check is performed by determining the requisite attribute(s) necessary to perform the action, rolling the appropriate dice, and adding **kicker cards** if desired.

Even attribute scores give players d6 to roll equal to their score divided by 2, while odd attribute scores give d6 equal to their score divided by 2 rounded down. If the attribute score is odd, players also add an additional +1 to any check they make.

If the player passes the check based on the difficulty class (below), the GM informs them and they successfully complete their action. However, if they come up short, the GM tells them as much, though not by how much they failed, and they then have the option to play **kicker** cards from their hand to attempt to pass.

## KICKER CARDS

Every card in Velundra has an associated kicker score used to help players complete actions. A player declares they are using the cards, adds the score of the kickers to the check value, and discards all played cards.

Unlike playing an action card in combat, players do not redraw cards from their deck to replace the played cards. These cards missing from the hand are regained through card actions, a new game day, or resting (refer to \_\_\_\_).

## DIFFICULTY CLASS (DC)

In Velundra, any check is made opposed to a difficulty class; a difficulty class or DC is a number set by the GM that tells the difficulty of the action the player is attempting to perform. A DC 8, for example, requires the player to roll a 8 or above with their attribute dice, or use kicker cards to breach that threshold. Here are some example difficulty classes to show you what to expect:

### DIFFICULTY CLASS

#### Difficulty

Class	Description	Action	Attribute
0	Effortless	Read a book	(INT)
4	Easy	Jump a short distance	(AGI)
8	Challenging	Notice a suspicious mannerism of a person you're speaking to	(SOU)
12	Very Hard	Lift a large fallen tree	(STR)
16	Unreasonable	Recall complex science to trick a scientist	(INT + SOU)
20	Impossible	FORTITUDE: Resist the pull of a whirlpool while carrying a car	(DEF + STR)

### AUTO-PASS

For any check whose DC is lower than the associated attribute score of the player attempting to pass it, the player simply auto-passes it, functioning as though they have succeeded the check immediately.

## FORTITUDE CHECKS

A fortitude check is made the same as a skill check, but is often, if not always, a check made against the players will; typically, it saves them from an effect or damage. Most of the time, fortitude checks use defense, or defense + another stat, as the associated attribute for the check.

## HIDDEN DIFFICULTY

Velundra uses hidden difficulty for its checks; only the GM should know what the true difficulty of the task is exactly. The players should get a good sense of the scale of the task from the GM's description of the situation, but ultimately, they can never know what the exact DC is.

For example, a GM might say,

The chasm is massive and at least 4 times your height across...

A player attempting to jump this chasm may guess that it is of high difficulty, given its size. They make their check, and succeed or fail in the end, the GM can give further exposition of the chasm:

Maybe if the player overshoots it they say:

Looking back at the chasm, it maybe wasn't quite as large you thought it was...

And if they undershot it:

From your position at the bottom of the chasm, its clear to see you underestimated its width...

## ADVANTAGE

Occasionally, players will be placed in situations where they have advantage on their next action or check. For example, a player attacking an enemy while unseen will have advantage while attacking that enemy, whereas if they are off-balance or slowed by frost (see conditions), they may have disadvantage on their attack.

Advantage gives players an opportunity to reroll their first roll for the check and use the following result as their check roll. IE player rolls a 3 and a 2 for a total of 5; the player chooses to reroll and rolls a 3 and a 4 for a total of 7. The player is forced to use the 7, then add kicker cards if desired.

Disadvantage forces players to roll dice twice, using the lower score in their check roll. The player may still use kicker cards after the roll if desired.

## OPPOSED CHECKS

While not common, on occasion players will be put against one another in an opposed check. Simply put, if a player would choose to attack another player, they roll their attack and check it against the opposing players defense.

Similarly, if two players choose to debate philosophy, it would be one player's (INT+SOU) check against the other.

Dissimilar to normal checks, players must declare kicker cards with their rolls. Players are not allowed to play kicker cards after they see the opponent's roll.

## FLAT CHECKS

A flat check is sometimes called for in cards or when conditions would be applied. A flat check is performed by rolling the dice for the attribute, bonuses are applied, but no kicker cards can be used after the roll. Flat rolls also cannot critically succeed or fail.

## DEGREES OF SUCCESS

In Velundra, all checks are made on a scale. If the DC of a check is 15 and I made a 13 or 14, I will still get fairly close to what I wanted my action to do. If the DC is 15 and I make a 3 or 4, I will likely fail or critically fail my check.

Failing a check is simple; the character does not successfully perform the intended action. Critical failure occurs when a check is made against a DC and is below **(DC / 3) + 1**, and typically results in something bad happening to the player, likely directly opposing what they were trying to do.

The specifics of the failure are determined by the GM, but should never result in a player's death, unless it was made against a Fortitude check or was made when the player was already in fear of dying (trying to convincing a angry mob not to kill them).

A critical success occurs when the player does one of two things: roll at least 2d6 for their attribute score and at least two of the dice come up 6, or succeeding against a DC with a score of **(DC \* 1.5) rounded down**, rolling at least one 6. In combat, a critical success on an **attack check** results in a **critical hit** (see below in combat).

# CHAPTER 2: COMBAT AND ACTION



OMBAT IS INEVITABLE IN THE WORLD OF VELUNDRA, and players must be prepared to encounter it wherever they go. Cards in the players' hands are the main resource used in combat, and they are required to perform offensive actions.

## ATTACK CHECKS

Attack checks function similarly to skill checks in Velundra. The main difference is the place where the associated attribute of the action comes from.

On every card, there is a attribute abbreviation, kicker score, and effect. To make an attack check, players must first play an action card; this card's text will resolve if the attack check is successful. Then, players follow the skill check process using the associated attribute from the played card to complete the check.

### COMBAT DC AND AGILITY

The attack check is either made against the Defense or Agility of a character, depending on which is higher (unless otherwise specified). If the defense is higher, the check is put against a DC equal to the opponent's **combat DC**.

A **combat DC** is a player or enemy's difficulty to deal damage to based on their DEF. Its calculated by multiplying one's DEF by 2, then adding any bonuses from armor **catalysts** (see gear), then adding an additional. For example, if enemy A has DEF 7, his base DC would be 10, and then he would add catalyst bonuses. If these bonuses totaled to +2, he would have a combat DC of 12. Note that players of higher agility than DEF do not benefit from combat DC.

If the opponent's agility is higher, the check is made into an opposed check of the opponent's agility.

You may note that in the opposed check section, it is noted that players cannot wait until after their roll is compared to the DC to declare kicker cards. In the case of an opposed agility check against a non-player-character, the player making the attack may wait to see if their roll beats the opponent's agility roll to declare kickers.

### DC IN COMBAT

Importantly, enemy DC in combat **does not** inherit from the hidden DC system the rest of Velundra uses. When attacking an enemy, the GM may denote their DEF attribute to the player, as well as whether their DEF or AGI is higher. This allows players to make informed choices in combat, and simplifies otherwise tedious guess and check work.

## DAMAGE

When a player or enemies' attack check is successful, the target of the attack will take damage. Damage is determined by the action card played, its effects, the **resists** of the target, and whether the attack was a **critical hit** (see below).

Unless otherwise specified by the card or resist of the target, the attacker adds all attack bonuses first, then the defender mitigates some with resists. Some cards deal in pre-mitigation or post-mitigation damage, which is the damage value before and after these resists are applied.

Some resists deal with base damage of any given attack. This type of resist is especially good against critical hits or damage multipliers, because it effects the damage before any attack bonuses are applied by the attacker. See an example below in **critical hits and resists**.

## CRITICAL HITS AND RESISTS

A critical hit occurs when the player makes a critical success on their attack roll. On a critical hit, all damage for the attack is maxed out (if the attack used dice), and the damage is then multiplied by two.

Here's a quick combat interaction example using critical hits and base damage resists.

Assume opponent DEF is 6 and is higher than AGI, and they have a catalyst giving +1 combat DC and -2 base damage: this makes their combat DC 12, and the number to crit 18. Player plays Lunge, an AGI card with +1 to hit if targeting one enemy (assume they are). The player has an AGI of 7, so rolls 3d6 landing a 3, 3, 6, for a total of 14 (+1 for attribute bonus, +1 for lunge). If the player chooses to play a kicker card(s) totaling 4 or higher, this would result in a critical hit.

The damage of lunge (normally 1d8) would be set to 8, the opponent's base damage reduction now comes in, making it 6, and then the damage is multiplied by two, for a total of 12 damage done to the enemy.

## PURE DAMAGE

Pure damage is a damage type specified on certain items and actions. When a action or item does pure damage, do not perform an attack check. Instead, simply move straight to the damage roll and modifiers for the attack.

## ORDER OF COMBAT

Combat takes place in rounds, where each enemy and player moves once, and then the next round begins. To

determine turn order, players and enemies roll their AGI+SOU, and rank them in order. Highest in the order takes their turn first, then second third and fourth etc.

## ACTIONS

In a turn, characters have 2 action points and infinite movement actions. Each turn lasts 10 seconds and can include additional actions, so long as they account for this time. Each action the player plays from hand consumes an action point. When the player has no action points remaining, they cannot play actions anymore. Players can move at any time in between actions, and even after their action points are expended.

Players may also optionally choose to use a single **boarded card** for no additional cost during a turn. A **boarded card** is a card that a player can use at any time and does not go into their deck. These cards are typically received from special armor, weapons, off-hand weapons (see gear), consumable (see merchants and currency), or passive effects (see advancement).

## ATTACK RANGE

Players may attack any target within their action's **attack range**. Actions that do not specify a range are considered infinite distance or distance is not relevant to them. Actions that specify **melee range** rely on the reach of the player's weapon.

Unarmed players, players with fist weapons, or small weapons such as daggers, kama, or hammers have a range of 5 feet. Players with large weapons like greatswords, greathammers, chain weapons, or staffs have a range, unless otherwise specified, of 10 ft. The longest reach weapons are that of large thrusting weapons, like sabers, pikes, or spears, with a reach of 15 ft.

Ranged weapons, like bows, slings, or throwing daggers, come with an attribute delineation, normally AGI or STR. This stat is used in giving them range at a rate specified by the weapon.

## MOVEMENT

Characters in combat need to worry about not only their enemies, but where they themselves are. Whether trying to take the high ground, push through a choke point, or run invisibly around the enemy, players need to consider movement on their turn above almost all else.

Players can move on their turn equal to their movement speed. Cards that specify movement as part of their action do not consume movement. Once the character's movement speed is depleted, they may move no longer in that turn.

## VERTICAL MOVEMENT

Players may consume movement equaling 10-20ft to jump (10-20 depending on difficulty) at any time during their turn; this is considered an "easy jump". Any jump that the GM decides would require more movement requires a AGI check and for the player to consume one action.

Ladders may appear in the world of Velundra as well, and these require movement equal to [height of ladder] \* 2 to climb. Players may also encounter other vertical surfaces that aren't so friendly to climb. For these surfaces, players must make a AGI check of DC relative to the difficulty of the climbing surface every 20 ft of surface to climb. Each 20 ft requires an additional action in combat to climb. Players may end their turn halfway through a climb, but must make a DEF+AGI check each time they are hit by an attack while holding on or they will fall. For falling damage, see environmental effects.

## CONDITIONS

Characters can find themselves in any situation in Velundra, and as such can be afflicted with innumerable conditions. Below are listed conditions players may find themselves in more often than others (especially in combat), though GMs are especially encouraged in this instance to create status effects suitable for their own stories and encounters.

**Fire:** players or enemies may find themselves on fire at times, due to environmental conditions, spells, enchanted weaponry, or even some oil and a lighter. In all cases, fire causes disadvantage on all actions until it is put out, unless the character has a condition that states otherwise or a defense of 7 or above.

Fire deals damage equal to 1/5th of character current health, rounded down, at the start of each turn. Characters can take one action to extinguish the fire, also consuming all of their movement for the turn.

Characters can also come into contact with enough water to douse them (large bucket or lake, not cup or flask), immediately removing the effect. Characters who are already wet cannot be inflicted with fire. Steam vents that are active and powerful enough to obscure vision will also immediately extinguish fire.

**Frost** can be applied from many of the same sources as fire, though manifests itself differently. Frost causes disadvantage of actions requiring adroit movement or power (AGI & STR), though does not affect actions of the mind (INT & SOU). It also slows the affected character.

Each turn a character is afflicted with frost, they receive a -2 penalty to AGI and take 1d4 damage. When freeze is reapplied to a frozen target, they receive this damage again, plus an additional 1d4 damage for each turn they've been afflicted with frost.

To remove frost, characters must approach a warm or hot location and remain there for a full turn. Characters can also use an action to make a defense check against the frost, with a DC equal to 9 + amount of turns frost has been on the character.

**Shock** is applied by open circuitry, certain items or magic, but is more rare than frost and fire, to be sure. Things that shock are likely to deal little damage upfront, but often deal a lot of damage if the target is already shocked. Shock lasts on a target for 2 turns after it is applied.

There is no way to remove shock. If a shocked target is standing in steam or water, all other entities in that body of water or steam cloud take the same damage, and become shocked.

#### CHECKS AGAINST FROST, FIRE & SHOCK

Many items, abilities and consumables use “frost damage” “fire damage” or “shock damage”. When this is specified, it is assumed that they apply the respective condition.

If a player or enemy were to be set on fire, shocked or frosted, they must make a DEF check to avoid the it, either with DC either tied to the environment that caused the condition, or with an opposed check: DEF of the defender vs SOU of the attacker, in the case that another person attempted to apply the condition.

**Bleed** deals 1d4 damage for every action the afflicted character makes for the given amount of actions. Characters can staunch the bleed by being bandaged by an ally, consuming 2 actions from that ally. Characters can prevent bleed damage by taking one action to prevent the damage on their next action, or by taking **disadvantage** on their action.

**Sick** gives -2 or -1 (depending on the severity) to any attributes specified until treated. It takes a full game day to apply this effect from the time it was inflicted. If unspecified, gives - to all attributes.

**Poison**: some poison is instant, while others are long lasting. Some are minor, while others, if left untreated, can spell disaster or even the end for the afflicted character.

Poison takes a specified amount of turns to work, and inflicts its effects after the given time. Many poisons are applied on weapon attack and apply additional damage as the weapon strikes, for example.

Poison's damage is not reduced by any damage reduction effects, unless otherwise specified.

**Stunned**: characters can be stunned in combat or out by loud sounds, blunt force, or spells. A stunned character skips their next turn and must reroll for turn order upon the next round starting.

**Disarmed**: characters that are disarmed cannot take actions related to their weapons.

**Slowed**: Often from frost, characters who are slowed have their movement speed divided by 3 for the duration of the slow.

**Blindness**: Whether environmental, temporary, or permanent, characters may encounter situations that inhibit vision: that said, they are all treated the same.

For example, standing behind a steam vent or being in the darkness of a room with no windows incur the same penalties as being hit with sand in the eyes or simply having no eyes at all.

Similarly, if a player were to attempt shooting a target obscured by darkness or a steam vent, the same penalties would be incurred.

Characters who suffer the penalties of blindness get disadvantage on attack checks, fortitude checks, and find it impossible to do perform actions that require sight such as reading a spell tome.

## DEATH

When a character reaches 0 HP in combat or out, they are knocked to an unconscious state. In this state, they are incapable of movement, actions or any other player chosen alternative. Instead, they must make three successful DEF fortitude checks before they fail 3.

The DC of the checks is dependent on what knocked the player out. Players may make 2 checks per turn but may choose to only make one. Players can also be revived while unconscious by an ally, requiring that ally

to make a (SOU+DEF) check equal to the DC of the unconscious player's fortitude check DC.

If a player fails these checks, their character is considered dead. It is removed from the game and the player may start anew with a fresh character.

# CHAPTER 3: CHARACTER CREATION AND ADVANCEMENT

## QUICK START CHARACTERS

Some players may wish to simply start playing Velundra without having to worry about designing and making their character. For these players, there are starting level basic characters available in Appendix B. Simply give them a name, and begin play. Pay note to the characters' class, starting attributes, and resulting card list.

## CHARACTER CREATION

In character creation, players first pick their class. In Velundra, there are four of these classes to choose from:

### SCRAP TITAN

A beefy brawler proficient in melee weapons and taking damage.

Base Stats: STR: 5, DEF: 4. Free points: 3, 2, 1. Additive points: +2

### METALLURGIST

A spellcaster that always has cards up his sleeve.

Base Stats: INT: 5, DEF: 1. Free points: 4, 3, 2. Additive points: +2

### ENGINEER

Uses contraptions to heal allies or harm enemies. Always has access to consumable potions, throwable grenades, or other items. They get expensive, though!

Base stats: SOU: 4, DEF: 3. Free points: 3, 2, 2. Additive points: +3

### WAYFARER

Moves fast, hits faster. Access to camouflage and ranged options that many others may lack.

Base stats: AGI: 5, DEF: 2. Free points: 4, 3, 0. Additive points: +3

After picking up a class, players must assign their remaining attribute points. A classes free points go to all attributes unassigned by the base stats category. A player can assign any free point number to any unassigned attribute. Afterwards, additive points can be split up among any attributes the player wishes, so long as no attribute exceeds 7 points.

After assigning all attributes, players determine their HP, which is at level 1 is equal to **(DEF \* 4) + 20**. They then determine base movement speed, which is equal to **(AGI\*10ft) + 35ft**.

Players may also choose starting gear for their characters. This gear is either a wand, healing staff, hammer, or dagger. Any class may use any of these starting weapons. Players start with no additional armor and are considered to be wearing simple clothing until they find armor to use.

### STARTING DECK

Players may pick up to 4 of each card from the Level 1 basic cards (see Appendix A), up to a total of 25 cards. These 25 will join the player's **pool** which will remain with them for the rest of the game. Also added to the players **pool** are level 1 class action cards, and equipment cards based on their chosen starting equipment.

## ADVANCEMENT

In Velundra, leveling up is tracked strictly through adventure completion, and is truly up to the discretion of the group and GM. Depending on the challenge, length, and importance to the story of any adventure, it is assigned a XP value, 1-5.

A quest to retrieve carrots from the field and kill any rats along the way would be considered a 1; stopping a group of insurgents from exploding a research facility a 3 or 4 (depending on difficulty), and making the journey through a haunted badlands to singlehandedly take on a clan of rogue warriors that are planning to march on the rest of the world and kill any who stands in their path would be a 5.

For players to level up, they must acquire points based on their current level:

## CHARACTER ADVANCEMENT

Experience		
Level	Points	Rewards
1	0	
2	2	Level 2 cards, class passive effect
3	3	Attribute enhancement: +1 to any attribute
4	4	Level 4 cards
5	5	Level 5 cards, class passive effect
6	6	Attribute enhancement; +1 to any attribute
7	8	Level 7 cards
8	10	Level 8 cards, class passive effect
9	12	Attribute enhancement; +1 to any attribute
10	15	Level 10 cards

Level ten being the max level, it takes 65 total points to reach max level. At each level, players unlock

additional class actions, passive effects, additional HP, or attribute bonuses.

The cards the players unlock is specified on the cards themselves (see Appendix A for a list of cards) as “Rank 1” spells for level 1 characters, “Rank 2” for level 2, and so on.

Players also gain rewards based on level as shown in the table above. HP is gained per level equal to  $**10 + \text{DEF}**$

## MAX LEVEL ATTRIBUTES

While the option to increase attributes is available through leveling up, players should note that at no point can an attribute exceed 8 points. After an attribute is 8, no more points may be allocated to it.

# CHAPTER 4: GEAR AND OTHER INTERACTABLES

## GEAR

Velundra is home to gear of many kinds. Most gear is created by artisans, tinkerers or just commonfolk with a knack for magic. Weapons are offensive gear while armor is (for the most part) defensive.

Most weapons are just metal with channels and focusing stones in the right places to allow the individual who wears it to channel their raw magic through it, creating a variety of effects like projectiles, powerful strikes, or even more complex effects like light and shadow.

Armor, while more basic in its construction, is a crucial part of staying alive in Velundra, as it can contain the power of defensive **catalysts** (see below).

When equipped, gear gives the option to add its respective gear cards to the players’ decks. Players can have equipped two small weapons or one large weapon, a headpiece, a necklace, a chest-piece, gauntlets, up to 3 rings, boots, and any catalysts that fit into that arsenal.

### OFF-HAND WEAPONS

Additionally, players may have **off-hand weapons**. **Off-hand weapons** are small weapons that do not place their cards into the deck. Instead, players may choose 3 off-hand weapons at the start of the day and pick one action card from each of them to board.

Boarded cards may be used once per day, after which the off-hand its associated with is considered expended for that day. Off-hand weapons may not have catalysts attached to them. Also note that off-hand weapons

cannot be used as normal weapons and instead serve solely as one-time only attacks.

For a wayfarer this may be a throwing dagger, for a metallurgist a powerful, one time use spell scroll, for a scrap titan a heavy hammer that shatters on impact, and for an engineer a rechargeable healing grenade.

### CATALYSTS

Catalysts are rare items used to enhance armor and weapons with passive effects. Armor and weapons on their own only ever grant active bonuses. While many pieces of armor come with catalysts that grant additional HP or reduce damage taken, the armor or weaponry itself never contains passive bonuses.

Catalysts cannot be removed from armor once placed unless brought to an 8th level metallurgist (yes, you can play this class in Velundra), who can use their magic to remove the catalyst. Any metallurgist, in the player party or otherwise, can place or remove catalysts into armor or weaponry (normally for a nominal fee, of course).

Gear and catalysts can be purchased from traders, normally found in cities or towns. Higher level gear and most catalysts are only found in cities, while a lot of lower level gear can be found in towns and purchased from wanderers on the paths (this is not to say you can never find valuables from wandering traders, of course).

Catalysts, once slotted, cannot be sold, only the armor or weapon they occupy can be (for buying and selling gear, see merchants and currency).

## MERCHANTS AND CURRENCY

Money is handled in Velundra via a universal currency, that being platinum. The currency is often traded in "bits", and players are unlikely to be carrying any amount that would result in any more than one slot being taken up in a non-equipment bag (see inventory). That said, the rate is 20,000 platinum bits per slot, and the exchange rate is the equivalent 3,000 bits per coin, 10,000 bits per bar.

Merchants are the players' primary way of spending earned platinum. Players can also sell items to the merchants, though only some will buy whatever it is the players are trying to sell (no city merchant is likely to buy pelts from the player, and a weaponsmith is probably not interested in your books).

The GM is solely responsible for the trade value of items, and they are therefore recommended to ensure merchants only sell 5-10 items, so it is easy to keep track of all their inventory and its price. That said, there are some guidelines based on loot rarity.

Keep in mind these guidelines are reflective of an average piece of gear for the rarity: especially in the Artisan tier, there should be a lot of variety in price. In any tier, an arrow should sell for very little compared to a Warhammer, and any wand should sell for more than (almost) any consumable of any tier.

### THE PRICE OF RARE GOODS

Rarity	Price
Common	1~500 bits
Unusual	1000-3000 bits
Rare	5000-10000 bits
Unique	5~10 coins
Legend	2-5 bars
Artisan	6+ bars

### BUYING VEHICLES

Eventually, players will be able to afford vehicles (see below for usage). These vehicles, while priced by the GM, are all paid for in the same way; through missions or a lot of money. Vehicles are too expensive for virtually any party to afford, so they are instead won by influence.

Players must win over a faction with access to vehicles before being able to purchase them. Players can then purchase vehicles for anywhere from 10~1000 bars. A 10 bar vehicle may be a motorbike, while a 1000 bar vehicle may be a tactical ground vehicle created by the finest science in the world.

Alternatively to money, players can perform **favors** for the faction they are attempting to get a vehicle from.

Once players are trusted by an organization, they can do **favors** for them (for vehicles, this will likely be the Tinkerer's guild, see world and factions for details). Favors are unrewarded quests the players must undergo to receive vehicles or other promised, very high tier items.

Each favor the players go in earns XP just as in level advancement, but instead of progressing towards the next level, they earn platinum towards the item equal to **[10 bars] \* [XP score of quest]**. Keep in mind, before taking on any favors, the party will have to be in good standing with the faction already.

### INVENTORY & ENCUMBRANCE

In Velundra, all gear not currently equipped to a player must be carried if players wish to bring it along. The strength attribute is used to calculate the amount of equipment items the player can carry; this is calculated at a rate of **one equipment item per point of strength, +5**. Players are allowed to carry as many non-gear items as they like, though they must be put in a **bag**.

Bags are purchased items, which can hold more items corresponding to their rarity (and therefore price). Here's a basic guideline for bags:

### BAGS

Rarity	Slots
Common (starting)	10
Unusual	20
Rare	30
Unique	45
Legend	75
Artisan	100+

Every player starts with a common bag to hold anything they please. Consumables, books, off-hand weapons, catalysts, money, and anything unspecified that isn't an equip-able, goes in the bag.

When a player exceeds the amount of items their STR would allow them to carry, they are considered encumbered. Encumbered players cannot travel long distances (see environment & talking), and receive a movement penalty equal to 10ft per additional item they are holding over their limit.

When the encumbered player's movement reaches 0 or below, it instead goes to 1ft, and they are considered to be (almost) completely immobile (give them a couple days, they'll catch up).

## THE ENVIRONMENT & TALKING

### CITIES AND THEIR LAWS

City laws are very important in Velundra, as players are likely to enter and do work in cities, even often. Cities house most of the wealth in the world, and are indeed lucrative to those who master them. That said, players may find trouble if they go about collecting some of this abundance in the wrong ways.

While some cities have more specific laws, the general rules are to not steal, incite riots, do violence unto others, cause major disturbances, speed in vehicles, block vehicle travel, vandalism, interfere with government, enter private property without permission, or breaking in to property that is not your own.

Doing any (and getting caught) will result in the guards attempting to catch the player in question, bringing them to the jail, questioning them, and either letting them go, fining them or keeping them overnight and fining them.

More serious crimes (violent, stealing expensive property, fleeing arrest, etc) will cause guards to instead attack on sight, attempting to kill the player and anyone in the party who helps them.

The player in question and their party members may attempt to convince the guards to stop with a skill check, whose DC is determined by the severity of the crime.

If the guards in the immediate area are defeated or the player escapes with the guards having seen their face, they will become wanted in the city, and either have to disguise themselves, pay a fee at the jailhouse, or avoid the public eye altogether.

### TALKING IT OUT

Whether it be convincing a guard to let you pass or haggling with a merchant, Velundra has systems to let you interact with any person around you that you wish.

Most social interactions are governed by the SOU attribute, covering behaviors, reading situations, and even detecting where someone's mental weak spot might be. Some common situations for SOU might be:

Convincing a guard to let your friend go because he is a "good person".

Getting a free meal on the house because you made such good friends with the innkeeper.

Verbally abusing someone so thoroughly that they immediately give you what you want.

That said, you may recall that some social interactions, and any action really, can be covered by multiple

attributes situationally; convincing a guard to let your friend go because he is a good person may be SOU, but convincing that same guard to let him go because you are stronger than him and will beat him up if he doesn't... that's STR + SOU.

Players should always think what their strongest attribute combination is into their opposition: keep in mind, the GM should and will change the DC of the check based on what you're trying to do. Lets go back to our example:

Say your friend has been captured and is being held by one guard. The guard is very strong and large. A high SOU low STR character would have a good chance of convincing the guard with the "he's a good person" tactic: that might be a DC 9.

If a high STR character tried to convince the guard with the "I'm bigger and stronger than you" approach, the GM would consider the guard and his own strengths, and likely set the DC closer to 15.

In this case, it may have been wiser for the high STR low SOU to use a SOU check instead of a STR + SOU check anyways, given who they were talking to.

### TRAVELING FAR

Long distance travel in Velundra is very fluid, and mostly governed by the GM. Players travel at a base speed of miles per half day and must consume one meal every half day to continue. The effects of **exhaustion** or **encumbrance** in any party member prevents long distance travel.

While not required, it is recommended the GM prepare something for the players to interact with every full day of travel, whether that be a town, a wandering trader, or enemies on the road.

### FOOD, REST, & EXHAUSTION

#### Food

In their travels, players can find or buy **food**. Food comes in small medium and large sizes, which are respectively assigned point values 1, 2 and 3.

**Small** food examples could include: grapes, almonds, an egg, or a chicken wing.

**Medium** food could include: meat skewer, a cantaloupe, a small sandwich, or a chicken breast.

**Large** food items could include: any fresh / prepared dish, pasta, a burger, a full 4 link sausage, or a full watermelon

Players must fulfill a food requirement twice per day equal to  $(\text{STR} + \text{DEF}) / 3$ . In a bag, food takes up one slot per 5 points.

**Rations** can be purchased from almost any merchant for a price of 100 bits per ration and fulfill a full days requirement of food, taking up 1 bag slot.

## HUNGER

Players need to eat at least twice a day using rations or other food. Players can use rations or food during a rest and at start of the day during the deckbuilding phase.

After one missed meal, players have a -1 to their strength and defense stat. After 2 missed meals, players get a -1 to all stats. After 4 missed meals, get a -1 to all stats and have their move speed halved. After 6 missed meals, players are bedridden and are considered starving to death. After 8 missed meals, the player dies.

If players eat a half days food before day 6, they are completely restored. After day 6, a full days food must be eaten.

## REST

Once per day, players have the opportunity to relax, eat food, and restore some health in a rest. The amount healed is equal to half the player's max HP, rounded down.

At night, the players can **sleep** to restore all of their health and begin a new day; allowing for deck rebuilding, off-hand weapon recharge, and other once per day effects. Unlike resting, players need to have enough food for all party members in order to sleep.

## EXHAUSTION

If players cannot sleep for a day for any reason, the next day they receive no penalties, but the day after, despite sleeping or not, they are considered exhausted and have -2 to their INT, STR, and AGI.

By simply sleeping again the night of their exhaustion, players cleanse all negative effects and are considered no longer exhausted.

If players miss two nights of sleep in a row, they will incur double the penalty on the day after their second night of no sleep, plus an additional -2 to DEF and SOU. 3 nights of sleep missed will result in the players being unable to do anything but sleep, and if kept awake longer than 4 days, their character will die.

## FALLING AND DIFFICULT TERRAIN

### FALLING

Falling damage occurs when players free fall further than or equal to 10ft. For falling 10ft, players must succeed a DC 8 AGI check or DC 8 DEF (player's choice) check to not take half damage; otherwise, they take damage equal to 15% of their maximum HP, rounded up.

For each additional 10ft fallen (distance fallen is counted only in 10 ft increments) an additional +3 is added to the AGI check DC, and an additional +4 is added to the DEF check DC. The damage is also increased an additional 15% max HP damage up to 100% maximum HP damage at 70ft.

After 100ft fallen, if the check was failed, the players are no longer downed but instantly killed. After 150ft, players must make a critical success to do anything but instantly die.

If a player fails a check, but barely, it is recommended the GM soften the damage of the fall proportionally to the failure. Of course, there are no rules for this softening and it is largely up to the discretion of the GM.

## DIFFICULT TERRAIN

Difficult terrain is prevalent in the craggy mountains to the East side of Velundra all the way to the nasty swamps in the Northwest. Regardless of its type and manifest, difficult terrain is treated the same.

Difficult terrain doubles the required movement to traverse what would be normal ground. If its a small patch of terrain, players can simply walk around it or jump over it to avoid the terrain all together.

Some terrain, however, is so difficult to pass through, that it is simply non-viable for combat situations: these are called **impossible terrains**. In these terrains (exceptionally thick and deep mud, a slippery frozen lake with no ice boots, or a mountainside with zero flat ground), movement and combat actions are simply not possible in the same turn. In these instances, players have to choose to attack or move.

Difficult terrain over long distances causes players to move at 5 miles per half day; impossible terrain causes players to move at 2 miles per half day.

## VEHICLES

Velundra is home to ground vehicles of many kinds. Unfortunately, they are inefficient and run of the magic of those that operate them. This makes them inconvenient to use over long distances, and they are more suitable for city travel.

Players won't have access to vehicles right away as they are very expensive, but can hope to purchase one later into the game; starting with cheaper vehicles that often don't have room for more than one or two occupants, all the way up to ships and tanks.

Far into their journey, players may have access to very sophisticated vehicles; these vehicles plus the players' large supply of magic power may allow them to travel a days walking distance in just a couple of hours, though the exact number is dependent on the vehicle.

Players may fight on vehicles, though one player must exclude themselves from combat to operate the vehicle. Vehicles have the movement equal to [movespeed] \* [SOU] of the operator, and health specified by the vehicle. Thanks to the magic of those operating it, until the vehicle reaches 0 health, it suffers no penalties.

Vehicles that hit characters deal damage equal to a ramming damage value to the hit character, unless they make a AGI or DEF fortitude check. The DC of the check and the ramming damage value are dependent on the vehicle.

A destroyed vehicle can be repaired for a hefty fee by a technician from the nearest city to where the vehicle

was destroyed. This fee is equal to [Vehicle price] / 5.

Often, especially in the case of more expensive vehicles, the group that sold the vehicle to the party will offer a credit line for repairs. Though the specifics are up to the discretion of the GM, the players can use this credit line to repair the vehicle instead of paying the cost out of pocket.

In these cases, players pay no money but instead lose standing in the eyes of the group. They may lose money toward anything they were trying to purchase with favors, or even fall out of standing entirely with the group until trust is built back.

## CHAPTER 5: THE WORLD AND ITS INHABITANTS

### A BRIEF HISTORY

#### THE START

While not much is known about the very early days of Velundra, we do know it was a world not so different from our own. The Velundrans evolved just as we humans did on earth, learned to grow the crops that flourished there, and settled into a tribal lifestyle; unfortunately complete with wars, generational hatred, and chaos over the land.

After hundreds or thousands of years of this (few records remain from this time), one Velundran named Aldric The First came along. A warrior unlike any before him. He did not lead his tribe for power, land, or glory, but unity. Aldric had a vision to unite any tribe he conquered, creating a dynasty of peace to last a thousand lifetimes and beyond.

Through his kind heart and vast intellect, Aldric successfully created his dynasty. He understood that no lord could stand to maintain control forever, but a ruler with the loyalty of the people rather than the strength of an army could change the world.

After the beginnings of his kingdom were seized, Aldric created **The Kings Watch**, responsible for carrying out his will. Not just soldiers, these men were Aldric's finest eyes, ears and blades in the shadows. They answered only to the king, acting his will with nothing but faith and loyalty.

For 50 years Aldric expanded his kingdom, taking more towns and welcoming them to his empire. In exchange, he offered protection, the goods of the whole world, and stable income to support them and their families.

Yes, income. Aldric created what is still used as the currency of Velundra, the platinum bit. In his spare time Aldric was a smith, and often collected little pieces of platinum, iron, or whatever else he was forging. He decided to use all of them as currencies, though only platinum remains today.

But, all good things must end. As Aldric aged, his advisors urged him to prepare for succession, but he refused. He believed no one could rule as he did. Fear crept into his heart—fear that his work would unravel the moment he left it behind.

Paranoia, even madness took root. He distrusted his own council, seeing them as schemers. He expanded the jurisdiction of the King's Watch, ordering them to eliminate anyone who so much as whispered of rebellion.

Scientists, thinkers, and advisors who once thrived under his rule began disappearing; either killed or fled. What was once a kingdom of progress became a land of fear.

His death was as eventless and silent as they come, and remains a mystery. Some say he was assassinated by his own King's Watch, who saw what he had become and betrayed him.

Others whisper that a group of scholars, inventors, and revolutionaries — the earliest members of the Tinkerer's Guild — plotted his downfall to end his reign of fear.

With no clear successor, his kingdom fractured, and over the centuries, governments formed, democracy rose, and the monarchy faded into legend.

The groups that vied for a position of power after Aldric's death clashed, eventually settling to go their separate ways, forgetting Aldric's unifying ideology all together.

They formed the 10 cities scattered across Velundra that we know today, and their feud remains in the past.

## THE GUILDS OF TODAY

### THE KINGS WATCH

#### ORIGINS

After Aldric's death, the kings watch did not disband. In fact, they knew something that Aldric's advisors, no, his whole kingdom didn't know. Aldric had a wife, of sorts, a childhood sweetheart who he never could quite shake off.

She came to him now and then under the protection of the watch, and would spend days or weeks with Aldric. Eventually she bore a child, and stopped seeing Aldric to take care of him. Aldric respected her wish to live as a normal girl, not the wife of a king, so let her go.

But the watch did not let her go. despite Aldric's wishes, the first Monarch, the leader of the watch, ordered that she and her child be watched at all times, kept safe at any cost.

It is thought by some in the watch that Aldric somehow found out about this betrayal, and it was the first step towards his spiral into madness.

Once the mad king died, his orders were truly off the table. The watch, knowing the truth about the king's successor, approached him and told him the truth about his father, as well as his death. Though they acted too late, the watch knew that the tinkerer's guild, threatened by Aldric's rash actions, were somehow responsible for his death.

Aldric's son, after some thinking, vowed to do anything he could to restore his kingdom to greatness. He also vowed to avenge his father's death, and bring destruction to those who brought it. To this day, the tinkerer's guild is the archenemy of the watch.

They knew though that if they attempted to take the throne right then, they would be laughed off as another small group searching for a route to the throne. They instead chose to bide their time, waiting for the right moment to strike.

Today, they have kept the descendants going and still wait to reform the monarchy with their leader on the throne. The people and governments of Velundra know of the Watch's continued existence, but are unsure of its power, location, or intentions.

Currently, the King's Watch hides in the shadows and waits to grow more powerful. It's rumored that as the **Tinkerer's Guild** grows in influence and power, the

Watch will have to act soon or be eclipsed by the large guild's power.

#### ORGANIZATION

Not much is known about the shadow organization, but we do know that they, like the old monarchy, hold one individual in power, descendant from the original leader of the Kings Watch. Generations removed, nobody but the highest in the watch know the whereabouts or origins of the man, but they know his title; simply, The Monarch.

He has a handful of members that he calls his fingers, which serve him as regional "managers" of sorts in each city and its immediate area.

#### WORLDVIEW

Aggressive to most, the Watch trusts nobody for fear of being discovered while they are still weak. To be recruited is to change one's life; the Watch is more like a cult than a faction.

That said, they rarely kill unprovoked and still value the lives of the innocent; as when they were first formed, their job is to serve the king first, and his subjects second. Anyone in between, however, is meaningless. Members of other guilds, government officials... anyone who would challenge the new king's rule.

That said, *anyone* who gets in the way of their plans or so much as discovers one of their members should watch their back. The Watch can't afford to lose anyone, so they must make sacrifices on their values to stay afloat.

### TINKERER'S GUILD

#### ORIGINS

Started by an unknown man known only as the tinkerer during Aldric's rule, the tinkerer's guild operates to this day offering knowledge in exchange for knowledge, money for resources, and science for a price. Their frequent innovation makes them a centerpiece of any city where they have residence, and they are often supported by governments and citizens alike.

#### ORGANIZATION

At the top of the faction are the elders, who manage the process of the whole guild and guide the direction of the progress it puts forth. Under them are regional tinkerers; top of their city, they not only manage projects in the location, but they also serve as catalysts for the guild by experimenting with the most cutting edge, sometimes dangerous science that the world has to offer. They are free to explore the wonders of science through the funding of the guild.

Near the bottom of the totem pole are the lead scientists. They hope to one day be promoted to a regional tinkerer, but until then they work on whatever they are told in exchange for a good wage.

They often have 10-25 associates working below them, and manage the floor of the guild's research facilities. They do very little science, and are mostly managers; a plight for them, as the only way they can get promoted is through their own achievements.

At the very bottom lie the associate scientists. Working on any project they like, they are free to place their contributions in whichever area suits them in exchange for recognition from the lead scientists.

With approval, they can start their own projects, which could get them and their team promoted to higher ranks, past associate but below lead scientist. These higher rank scientists are paid, work on higher impact projects, and typically don't get demoted.

This position is highly envied by associate scientists, which is why they are typically the hardest working among the guild.

Associate scientists are those most likely to be found running the floor of the guild, the part that the general public can access (with some high standing, the players may be able to see what's happening behind closed doors).

The associates are responsible for updating request boards, where players are likely to get quests from the guild, and they also run service stands, where citizens can buy items from the guild of mixed quality.

## WORLDVIEW

The Tinkerer's Guild drives progress across the whole world! Each city would love to be the one to raise some scientific marvel, able to be sold off to other cities and towns for a hefty sum.

Therefore, the guild became largely government funded in many cities across the world, in exchange for government commission on sales that the city guild location makes.

The guild offers a wildly changing catalogue of items, often created by the associate scientists and considered failures at their intended task, but not totally useless. These items range from tea steepers to weapons of mass destruction. The guild is disinterested in where these creations go, so they simply sell them off first come first serve!

The guild aims to improve the world as much as it can in the time it's given. The elders do have ulterior motives surrounding the amount of money the guild makes, and how much of that comes back to them, but they figure

so long as they're trying to get to the same place the rest of the guild is, nobody will be the wiser.

## THE COVENANT OF WAYFARERS

### ORIGIN

Long before Aldric raised his walls, during the period tribes rose and fall as easy as breathing, the world was connected by secret paths, great roads, and safe havens from the war around.

These safe spots and the paths were all created and upheld by a group of likeminded people known as the wayfarers. They kept the paths safe and open, ensuring travelers, merchants, or refugees could roam freely without fear of bandits, warlords, or even something as simple as a lake in their way.

Today, they serve as a network of guides, protectors, and informants, preserving the ancient trade routes and forgotten roads.

They are the silent hands that keep the world moving, with no desire for conquest or control, only the duty to protect those who need to move.

### ORGANIZATION

For each region of the world, there is an elite wayfarer that keeps peace and holds gatherings with the other wayfarers in the area. They manage recruitment of new members, garner support from towns and funding when needed, and see to the safety of all members in their assigned region.

While the guild is large, they are divided across the world and hold no one place of power. Because of this, the regional elite wayfarers come together twice per year to discuss the goings on of their assigned regions and people. Together, this council of the covenant is 78 members strong, and is responsible for directing the organization.

The common member operates by traveling within their assigned territory from one place to the other, finding lodging and food along the way from those generous enough to support their cause.

On their path, they purge danger from the roads they travel, clean what they can (whether it be someone's trash or a fallen tree), and even find new paths, either long lost or yet to be discovered. They often travel in groups of 2 or 3, for protection and greater cleaning manpower.

## WORLDVIEW

"THE PATH IS SACRED; ALL WHO WALK IT DESERVE SAFE passage."

-- Unknown,

This is the motto of the Wayfarer Covenant, and is the way they have operated for millennia. Their true one goal is to upkeep the roads of the world and ensure adventurers, merchants, mailmen, or just a passerby is safe and comfortable.

They aim to clear paths overgrown, shoo bandits from roads, or even just scrub the moss from the stones to keep one from slipping. In their time away from the roads, they protect the communities they reside in, as typically they don't work for money from any town, simply relying on donations from the common folk as they travel from place to place.

The Covenant believes those that can't afford protection on the road and towns without the funds to protect themselves still deserve safety. This elite group of fighters, trailblazers, adventurers, and normal people with good hearts come together to protect the travelers of the world, as they recognize that's how it continues to turn.

The Kings Watch's existence hasn't actively threatened the Covenant in quite some time, so until recent times, they haven't been too at odds. The fact that Kings Watch has more recently taken to silencing those on roadways that come across them has made a more direct enemy of the covenant.

Now, they are trying to get to the bottom of why Kings Watch has suddenly started doing this after all this time...

They also believe forced progress, like what the elders of the Tinkerer's Guild try to sell, similarly stifles the development of independent cultures and unifies progress towards what is most scientifically advanced.

Other cultures may find other ways of advancement that suit their beliefs and values more, they think. This makes them not opposed to, but skeptical of the Tinkerers Guild.

# APPENDIX A: CARD LIST

## BASIC CARDS (SELECTED IN CHARACTER CREATION)

Mind	
Draw 2 cards	
--	Kicker 2
Sweep	
Deal 1d6+1 damage to up to 3 surrounding enemies	
STR	Kicker 3

Strike	
Deal 1d6 damage to target in melee range	
STR	Kicker 1
Push	
Push object or target entity in melee range up to 20ft	
STR	Kicker 1

Dash	
Gain double your movement until end of turn.	
--	Kicker 1

Stomp	
Jump to location, dealing 1d4 damage to targets in melee range	
STR+AGI	Kicker 1

Throw	
Throw nearby entity or object in melee range	
STR	Kicker 1

Discard	
Discard x cards, then draw x cards	
--	Kicker 1

Wild Draw	
Draw 4 cards, then discard 1 at random	
--	Kicker 3

Hunker	
Reduce incoming damage by 5 per hit until your next turn	
--	Kicker 3

Heavy Punch	
Deal 1d4+ Strength damage to target in melee range	
STR	Kicker 1

Quick Punch	
Deal 1d4+ AGI damage to target in melee range	
AGI	Kicker 1

Bandage	
--	Kicker 2

Trip	
--	Kicker 1

Windup	
--	Kicker 1

Bash	
STR	Kicker 2

## CLASS CARDS (LEVEL 1 - LEVEL 1)

### LEVEL 1:

Stunning Blow	
Level 1	Scrap Titan
Deal 1d8 + Strength and stun an enemy in melee range, skipping their next turn. If used as a kicker card on a damaging attack, the attack additionally stuns the target for one turn	
STR	Kicker 2
Firebolt	
Level 1	Metallurgist
Deal 1d10+2 fire damage to a single target in line of sight; range of 55 ft + (INT * 10ft). Applies Fire condition to the target should they fail the opposed check. Divination: Discard this card as an action to draw 2 cards	
INT	Kicker 3

Throwing Knife	
Level 1	Wayfarer
Deal AGI damage to an enemy within [your movespeed] distance	
AGI	Kicker 1
Turret	
Level 1	Engineer
Place a turret on the ground. It targets the nearest enemy within 20ft + (SOU * 5ft), dealing 1d4 pure damage each of its turns. Initiative is directly before engineer's. HP is 1/3 of the attack check used to place it. Lasts until destroyed	
SOU	Kicker 3

## BASIC WEAPON ACTIONS

Heavy Smash		Bleed	
Hammer		Dagger	
Use 2 actions to deal 2d6+ STR to an enemy in melee range		Deal 2d4 damage and bleed an enemy in melee range, dealing 1d4 damage every turn for 2 turns	
STR	Kicker 3	AGI	Kicker 2
Block		Lunge	
Hammer		Dagger	
Take half damage until your next turn		Dash forward up to 1/2 of your movement in a line, dealing 1d8 to any enemy you pass through. +1 to hit if targeting 1 enemy	
--	Kicker 1	AGI	Kicker 1

<b>Energy blast</b>	
Wand	
Deal 1d6 + int in a 10ft diameter	
INT	Kicker 3

<b>Healing Waters</b>	
Healing Stave	
Place a circle on the ground, healing friend or foe inside for 1d6 each turn for 3 turns	
--	Kicker 3

<b>Lightning Port</b>	
Wand	
Teleport to target location within your movespeed, dealing 1d4 lightning damage on entry and exit to all those in melee range	
INT	Kicker 1

<b>Healing Touch</b>	
Healing Stave	
Heal an ally in melee range 1d4+SOU	
--	Kicker 1

## APPENDIX B: PREMADE CHARACTERS

Velundra						
Character Name -----		Character Class <b>Scrap Titan</b>	Level <b>1</b>			
STRENGTH <b>6</b>	AGILITY <b>2</b>	INTELLIGENCE <b>1</b>	DEFENSE <b>5</b>	SOUL <b>3</b>		
-----   -----   -----						
Equipment Carry Amt. <b>11</b>	Movement Speed <b>55ft</b>	Base Combat DC + bonuses <b>10 + 0=</b> <b>10</b>	Max Hit Points <b>40</b>	Current Hit Points <b>40</b>		
Level 2 Passive effect:			Carried Gear <b>(Common) Hammer</b>			
Level 5 Passive effect:						
Level 8 Passive effect:						
Active Catalysts		Bag contents - Rations x2		Bag capacity		
Boarded Cards						

# Velundra

Character Name -----		Character Class <b>Metallurgist</b>		Level <b>1</b>
STRENGTH <b>2</b>	AGILITY <b>4</b>	INTELLIGENCE <b>6</b>	DEFENSE <b>2</b>	SOUL <b>3</b>
-----   -----   -----   -----				
Equipment Carry Amt. <b>7</b>	Movement Speed <b>75ft</b>	Base Combat DC + bonuses <b>4 + 0=</b> <b>4</b>	Max Hit Points <b>28</b>	Current Hit Points <b>28</b>
Level 2 Passive effect:				Carried Gear <b>(Common) Wand</b>
Level 5 Passive effect:				
Level 8 Passive effect:				
Active Catalysts		Bag contents - Rations x2		Bag capacity
Boarded Cards				

# Velundra

Character Name -----		Character Class <b>Engineer</b>		Level <b>1</b>
STRENGTH <b>2</b>	AGILITY <b>2</b>	INTELLIGENCE <b>3</b>	DEFENSE <b>5</b>	SOUL <b>5</b>
-----   -----				
Equipment Carry Amt. <b>7</b>	Movement Speed <b>55ft</b>	Base Combat DC + bonuses <b>10 + 0=</b> <b>10</b>	Max Hit Points <b>40</b>	Current Hit Points <b>40</b>
Level 2 Passive effect:	Carried Gear <b>(Common) Healing Stave</b>			
Level 5 Passive effect:				
Level 8 Passive effect:				
Active Catalysts	Bag contents - Rations x2			Bag capacity
Boarded Cards				

# Velundra

Character Name -----		Character Class <b>Wayfarer</b>		Level <b>1</b>
STRENGTH <b>3</b>	AGILITY <b>6</b>	INTELLIGENCE <b>2</b>	DEFENSE <b>2</b>	SOUL <b>4</b>
----- ----- ----- -----				
Equipment Carry Amt. <b>7</b>	Movement Speed <b>95ft</b>	Base Combat DC + bonuses <b>4 + 0 = 4</b>	Max Hit Points <b>28</b>	Current Hit Points <b>28</b>
Level 2 Passive effect:	<div style="border: 1px solid green; padding: 5px; height: 100px; width: 100%;"></div>			
Level 5 Passive effect:	<div style="border: 1px solid green; padding: 5px; height: 100px; width: 100%;"></div>			
Level 8 Passive effect:	<div style="border: 1px solid green; padding: 5px; height: 100px; width: 100%;"></div>			
Active Catalysts		Bag contents - Rations x2		Bag capacity
Boarded Cards				