



PLAYTEST RULES PREVIEW

DC20 PLAYTEST

RULES REVIEW

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RULES PREVIEW

NOTE FROM THE CREATOR

First off, I just want to say thank you to anyone who has shown interest in DC20. It was scary to make the jump to publish my own game, but the support has been mind blowing. Everything from watching the DC20 videos, supporting the project on Patreon, and backing the project on Kickstarter has brought this game to life!

I have been working on DC20 for years, and I wanted to make a game system that was simple for a new player to pick up (even someone who had never played TTRPGs) but also have enough depth for experienced players. I wanted the rules to be intuitive and easy to remember, the combat to be engaging and dynamic with a focus around teamwork, and the overall game to feel FUN and EPIC! I truly feel like we did all of those things, and I can't wait to see the communities response!

DC20 OVERVIEW VIDEO

I made a quick overview of DC20's rules that I go over in this video here <https://youtu.be/298EA6woVfo>. I made this video to explain DC20 quickly to someone who has never heard of it before. This is not only for YOU (the person reading this right now) but also for your friends that you might want to play the game with. I go over the big and small rules, and after watching, people should have a good idea if they want to try it out or not. I hope this helps those "Session Zeros" of DC20 and I will continue to make more guides and tools like this on my YouTube Channel as well.

SUPPORT DC20

If you are interested in supporting this project, then congratulations, you already are. A new game needs a community behind it and having this Playtest Rules Preview PDF means you are on the ground floor of exactly that! So again, thank you!

DC20 Discord: If you want to join the DC20 Discord Server, then [click this link here <https://discord.com/invite/NpU932E>]. I will be posting links to multiple Live Stream Q&A's, Beta Playtest Rules, and updates to everything about this project. I really want to connect with the people who go above and beyond to support this dream of mine.

DC20 Patreon: If you want to help this project continue forward and even give feedback on the direction of that growth, then the best way to do that is on Patreon click this link here <https://www.patreon.com/thedungeoncoach>. Even at the entry reward tier you get access to Patron only livestreams where I show the development of the game LIVE with y'all, and the support goes a long way towards doing all the things that need to get done for this to be possible. Higher reward tiers even get early access to DC20 content, feedback on the game itself, and even playtest groups to play in and possibly with me as your GM.

DC20 Kickstarter: If you want to get notified of Kickstarter updates for the DC20 Core Rulebook, then click this link <https://www.kickstarter.com/projects/thedungeoncoach/dc20> to take you to the Kickstarter landing page and sign up there! All backers of the Kickstarter will be given access to the Beta Release PDFs of the game. This is where all the new updates will come. Backers will get the DC20 Beta 0.8 PDF once the Kickstarter ends and then will continue to get updates of all Beta PDFs until the game is completed, when they'll receive the Final Version of the game!



ATTRIBUTES & PRIME MODIFIER

ATTRIBUTES

There are 4 Attributes in DC20 that represent your Physical (**Might & Agility**) and Mental (**Intelligence & Charisma**) abilities. Each Attribute has a value that ranges from -2 to +7 (for most creatures) which measures your aptitude with that Attribute.

- Might = your Strength of Body.
- Agility = your Balance, Nimbleness, and Dexterity.
- Intelligence = your Reasoning, Understanding, and Wisdom.
- Charisma = your Charm, Presence, Persuasiveness, and Force of Will.

Example: If you have an Agility of +3 then you would add +3 to any d20 roll that uses Agility.

DC Tip: Each Attribute also contributes towards different aspects of your character (shown below) that you should keep in mind when creating your character.

MIGHT

This represents your physical strength, health, and endurance. It's commonly associated with the following:

- Heavy Weapons and Heavy Armor have minimum Might requirements to use properly.
- Your Might is added to your maximum Health Points.
- Checks made to Initiate or Escape Grapples use Athletics (Might) Checks.
- Might also contributes to lifting, pushing, dragging, throwing, and encumbrance.
- Might Saves are made to resist effects that push you away, knock you down, or crush you.

DC Tip: If you want to Roleplay a PC that's the "go to" for being the strong one and overpowering your enemies, then Might is for YOU!

AGILITY

This represents your avoidance, dexterity, and finesse. It's commonly associated with the following:

- Ranged Weapons, Whips, and certain Special Weapons have minimum Agility requirements.
- Your Agility is added to your Physical Defense.
- Checks made to Escape Grapples use Acrobatics (Agility) Checks.
- Agility also contributes to jumping and reducing damage taken from falling.
- Agility Saves are made to resist effects that reduce your Speed, cause you to lose your balance, or can be avoided by dodging out of the way.

DC Tip: If you want to Roleplay a PC that's nimble, light on their feet, and good with their hands, then Agility is for YOU!

CHARISMA

This represents your charm, presence, and force of will. Anything related to interacting socially with other creatures (your appearance, mannerisms, and the words you say) is Charisma. It's commonly associated with the following:

- Your Charisma is added to your Mystical Defense.
- Charisma can contribute to a Language Check made to understand languages you have limited fluency with.
- You gain a number of Grit Points equal to your Charisma (see Grit Points in Combat Resources for more).
- Social Skill Checks use Charisma, such as the Skills to Influence other creatures or to gain Insights into their actions or behaviors.
- Charisma Saves are made to resist effects that alter your emotions or dominate your will.

DC Tip: If you want to Roleplay as the "face of the party" and have good people skills, then Charisma is for YOU!

INTELLIGENCE

This represents your reasoning, understanding, and wisdom. Anything that is related to a person's intellectual capacity or overall knowledge falls under Intelligence. It's commonly associated with the following:

- Your Intelligence is added to your Mystical Defense.
- Intelligence can contribute to a Language Check made to understand languages you have limited fluency with.
- You gain a number of bonus Skill Points to spend on more Skills.
- Knowledge Skill Checks use Intelligence, such as the knowledge of Nature, Religion, Occultism, History, or Magic (Arcana).
- Intelligence Saves are made to resist effects that read your thoughts, alter your memories, confuse you, or use illusions to deceive your senses.

DC Tip: If you want to roleplay a PC that's the smartest person in the room and just knows things, then Intelligence is for YOU!

STARTING ATTRIBUTES

You get your PC's Attributes from one of the following methods and then assign the values to each of the 4 Attributes.

STANDARD ARRAY

You start with an array of 3, 1, 0, -2 and assign each value to an Attribute of your choice. You then gain 2 additional Attribute Points to increase whichever Attributes you want, up to the Attribute Limit (3).



POINT BUY

You start with a -2 in all of your Attributes. You then gain 12 Attribute Points to increase whichever Attributes you want, up to the Attribute Limit (3).

DC Tip: Your Prime Modifier (see later in this chapter) comes from your highest Attribute, so it's a good idea to make sure that you get a 3 in at least one of your Attributes.

ROLL METHOD

You determine your starting values by rolling 1d6-3 four times, and then assign each value to an Attribute of your choice. You then gain +2 Attribute Points to increase whichever Attributes you want, up to the Attribute Limit (3).

Prime Modifier Insurance: If the value of your highest Attribute is less than 3 (even after adding the +2 Attribute Points), you can reduce a different Attribute value by 1 or more to increase your highest Attribute by the same amount. You can't reduce an Attribute value below -2 or increase an Attribute above your Attribute Limit (3).

DC Tip: This method of determining your starting Attributes is the most risky. It offers the potential for the highest starting Attributes, but also the lowest. If you add all your Attributes together, their sum should be 4 (on average), after the +2 bonus points are added. If you get less than this, talk to your GM about potentially rerolling your Attributes (or using a different method).

PRIME MODIFIER SIDEBAR

The Prime Modifier allows you to create the kind of character you truly want to play without negatively impacting their combat prowess. Since your Prime Modifier will be used to swing weapons and cast Spells, this allows you to choose which Attribute you want to be the highest without feeling forced into picking a specific one. An Intelligent or Charismatic Barbarian may not have as much health or be able to grapple or lift as much as a Might Barbarian, but their ability to wield a weapon is the same.

It's up to you whether or not you want to roleplay the source of which Attribute your Prime Modifier comes from in Combat or not. You could describe your intelligent Barbarian as being a tactical mastermind on the battlefield, or your charismatic Barbarian as a fiery confident leader, or you can be a mindless rage monster in Combat if you want to just smash things. This is an opportunity to create the PC you want.

Example: Your highest Attribute at level 1 will be 3, so no matter which Attribute you choose as the highest your Prime Modifier will be 3.

ATTRIBUTE LIMIT

You can increase your Attributes as you gain levels, but you can't increase an Attribute past your Attribute Limit. Your Attribute Limit increases at certain levels as shown in the table below. You can increase an Attribute at the same level that your Attribute Limit increases.

PC Level	Attribute Limit
1	+3
5	+4
10	+5
15	+6
20	+7

GAINING ATTRIBUTES

As your Player Character (PC) levels up they will regularly gain more Attribute Points to increase their Attributes. PCs gain +1 Attribute Point at levels 2, 4, 5, 7, 9, and 10 (see "[Player Character Progression Table](#)" on page 92 for more information).

DC Tip: You get more of these points from levels 11 and higher as well!

PRIME MODIFIER

Your Prime Modifier represents your overall experience and prowess as an adventurer. You use your Prime Modifier as the primary bonus you add to Checks involving attacking, casting a Spell, or awareness of dangers around you. Your Prime Modifier is commonly associated with the following:

- Attack Checks (made to Attack with a Weapon or Unarmed Strike).
- Spell Checks (made to cast a Spell or use a supernatural ability).
- Save DCs (the difficulty of resisting the effects you impose on other creatures).
- Awareness Checks (your ability to perceive and detect things around you).

DC Tip: Just because the Barbarian in the group has high Charisma instead of Might doesn't mean he's worse at swinging a sword because of it.

PRIME MODIFIER VALUE

The value of your Prime Modifier is always equal to the value of your highest Attribute. If your highest Attribute changes, your Prime Modifier derives its value from the value of your new highest Attribute. Your Prime Modifier is not an Attribute, nor is it considered the Attribute that it derives its value from.

Example: If Might is your highest Attribute, then your Prime Modifier derives its value from the value of your Might. If your Might is 3, then your Prime Modifier is 3. If an effect grants you ADV on Might Checks, it does not also grant you ADV on Checks that use your Prime Modifier (such as Attack Checks and Spell Checks) unless the effect otherwise says so.



SKILLS, TRADES & LANGUAGES

SKILLS

Skills are representative of a creature's ability to perform certain activities. If two creatures are wrestling each other, they can use the Athletics Skill to compete against each other. Every Skill is tied to an Attribute (**Might**, **Agility**, **Intelligence**, or **Charisma**). Each Skill represents an aspect of an Attribute, such as Athletics being an aspect of a creature's Might Attribute, or Acrobatics with its Agility Attribute. The Awareness Skill uses your **Prime Attribute**, which is your highest Attribute.

DC Tip: There are countless ways to use these Skills, especially when you use the "Variable Attribute Rule" (see Checks and Saves section). You can really get outside the box by combining Skill with different Attributes.

SKILL LIST

MIGHT

- Athletics
- Intimidation

AGILITY

- Acrobatics
- Trickery
- Stealth

CHARISMA

- Animal
- Insight
- Influence

INTELLIGENCE

- Investigation
- Medicine
- Survival

Knowledge

- Nature
- History
- Arcana
- Religion
- Occultism

PRIME

- Awareness

Below is a full explanation of each Skill organized by its most relevant Attribute.

VARIANT RULES

PRIME MODIFIER EQUALS ATTRIBUTE LIMIT

Instead of the Prime Modifier being determined by a PC's highest Attribute, it's instead equal to their Attribute Limit. This means it will always be "maxed out", no matter where you put your Attributes Points. This rule is designed for Players who want to create a PC that's more well-rounded and doesn't have one or two main Attributes they lean heavily on. This rule allows for Players to have more freedom in character creation, because their Prime Modifier will always start at 3 and progress with their level.

DC Tip: Be aware that if everyone in the group builds a balanced PC, then no one in the group will be the go to for certain activities or skills. This can ruin the nuanced group dynamics that TTRPG parties are often designed around, where every PC feels like they have a strong purpose that's supported by mechanical advantages and not just narrative choices. If you like to have groups in which each PC gets their moments in the spotlight, then this might not be a rule for you.



MIGHT

ATHLETICS

Athletics covers activities that involve physical prowess, such as climbing, swimming, and jumping in difficult circumstances, or participating in a Grapple.

- **Climbing:** Attempting to climb or cling to a sheer or slippery surface.
- **Swimming:** Attempting to swim in treacherous waters or a viscous liquid.
- **Jumping:** Attempting to jump a distance that exceeds your Jump Distance.
- **Grappling:** Attempting to Grapple another creature or avoiding being Grappled by one.

INTIMIDATION

Intimidation covers attempts to influence a creature's behavior using threats, hostile actions, and physical violence.

- **Threaten Violence:** Attempting to scare someone to do something... "Or else."
- **Forceful Command:** Attempting to boss someone around with your intimidating strength.

AGILITY

ACROBATICS

Acrobatics covers activities that require flexibility, nimbleness, and balance.

- **Balance:** Attempting to maintain your balance in tricky situations, such as walking across a slippery surface, staying upright on a rocking boat, or balancing on a tightrope.
- **Stunts:** Attempting to perform a stunt that requires flexibility or being nimble, such as aerial maneuvers, dives, rolls, somersaults, or flips.

TRICKERY

Trickery covers non-verbal means of deceiving others, such as pickpocketing things, concealing an object on your person, or other forms of physical deception.

- **Sleight of Hand:** Attempting to pocket something from another person or plant something on them.
- **Forgery:** Attempting to create fake documents that appear to be legitimate.
- **Conceal Object:** Attempting to manipulate or hide an object somewhere out of sight. This could be in your hand, up your sleeve, on a person, or in another object.
- **Traps:** Attempting to deploy or disarm a trap or similar device with steady hands.

STEALTH

Stealth covers attempts to avoid being seen or heard by other creatures, such as sneaking about or hiding behind cover. These Checks occur during the moment of possible discovery when a creature might be heard or seen.

- **Sneaking:** Attempting to move about quietly to avoid being noticed by other creatures.
- **Hiding:** Attempting to Hide from a creature so that they can't see you.



INTELLIGENCE

INVESTIGATION

Investigation covers using your senses to search for and discover things that aren't readily observable. You look for clues and then make deductions on those clues to try and discern the locations of things or how they work (finding hidden objects, secret doors, or weak points in structures). It also covers the process of researching information through various texts.

- **Searching & Discovery:** Attempting to find something that's not able to be seen from afar, then deduce how it works (such as traps).
- **Analysis & Research:** Attempting to pour through scrolls, manuscripts, or books for information and hidden knowledge.

MEDICINE

Medicine covers activities that involve medical knowledge and application, such as treating a wounded creature, diagnosing an illness, or identifying a cure to an ailment.

- **Treat Wound:** Attempting to mend or stabilize a wounded creature.
- **Diagnose Cause:** Attempting to discern the cause or cure of a poison, disease, or injury.
- **Forensics:** Attempting to determine the cause or time of a creature's death.

SURVIVAL

Survival covers the activities required to survive in the wilderness, such as tracking quarry, foraging for food and water, and navigating through uncharted territory.

- **Tracking & Foraging:** Attempting to find the location of a creature, food, or water in the area.
- **Hunting:** Attempting to harvest materials from slain creatures, such as extracting poisons, removing carapaces, skinning pelts, etc.
- **Navigation:** Attempting to navigate through uncharted territory. Here are examples of how using Survival can help you navigate:
 - Determine which paths lead to the chosen destination.
 - Avoid natural hazards in the area (such as quicksand).
 - Identify evidence of any creatures that inhabit the area.
 - Predict the weather within the area for the next 24 hours.

KNOWLEDGE

The following Skills represent different aspects of a creature's knowledge: Arcana, History, Nature, Occultism, and Religion. A PC can also create a unique Custom Lore Skill that covers a specific domain of knowledge they may have experience in.

- **Arcana** (Arcane Magic / Constructs / Planes of Existence)
 - Arcane magic, spells, items, runes, glyphs, and symbols
 - Creatures such as: Constructs, Monstrosities, and Oozes
 - Planes of existence and the creatures who inhabit those planes
- **History** (History / Lore / Kingdoms)
 - Historical events, conflicts, and wars
 - Creatures such as: Humanoids, Giants, and Dragons
 - Lost civilizations, kingdoms, and legends
- **Nature** (Elements / Beasts / Plants)
 - Elemental magic (earth, fire, water, air, and lightning magic)
 - Creatures such as: Elementals, Fey, Plants, and Beasts
 - Natural parts of the world (terrain, weather, seasons, and natural disasters)
- **Occultism** (Unholy Magic / Demons & Devils / Aberrations)
 - Unholy magic and knowledge of the forbidden
 - Creatures such as: Aberrations, Fiends, and Undead
 - Practices of secret cults and the signs of their presence
- **Religion** (Holy Magic / Celestials / Divine Rituals)
 - Holy magic, relics, auras, and symbols
 - Creatures such as: Deities, Celestials, and Angels
 - Religious rites, prayers, hierarchies, and practices

DC Tip: Work with your GM on if you should choose one of these Skills or make up your own "Custom Lore" that fits the PC, campaign, or world better.

CHARISMA

ANIMAL

Animal covers interactions such as corralling, training, calming, and gauging the intent of Beasts.

- **Calming:** Attempting to soothe a startled Beast or make it feel safe.
- **Communicate:** Attempting to train, domesticate, or command a wild Beast.

INSIGHT

Insight governs your ability to discern intentions. This could be from observing a creature's body language, facial cues, and mannerisms. Additionally, this can be a gut feeling or intuition your character has about a situation.

- **Discern Intent:** Attempting to determine if a creature's behavior is reflective of it being truthful, deceptive, or hiding something.
- **Evaluate Threat:** Attempting to see if a threat from a creature is a bluff or real.



INFLUENCE

Influence covers your attempts to manipulate a creature's behavior using compelling arguments based on truth, half-truths, lies, or some combination in between.

- **Convince:** Attempting to get people to do what you want with truth or lies.
- **Mislead:** Attempting to make false claims, accusations, or promises that you don't intend to keep.
- **Inspire:** Attempting to give a speech to a person or group to encourage them.
- **Negotiate:** Attempting to socially barter for peace or hostility between factions.

PRIME

AWARENESS

Awareness governs your ability to detect the presence of other creatures or objects using your sight, hearing, smell, or other senses. You can attempt to detect a creature that's visible, making noise, giving off a distinct smell, or otherwise causing a disturbance in the environment (such as causing the ground to shake, the water to ripple, or the air to blow).

- **See:** Attempting to spot something easy to miss, such as thugs hiding in the shadows of any alley, or candlelight under a closed secret door.
- **Hear:** Attempting to listen to a conversation through a closed door, around a corner, or under an open window.
- **Smell:** Attempting to smell an odd or recognizable scent on a creature or somewhere nearby.

TRADES

Trades are representative of a creature's ability to perform with certain tools and professions. If someone wanted to craft an item (Blacksmithing), build a wall (Masonry), pick a lock (Lockpicking), or participate in a wide variety of other trades, these would represent how good they are at that trade.

Trades List

- | | |
|-----------------|------------------|
| • Alchemy | • Illustration |
| • Blacksmithing | • Jeweler |
| • Brewing | • Leatherworking |
| • Carpentry | • Lockpicking |
| • Cartography | • Masonry |
| • Cooking | • Musician |
| • Cryptography | • Sculpting |
| • Disguise | • Theatre |
| • Gaming | • Tinkering |
| • Glassblowing | • Weaving |
| • Herbalism | • Vehicles |

TRADE ATTRIBUTES

Every Trade is tied to an Attribute. The Attribute represents what might be needed to perform this Trade, such as the use of one's own strength (Might), intricate hand movements (Agility), knowledge and understanding (Intelligence), or interactions with others (Charisma).

There are ways that you might use other Attributes in alternative combinations for Trades in unique circumstances. A theater performer might use Charisma to capture the hearts of their audience with an emotional performance, Agility to perform a fast-paced dance, Might to throw a theater partner into the air, or Intelligence to remember the lines of a detailed monologue. PCs can work with their GM to determine which Attribute might fit best in these unique situations. The list of Trades below includes the Attributes most commonly used with each respective Trade.

ARTISTRY

ILLUSTRATION

Tool: Calligrapher's Supplies

Attribute: Agility

Illustration is the ability to put ink or paint to paper to create beautiful art in drawings, paintings, and calligraphy.

- **Drawing:** Creating images by making marks and lines with a pen on paper.
- **Calligraphy:** Creating visually ornate handwritten lettering.
- **Painting:** Creating images by putting paint on a surface, usually with a brush.

MUSICIAN

Tool: Musical Instrument

Attribute: Agility or Charisma

Musicians are skilled in the use of a variety of instruments, which they can use to make impressive performances of sound.

- **Bagpipe:** A bag set with pipes that creates musical sounds when squeezed, as wind escapes through the pipes.
- **Drum:** An instrument that's sounded by being struck with hands or sticks.
- **Flute:** An instrument made from a tube with holes in it, played by blowing into the tube and covering different holes to create musical notes.
- **Harp:** A stringed instrument with a somewhat triangular frame, played by plucking its strings by hand.
- **Horn:** A tube-like instrument, played by using one's mouth to blow air through the instrument.
- **Lute:** A stringed instrument with a long neck, played by putting fingers on frets and plucking strings to create musical notes.
- **Piano:** An instrument with a large frame that encases a board of metal strings that creates sound when keys are pressed, as hammers strike the strings.



THEATRE

Tool: None

Attribute: Charisma

Theatre is the art of expressive performance, through acting, dancing, singing, or even juggling and other dazzling displays.

- **Acting:** A performance done by embodying someone or something else, pretending you are them.
- **Comedy:** A humorous performance done to make others smile and laugh.
- **Dancing:** A visual performance done by moving one's body in eye-catching and provocative ways.
- **Singing:** A performance using one's voice to create music.
- **Juggling:** A performance done by continuously throwing objects into the air and catching them while keeping at least one in the air while handling the others.

CRAFTING

ALCHEMY

Tool: Alchemist's Supplies

Attribute: Intelligence or Agility

Alchemy is the practice of creating something by combining or changing other things, such as creating magical potions or changing one element into another.

- **Magic Potions:** Alchemical potions can have all manner of magical effects with extreme versatility.
- **Transmuting Elements:** It's possible to transform lead into gold, water into wine, or blood into acid using alchemy.

BLACKSMITHING

Tool: Blacksmith's Tools

Attribute: Might

Blacksmithing is the practice of melting and shaping metal into objects, such as nails, horse shoes, or armor and weapons.

- **Metal Armor:** Armor made from metal, such as chain, splint, and plate mail.
- **Metal Weapons:** Weapons made from metal, such as axes, dagger, and swords.

GLASSBLOWING

Tool: Glassblower's Tools

Attribute: Agility or Might

Glassblowing is the practice of blowing molten sand into glass objects, such as cups, bowls, vases, ornaments, lenses, window panes, and other objects.

HERBALISM

Tool: Herbalist's Supplies

Attribute: Intelligence

Herbalism is the practice of combining various mundane plants to create concoctions that can be used to treat afflictions, heal wounds, or poison enemies.

- **Brews:** Teas, tonics, and tinctures are types of brews you can drink.
- **Ointments:** Infusions, balms, and salves are types of ointments you can apply to your skin.
- **Bandages:** A poultice is a type of bandage that you apply over a wound with a wrapping.

Medicine & Poison: Herbalism is normally used to create medicines, however any medicine delivered with a very high dosage can be poisonous. The reverse is also true, as many poisons are used as medicines in very small dosages.

JEWELER

Tool: Jeweler's Tools

Attribute: Agility

Jewelers can beautify, identify, and even price various gems, stones, and jewelry, and can identify magical gems or the magical uses of mundane gems.

LEATHERWORKING

Tool: Leatherworker's Tools

Attribute: Agility

Leatherworking is the practice of making leather from animal skins or making leather into usable items, such as clothing, armor, weapons sheathes, and other objects.

SCULPTING

Tool: Sculptor's Tools

Attribute: Agility

Sculpting is the practice of shaping bone, clay, glass, stone, or wood into figures, tools, idols, or simple weapons.

- **Containers:** Cups, bowls, plates, and vases.
- **Figures:** Statues of creatures or objects such as mortals, deities, animals, and buildings.
- **Weapons:** Simple weapons such as knives, clubs, and arrows.
- **Trinkets:** Small idols, parts of animals, and symbols.



TINKERING

Tool: Tinkerer's Tools

Attribute: Agility or Intelligence

Tinkering is the practice of making, repairing, or operating mechanisms, such as traps and clockwork devices.

- **Traps:** Setting up and disarming traps requires the use of specialized tools, such as Tinkerer's Tools, to manipulate its arming mechanisms.
- **Clockwork Devices:** Clockwork devices operate using a series of intricate mechanisms such as gears, springs, and levels. The devices can be tuned, modified, or repaired using Tinkerer's Tools.

WEAVING

Tool: Weaver's Tools

Attribute: Agility

Weaving is the practice of creating material for clothing or using such material to create clothes, curtains, tapestries, and other woven objects.

SERVICES

BREWING

Tool: Brewer's Supplies

Attribute: Agility or Intelligence (or Charisma)

Brewing is the practice of producing alcohol, especially beer, mead, and wine.

CARPENTRY

Tool: Carpenter's Tools

Attribute: Agility or Might

Carpentry is the practice of measuring, cutting, and installing pieces of wood to create structures that form buildings, bridges, ships, and other large structures.

CARTOGRAPHY

Tool: Cartographer's Tools

Attribute: Intelligence or Agility

Cartography is the practice of drawing and understanding maps.

COOKING

Tool: Cooking Utensils

Attribute: Agility, Intelligence, or Charisma

Cooking is the practice of preparing, mixing, and heating edible ingredients to create meals.

MASONRY

Tool: Mason's Tools

Attribute: Might

Masonry is the practice of working and installing stone into structures that form buildings, bridges, furnaces, and other large structures.

VEHICLES

Requires: Vehicle

Attribute: Agility, Intelligence, or Might

Vehicles covers the practice of managing, operating, and steering vehicles, whether on land, sea, or air.

- **Water Vehicles:** Boats, canoes, kayaks, and large ships.
- **Air Vehicles:** Airships and Astral Jumpers (space).
- **Land Vehicles:** Clockwork or other magic land vehicles.

SUBTERFUGE

CRYPTOGRAPHY

Tool: Cryptographer's Tools

Attribute: Intelligence

Cryptography is the process of converting messages into secret or disguised words to protect them from being understood. The message must be deciphered to discern its true meaning.

DISGUISE

Tool: Disguise Supplies

Attribute: Agility or Charisma

The art of disguise is in the ability to alter one's appearance to conceal identity or appear as someone else.

GAMING

Tool: Gaming Set

Attribute: Intelligence or Charisma

Gaming is the practice of playing games skillfully for money or for entertainment.

- **Dice:** Cubes with pips on each side to denote a number, rolled to randomly get one such number in games of chance.
- **Playing Cards:** Small pieces of paper that each have an image that denotes a value, shuffled and given randomly in games of chance.
- **Gambling:** Playing games of chance to earn money

LOCKPICKING

Tool: Lockpicking Tools

Attribute: Agility or Intelligence

Lockpicking is the practice of opening devices secured by interworking mechanisms, such as locks and traps.

- **Locks:** Lockpicking is the ability to open a lock without the proper key, usually using thin instruments to force a lock open from within by rotating tumblers and listening for the proper sounds. A lock's key can also be copied using specialized tools while studying the lock.
- **Traps:** Setting up and disarming traps requires the use of specialized tools, such as Tinkerer's Tools, to manipulate its arming mechanisms.



LANGUAGES

Languages represent how different creatures across the world speak and interact with each other. Different species and ancestries speak a wide range of languages. There is a typical dialect that certain ancestries know if they were taught it growing up, but this can expand across the world and change based on a Character's location and upbringing.

Below is each language, its typical speakers, and history.

Note: The history of each language will be included in the Beta.

LANGUAGES LIST

Mortal

- Common
- Human
- Dwarven
- Elvish
- Gnomish
- Halfling

Divine

- Celestial
- Fiend

Outer

- Deep Speech

Exotic

- Giant
- Draconic
- Orcish
- Fey
- Elemental

MORTAL LANGUAGES

COMMON

Typical Speakers: Civilized Societies

This is a very simple and universal language which is why all PCs are able to speak it Fluently. This language's lack of complexity makes it perfect for use across the entire world. You can assume that all Humanoid creatures that can speak know common. A group would have to be isolated or stubborn to not know this simple language.

HUMAN

Typical Speakers: Humans

There are many dialects of the Human language based on the distance and developments of different human civilizations.

DWARVISH

Typical Speakers: Dwarves

ELVISH

Typical Speakers: Elves

GNOMISH

Typical Speakers: Gnomes

HALFLING

Typical Speakers: Halflings

EXOTIC LANGUAGES

GIANT

Typical Speakers: Giants, Giantkin

DRACONIC

Typical Speakers: Dragons, Dragonkin

ORCISH

Typical Speakers: Orcs

FEY

Typical Speakers: Fey

ELEMENTAL

Typical Speakers: Elementals

DIVINE LANGUAGES

CELESTIAL

Typical Speakers: Angels & Archons

FIENDISH

Typical Speakers: Devils & Demons

OUTER LANGUAGE

DEEP SPEECH

Typical Speakers: Aberrations



MASTERY

Mastery represents your level of competency within different categories. When you have Mastery with something (such as Skill, Trade, or Language), you gain certain bonuses to actions that use that Mastery. Conversely, when you lack Mastery with something you may suffer certain penalties (such as adding no bonuses to those rolls).

MASTERY TYPES

There are several types of Mastery:

- **Skill Mastery:** Your Mastery with certain skill sets, such as Awareness, Stealth, and Investigation. These are Skills used to interact with the environment and the creatures that inhabit it.
- **Trade Mastery:** Your Mastery with certain professions, such as Blacksmithing, Leatherworking, and Artistry. These are Trades used to craft goods and provide services.
- **Language Mastery:** Your fluency with certain Languages. This Mastery is used to govern how well you can read, write, speak, and understand different Languages.
- **Combat Mastery:** Your prowess on the battlefield, such as Attacks, Defenses, and Saves. This Mastery represents your general ability to fight and survive against other creatures.

GAINING MASTERIES

You can gain Mastery from your Class, Class Features, Subclass Features, Ancestry Traits or Talents. You will have opportunities at character creation and when your PC levels up to select a variety of options to gain any of these Masteries.

SKILL MASTERY

Skill Mastery represents your proficiency with a Skill. There are several Skill Mastery Levels, ranging from Novice to Grandmaster. Each increasing Level of Skill Mastery grants greater bonuses to the Skill Checks in which you have Mastery. See Skills for more information on the different Skills.

SKILL MASTERY LEVELS

There are 5 Skill Mastery Levels. You can spend Skill Points to increase your Skill Mastery Level in a given Skill, up to the maximum Skill Mastery Level of 5 (Grandmaster). Each Skill Mastery Level grants you a +2 bonus on the respective Skill Checks. The table below shows the bonuses granted by the different Skill Mastery Levels.

Mastery Level	Mastery Bonus
1 - Novice	+2
2 - Adept	+4
3 - Expert	+6
4 - Master	+8
5 - Grandmaster	+10

Example: If you have 2 Skill Mastery Levels in the Athletics Skill (Adept), you add a +4 bonus (+2 per Level) to any Athletics Check you make. See Checks & Saves for more information on making Skill Checks.

SKILL MASTERY LIMIT

You can spend Skill Points to gain Skill Mastery, up to your Skill Mastery Limit. Your **Skill Mastery Limit** starts at Novice and increases based on your Character Level as shown in the table below.

Character Level	Mastery Limit
1	Novice
5	Adept
10	Expert
15	Master
20	Grandmaster

Example: If a PC has a Skill Mastery Limit of Adept, they can allocate up to 2 Skill Points into a single Skill, such as the Awareness Skill. If that PC has additional Skill Points to allocate, they can't allocate them into the Awareness Skill until their Skill Mastery Limit increases to Expert or higher.

Skill Expertise Feature

A PC can exceed their Skill Mastery Limit by 1 Level each time they gain the Expertise Feature, to a maximum Skill Mastery Level of 8 (+16 bonus), which is 3 Levels above Grandmaster.

Example: A Level 20 PC has a Skill Mastery Limit of Grandmaster (+10 bonus). However, a Level 20 Rogue has the Skill Expertise Feature granted at Class Levels 1, 5, and 8, which increases their Skill Mastery Limit by 1 Level each, up to a total of 8 Mastery Levels (+16 bonus). If the Rogue gains a Skill Expertise Feature again (such as through a Multiclassing Talent), they gain no benefit from that Feature since their Skill Mastery is already at the maximum of 8 Levels.



GAINING SKILL MASTERY

You can gain Skill Mastery from Skill Points or directly from Skill Mastery Increases.

SKILL POINTS

You gain Skill Points from your Background, Class, Intelligence (if it's positive), and possibly from Talents you choose.

Background Skills: Your Background grants you 5 Skill Points.

Class Skills: All Classes grant additional Skill Points based on your Level, and some grant more than others (such as Bard and Rogue).

Talent Skills: Some Talents (such as Skill Increase) grant additional Skill Points.

Intelligence Skills: You gain a number of Skill Points equal to your Intelligence. If your Intelligence is negative, then your total Skill Points is reduced by the same amount. If your Intelligence changes, your total Skill Points change by an equal amount.

SKILL MASTERY INCREASES

You can gain Skill Mastery directly through Class Features and Ancestry Traits.

Class Skills: Some Classes (such as Ranger) grant Skill Mastery based on chosen Feature options.

Ancestry Skills: Some Ancestries (such as Humans) grant Skill Mastery.

GAINING KNOWLEDGE SKILL MASTERY

When you spend a Skill Point on a Knowledge Skill (Arcana, History, Nature, Occultism, and Religion), you gain a bonus Skill Point that you can allocate to the same Skill or a different Knowledge Skill, up to your Skill Mastery Limit.

LACKING SKILL MASTERY

When you make a Skill Check using a Skill in which you lack Mastery, you don't gain a Skill Mastery bonus on the Check.

DC Tip: Certain abilities might require a certain level of Mastery to perform, or other passive abilities might be granted to those of different Mastery Levels. There are a lot of possibilities here.

TRADE MASTERY

Trade Mastery represents your proficiency with a Trade. There are several Trade Mastery Levels, ranging from Novice to Grandmaster. Each increasing Level of Trade Mastery grants greater bonuses to the Trade Checks in which you have Mastery. See Trades for more information on the different Trades.

TRADE MASTERY LEVELS

There are 5 Trade Mastery Levels. You can spend Trade Points to increase your Trade Mastery Level in a given Trade, up to the maximum Trade Mastery Level of 5 (Grandmaster). Each Trade Mastery Level grants you a +2 bonus on the respective Trade Checks. The table below shows the bonuses granted by the different Trade Mastery Levels.

Mastery Level	Mastery Bonus
1 - Novice	+2
2 - Adept	+4
3 - Expert	+6
4 - Master	+8
5 - Grandmaster	+10

Example: If you have 3 Trade Mastery Levels in the Alchemy Trade (Expert), you add a +6 bonus (+2 per Level) to any Alchemy Check you make. See Checks & Saves for more information on making Trade Checks.



TRADE MASTERY LIMIT

You can spend Trade Points to gain Trade Mastery, up to your Trade Mastery Limit. Your **Trade Mastery Limit** starts at Novice and increases based on your Character Level as shown in the table below.

Character Level	Mastery Limit
1	Novice
5	Adept
10	Expert
15	Master
20	Grandmaster

Example: If a PC has a Trade Mastery Limit of Adept, they can allocate up to 2 Trade Points into a single Trade, such as the Cartography Trade. If that PC has additional Trade Points to allocate, they can't allocate them into the Cartography Trade until their Trade Mastery Limit increases to Expert or higher.

Trade Expertise Feature

A PC can exceed their Trade Mastery Limit by 1 Level each time they gain the Expertise Feature, to a maximum Trade Mastery Level of 8 (+16 bonus), which is 3 Levels above Grandmaster.

Example: A Level 20 PC has a Trade Mastery Limit of Grandmaster (+10 bonus). However, a Level 20 Artificer has the Trade Expertise Feature granted at Class Levels 1, 5, and 8, which increases their Trade Mastery Limit by 1 Level each, up to a total of 8 Mastery Levels (+16 bonus). If the Artificer gains a Trade Expertise Feature again (such as through a Multiclassing Talent), they gain no benefit from that Feature since their Trade Mastery is already at the maximum of 8 Levels.

GAINING TRADE MASTERY

You can gain Trade Mastery from Trade Points or directly from Trade Mastery Increases.

TRADE POINTS

You gain Trade Points from your Background, and possibly from your Ancestry, Class, and Talents you choose.

Background Trades: Your Background grants you 3 Trade Points.

Class Trades: All Classes grant additional Trade Points based on your Level, and some grant more than others (such as Artificer).

Talent Trades: Some Talents (such as Trade Increase) grant additional Trade Points.

TRADE MASTERY INCREASES

You can gain Trade Mastery through Ancestry Traits.

Ancestry Trades: Some Ancestries (such as Humans) grant Mastery with specific Trades.

CONVERT SKILL POINTS INTO TRADE POINTS

You can convert 1 Skill Point into 1 Trade Point (but not the other way around).



LACKING TRADE MASTERY

When you make a Trade Check using a Trade in which you lack Mastery, you don't gain a Trade Mastery bonus on the Check. Some Trade Checks might be harder to perform or not possible at all if you do not have the tools needed or you are using some kind of improvised tools.

DC Tip: *Certain abilities might require a certain level of Mastery to perform, or other passive abilities might be granted to those of different Mastery Levels. There are a lot of possibilities here.*

LANGUAGE MASTERY

Language Mastery grants you levels of proficiency speaking different languages. If you don't have Language Mastery in a given language, then you're unable to speak or understand that language. Gaining Language Mastery in a given language allows you to speak that language with greater levels of fluency.

LANGUAGE MASTERY LEVELS

Language Mastery represents your fluency with a Language. There are only 2 Language Mastery Levels: Limited and Fluent. See Languages for more information on the different Languages.

Mastery Level	Fluency
0 - None	You don't know the language.
1 - Limited	You can read, write, and speak the language, but you must make a Language Check and succeed to do so.
2 - Fluent	You can read, write, and speak the language fluently.

Example: If you have 1 level of Language Mastery (Limited) in the Goblin Language, then you can make a Language Check to attempt to read, write, speak, or understand the Goblin Language. Alternatively, 2 levels of Language Mastery (Fluent) would allow you to do so without needing to make a Check. See Checks & Saves for more information on making Language Checks.

DC Tip: *There is more of a progression to learning a language and there are more subtle interactions that happen both from a roleplay standpoint and a mechanics standpoint.*

LANGUAGE MASTERY LIMIT

There is no limit to how many Languages your Character can have.

GAINING LANGUAGE MASTERY

You are Fluent in Common. You can gain additional Language Mastery using Language Points.

LANGUAGE POINTS

You gain Language Points from your Background, and possibly from Talents you choose.

Background Languages: Your Background grants you Common Fluency and 2 Language Points.

Talent Languages: Some Talents (such as Trade Increase) grant additional Trade Points, which you can convert to Language Points (see below).

CONVERTING TRADE POINTS TO LANGUAGE POINTS

You can convert 1 Trade Point into 2 Language Point (but not the other way around).

DC Tip: *Trade Points spent on Languages are worth double, just like how Skill Points spent on Knowledge Skills are worth double.*

LACKING LANGUAGE MASTERY

If you don't have Language Mastery with a Language, you can't read, write, speak or understand it.

COMBAT MASTERY (CM)

Combat Mastery (CM) grants you a bonus to combat statistics, such as your Save DC, Physical Defense, Mystical Defense, Attack Checks, and Spell Checks. Combat Mastery is directly tied to your Characters "experience" and is the only Mastery that increases automatically as you level up. This allows Combat Mastery to provide a scaling increase in a Character's Combat abilities over time (see "Checks & Saves" on page 22).

Combat Mastery Formula

1/2 your Character's Level (rounded up)

COMBAT MASTERY LIST

You can gain Combat Mastery with the following categories:

- **Attack Checks**
 - Unarmed Strikes
 - Weapons
- **Spell Checks**
 - Spellcasting
- **Physical Defense**
 - Unarmored
 - Light Armor
 - Heavy Armor
 - Shields
- **Mystical Defense**
 - **Attribute Saves**
 - Might
 - Agility
 - Intelligence
 - Charisma
- **Save DC**



GAINING COMBAT MASTERY

You have Combat Mastery with Attack Checks, Spell Checks, Physical Defense, Mystical Defense, and your Save DC. You can gain Combat Mastery with Armor (Light or Heavy), Shields, and Saves (Might, Agility, Intelligence, or Charisma) from your Background and Class, and possibly your Ancestry.

Background Mastery: Your Background grants you Mastery with 2 Saves of your choice.

Class Mastery: All Classes grant Mastery with Light Weapons and Light Armor. Some Classes also grant Mastery with Light Shields, while other Classes (such as Fighter) grant Mastery with all Weapons, Armors, and Shields. Some Classes (such as Wizard) grant Mastery with Spell Checks.

Ancestry Mastery: Some Ancestry Traits (such as Natural Combatant) grant Mastery with Heavy Weapons, Heavy Armor, and Shields (Light or Heavy).

Talent Mastery: Some Talents (such as Martial Expansion) grant Mastery with Heavy Weapons, Heavy Armor, and Shields (Light or Heavy).

LACKING COMBAT MASTERY

Here is a list of what happens if you attempt to do something you do NOT have Combat Mastery in for each category.

Spellcasting: When you make a Spell Check, you don't add your Combat Mastery to the Check (usually only possible when casting Spells from items, such as Wands or Spell Scrolls).

Weapons: When you make an Attack Check using a Weapon in which you lack Mastery, you don't add your Combat Mastery to the Check.

Shields: When wielding a Shield in which you lack Mastery, you have DisADV on all Attack Checks and Spell Checks.

Armor: When wearing Armor in which you lack Mastery, your Action Points are reduced by 2.

Saves: When you make a Save in which you lack Mastery, you don't add your Combat Mastery to the Save.



CHECKS & SAVES

Whenever an attempt is made by a creature to perform an action that has a chance of success and failure, they make a Check or Save to determine the outcome of the attempt. The type of action the creature is attempting to perform determines whether they make a Check or a Save. When a creature makes a Check or Save, they roll a **d20** and add any relevant bonuses which are determined by the type of Check or Save.

Checks: When a PC initiates an action against another creature or obstacle, the GM might ask them to make a Check to determine if the activity is successful. The GM might also ask for a Check to be made when two or more creatures are engaging in a competition of skill against each other.

Saves: When a PC reacts against an effect being forced upon them, the GM might ask them to make a Save to determine if they're successful at resisting the effect.

Example: A Might Check would be to see if you can lift the heavy boulder that's just sitting there, while a Might Save would be to see if you can stop a heavy boulder rolling down a hill at you!

Willing Creatures: Any creature can choose to fail a Check or Save. When they do, the result of their Check or Save is treated as a 0 for the purposes of degrees of success or failure (see Check and Save Outcomes), but the creature doesn't suffer the effects of a Critical Failure unless they choose to do so.

TYPES OF CHECKS

There are several types of Checks a GM might ask a creature to make, such as an Attack Check when attacking with a Weapon, a Spell Check when casting a Spell, a specific Skill Check when performing a test of skill, a specific Trade Check when performing a test of professional expertise, or a specific Flat Attribute Check performing a test of aptitude that doesn't benefit from skill or expertise.

Flat Attribute Checks: When a creature attempts to perform an activity that doesn't benefit from Mastery, they make a certain type of Flat Attribute Check, such as a Flat Might Check to lift a very heavy object or a Flat Intelligence Check to remember a conversation they once had.

Attack Checks: When a creature attempts to hit a target with an Unarmed Strike or Weapon, they make an Attack Check to determine if their attack hits the target.

Spell Checks: When a creature casts a Spell, they make a Spell Check to determine the potency of the Spell or if the Spell hits its target.

Skill Checks: When a creature attempts a test of skill, they might perform a Skill Check, such as an Influence Check to determine how convincing their argument is or a Trickery Check to determine if they can pocket an item without being noticed. See the Skills List for more information.

Trade Checks: When a creature attempts a test of professional expertise, they might perform a Trade Check, such as a Blacksmithing Check to determine the result of their efforts

crafting a Weapon or a Theater Check to determine how well an audience responds to their performance. See the Trades List for more information.

Language Checks: These are used to see how well you can read, write, or speak using a language you have Limited Language Mastery in. You add your Charisma or Intelligence (your choice) to these Checks.

TYPES OF SAVES

A creature can make a Save to resist an effect imposed against it by another creature, a trap, or a hazardous environment. The type of effect will determine which type of Save the creature makes: Might, Agility, Charisma, or Intelligence.

Might Saves: Resist effects that push you away, knock you down, or crush you.

Agility Saves: Resist effects that cause you to lose your balance or that can be avoided by successfully dodging out of the way.

Charisma Saves: Resist effects that attempt to dominate your mind or alter your emotions.

Intelligence Saves: Resist effects that attempt to read your thoughts, alter your memories, confuse you, or use illusions to deceive your senses.

CHECKS

FLAT ATTRIBUTE CHECKS

When a creature performs a task that doesn't benefit from Mastery, then it makes a Flat Attribute Check (Might, Agility, Charisma, or Intelligence). To make a Flat Attribute Check, roll a d20 and the associated Attribute to the result.

Flat Attribute Check Formula

D20 + ATTRIBUTE

Example: A GM might ask a PC to make a Flat Agility Check to see how flexible they are or a Charisma Check to determine the first impression they make upon entering a room. If the PC's Charisma is **4**, they roll a d20 and add **4** to the result.



ATTACK CHECKS

A creature can make an Attack Check when it takes the Attack Action or uses a Feature that calls for one. A creature must be wielding a Weapon or be capable of an Unarmed Strike to make an Attack Check. When a creature makes an Attack Check, it rolls a d20 then adds its Prime Modifier and Combat Mastery to determine the result.

Attack Check Formula

D20 + PRIME MODIFIER + COMBAT MASTERY

Example: A Level 4 Barbarian's highest Attribute is a 3 (Prime Modifier) and their Combat Mastery is 2 (1/2 its level). When the Barbarian makes an Attack Check, they roll a d20 and add 5 (2+3). If they roll a 10 on the d20, the result of the Attack Check is 15 (10 + 5).

DC Tip: Attack Checks are most often used when making Martial Attacks (see the Attacks & Defense chapter for more information).

SPELL CHECKS

A creature can make a Spell Check when it takes the Spell Action to cast a Spell or uses a Feature that calls for one. When a creature makes a Spell Check, it rolls a d20 then adds its Prime Modifier and Combat Mastery to determine the result.

Spell Check Formula

D20 + PRIME MODIFIER + COMBAT MASTERY

Example: A Level 6 Wizard's highest Attribute is 4 (Prime Modifier) and has a Combat Mastery of 3 (1/2 its level). When the Wizard makes a Spell Check, they roll a d20 and add 7 (4+3). If they roll a 10 on the d20, the result of the Spell Check is 17 (10 + 7).

DC Tip: Spell Checks are most often used when Casting a Spell (see the Spellcasting Chapter for more information). Spell Checks are made against Defenses (Spell Attacks), Spell DCs, and Saves.

SKILL CHECKS

When a creature attempts a test of skill, the GM might have them make a Skill Check to determine whether they succeed or fail. The GM will choose the Skill to use with the Check based on the activity attempted.

MAKING A SKILL CHECK

To make a Skill Check, a creature rolls a d20, adds their Skill Mastery in the given Skill (if any), and adds the Attribute associated with the Skill. The result of the Skill Check is compared to the DC set by the GM. If the result of the Skill Check is equal to or higher than the DC, the Check is successful.

Skill Check Formula

D20 + ATTRIBUTE + SKILL MASTERY

Example: A Level 4 Ranger's Agility Attribute is 3 and their Skill Mastery in Stealth is Novice (+2). When the Ranger makes a Stealth Check to attempt to avoid being detected by other creatures, they roll a d20 and add 5 (3+2) to the result.

DC Tip: Each Skill has a Base Attribute that is the "default" Attribute you would use for a given Check. See [Variant Skill Checks](#) in the Game Master Guide for more custom options for creative ways Attributes can be used with different Skills.

TRADE CHECKS

When a creature attempts a test of professional expertise, the GM might have them make a Trade Check to determine whether they succeed or fail. The GM will choose the Trade to use with the Check based on the activity attempted.

MAKING A TRADE CHECK

To make a Trade Check, a creature rolls a d20, adds their Trade Mastery in the given Trade (if any), and adds the Attribute associated with the Trade. The result of the Trade Check is compared to the DC set by the GM. If the result of the Trade Check is equal to or higher than the DC, then the Check is successful.

Trade Check Formula

D20 + ATTRIBUTE + TRADE MASTERY

Example: A Level 5 Artificer's Might Attribute is a **4** and their Trade Mastery in Blacksmithing is Adept (+4). When the Artificer makes a Blacksmithing Check to attempt to use Blacksmithing Tools to forge something, they roll a d20 and add **8** (4+4) to the result.

TRADE TOOLS

A creature must use the specified Trade Tools when attempting a Trade Check (see "Trades" on page 13 for more information on Trade Tools). If a creature attempts a Trade Check using tools not designed for the task (such as using a hair pin instead of Lockpicking Tools to pick a lock), they have DisADV on the Trade Check.

LANGUAGE CHECKS

When you're trying to read, write, or speak in a language you have Limited Language Mastery in, you can make a Language Check to do so. Roll a d20 and add your Charisma or Intelligence (your choice) to the result.

Language Check Formula

D20 + (INTELLIGENCE OR CHARISMA)

Language Check DC: The DC of a Language Check is determined by the type of language. **DC 10** for Mortal, **DC 15** for Exotic and Divine, and **DC 20** for Outer.

DC Tip: The GM will set a DC based on how hard it would be to read, write, or speak that language. The Halfling language would be easier to understand than Deep Speech for example.

SPECIAL CHECKS

CHECK CONTESTS

When a creature makes a Check against an opposing creature's Check or Save, they're engaged in a Contest. The creature with the highest Check result is the winner of the Contest. If a Contest results in a tie, then the situation remains unchanged.

Example: A Barbarian attempts to push a Rogue. If the Barbarian's Check is higher than the Rogue's Check, then the Rogue is pushed. If the Barbarian's Check is lower than the Rogue's Check, then the Rogue is not pushed. If the Barbarian's Check is equal to the Rogue's Check, then the Rogue is not pushed.



CHECK CATEGORIES

Some Checks are organized into categories, such as: Physical Checks, Mental Checks, and Martial Checks.

Physical Checks: A Physical Check includes any Check that requires a creature's physicality to perform, such as a Might Check, Agility Check, or Attack Check. This includes any Skill or Trade Check that uses Might or Agility (such as Athletics and Acrobatics).

Mental Checks: A Mental Check includes any Check that requires a creature's focus to perform, such as a Charisma Check, Intelligence Check, or Spell Check. This includes any Skill or Trade Check that uses Charisma or Intelligence (such as Influence and Insight).

Martial Checks: When a creature performs a task that can benefit from either an Acrobatics or Athletics Check, the GM might call for a Martial Check instead. When a creature makes a Martial Check, it can choose to make an Acrobatics Check or an Athletics Check.

PASSIVE SKILLS

Sometimes a GM might not ask a PC to roll any dice to determine the success of a Check. Instead, the GM would use the PC's average result for that type of Check. Every Skill has a Passive value, such as Passive Awareness, Passive Insight, and Passive Athletics. The value of a Passive Skill is equal to **8** + all bonuses normally applied to its Check.

DC Tip: These Passive Skills are used when the PC is not actively performing this action or it's being done over a longer period of time. This number represents their average ability at each Check.

Passive Skill Formula

8 + ALL BONUSES

Example: A Level 1 Fighter has 2 Levels of Mastery (+4 bonus) in Awareness, and its highest Attribute is **3** (Prime Attribute). Normally it would make an Awareness Check by rolling a d20 and adding **7** (4+3) to the Check. However, its Passive Awareness would instead be **15** (8+7). If a Rogue attempts to sneak by the Fighter (while they aren't actively looking), the Rogue would have to succeed on a **DC 15** Stealth Check to avoid being detected.

PERMANENT ADV AND DISADV

If you have an effect that grants you a permanent ADV or DisADV to a Skill Check, then you add (ADV) or subtract (DisADV) 5 to your Passive Skill for each instance of ADV or DisADV.

Example: The Commander has Heavy Armor and has DisADV on all Stealth Checks they make. Since this is a permanent effect (as long as they're wearing that armor) then you'd also subtract 5 from the Commander's Passive Stealth Skill.

SAVES

Many Saves in DC20 target one of a creature's 4 **Attribute Saves** (Might, Agility, Charisma, or Intelligence).

ATTRIBUTE SAVES

When a creature is subjected to an effect, they make an Attribute Save to determine whether or not they're able to resist the effect. The Attribute used to make the Save is determined by the effect (or the GM).

MAKING AN ATTRIBUTE SAVE

The creature rolls a d20, adds its given Attribute, and adds its Combat Mastery if it has Combat Mastery with the Attribute Save. If the result of the Attribute Save is equal to or higher than the Contested Check, the Attribute Save is successful.

Attribute Save Formula

**D20 + ATTRIBUTE + COMBAT MASTERY
(IF APPLICABLE)**

Example (Might Save): A level 2 Barbarian that attempts to resist being pushed against their will would make a Might Save to prevent themselves from moving. If their Might is **3** then they would roll a d20 and add **3** to their Might Save. If they also have Combat Mastery (1/2 level, rounded up) with Might Saves, then they would add **+1** to their Save.

Example (Agility Save): A level 5 Rogue that attempts to jump to safety when the ground beneath their feet collapses would make an Agility Save to secure its footing on solid ground. If their Agility is **4** then they would roll a d20 and add **4** to their Agility Save. If they also have Combat Mastery (1/2 level, rounded up) with Agility Saves, then they would add **+3** to their Save.

Example (Charisma Save): A level 10 Bard that attempts to resist being mind-controlled would make a Charisma Save to retain control over their own actions. If their Charisma is **5** then they would roll a d20 and add **5** to their Charisma Save. If they also have Combat Mastery (1/2 level, rounded up) with Charisma Saves, then they would add **+5** to their Save.

Example (Intelligence Save): A level 16 Wizard that attempts to break free of illusions that grip their senses would make an Intelligence Save to discern what's real and what isn't. If their Intelligence is **6** then they would roll a d20 and add **6** to their Intelligence Save. If they also have Combat Mastery (1/2 level, rounded up) with Intelligence Saves, then they would add **+8** to their Save.



SPECIAL SAVES

DEATH SAVES

When a creature makes a Death Save, it rolls a d20. If the result is 10 or higher it succeeds on its Death Save. See “[Death’s Door](#)” on page 34 for more information on Death Saves.

SAVE CATEGORIES

Some Saves are organized into categories, such as **Physical** Saves, **Mental** Saves, and **Death** Saves.

Physical Saves: When an effect targets your overall physical abilities, you make a Physical Save. Your Physical Save bonus is equal to your Might Save bonus or Agility Save bonus, whichever is higher.

Example: A creature that attempts to resist gaining **Exhaustion** from a Spell that withers its body would make a Physical Save to avoid suffering any effects.

Mental Saves: When an effect targets your overall mental abilities, you make a Mental Save. Your Mental Save bonus is equal to your Charisma Save bonus or Intelligence Save bonus, whichever is higher.

Example: A creature that attempts to resist being teleported against its will would make a Mental Save to remain in the same location.

SAVE DC

Your Save DC represents the difficulty of a creature to resist your static effects (such as Traps) and ongoing effects (such as Spells). Every creature has a Save DC, which is equal to 10 + its Prime Modifier + its Combat Mastery.

Save DC Formula

10 + PRIME MODIFIER + COMBAT MASTERY

Example: A Giant Snake targets a Barbarian with a Melee Attack that causes the target to become **Restrained**. The Giant Snake makes an Attack Check that’s Contested by the Barbarian’s Physical Save. If the Barbarian fails its Save against the effect it becomes **Restrained**. However, the Barbarian can repeat its Save at the end of each of its turns to free itself from being **Restrained**. When it repeats its Save, it does so against the Giant Snake’s Save DC.

DYNAMIC ATTACK SAVES

Some game features (such as Maneuvers, Techniques, Spells, etc.) both deal damage and impose an effect on its target. This is called a **Dynamic Attack Save**.

The provoking creature makes an Attack Check or Spell Check at the same time the target makes its Save. The provoking creature’s Check is compared against the target’s Defense to determine if the target takes damage, and the target’s Save is compared against the provoking creature’s Save DC to determine if the target is subjected to the effect.

DYNAMIC ATTACK SAVE OUTCOMES

A Dynamic Attack Save can result in 1 of 4 outcomes:

- **Attack Hit & Save Failure:** The target takes damage and is subjected to the effect.
- **Attack Miss & Save Failure:** The target does not take damage but is subjected to the effect.
- **Attack Hit & Save Success:** The target takes damage but is not subjected to the effect.
- **Attack Miss & Save Success:** The target does not take damage and is not subjected to the effect.

DC Tip: There are many game features that both deal damage and impose an effect on its target. When this happens, an Attack Check or Spell Check is ALWAYS made to determine DAMAGE... while a Save is ALWAYS made against the EFFECT. This opens up many very interesting interactions on what the outcome will be and keeps things moving quickly because both the Attacker and the Target make these rolls at the same time (similar to how [Contested Checks](#) work). With Dynamic Attack Saves, you don’t have to wait for the Attack Check to hit, then have the target make a Save; they both happen at the same time.

ADVANTAGE & DISADVANTAGE

When a creature has Advantage (ADV) on a Check or Save, it rolls two **d20** and takes the highest number rolled across both dice. If the creature has Disadvantage (DisADV) instead, it takes the lowest number across both dice.

Example: A creature has ADV on a Check. Normally it would roll a single d20 when making the Check, but because it has ADV it rolls two d20 instead and takes the highest number rolled.

GAINING ADVANTAGE

When a creature makes a Check or Save, it can spend 1 or more AP to gain ADV on its Check or Save per AP spent (see Action Points for more information).

Example: A Barbarian chooses to make an Attack with a Greatmaul against a creature. The Barbarian can spend 1 AP to grant themselves ADV on their Attack Check.



STACKING ADV OR DisADV

Sometimes a creature might have multiple sources of ADV or DisADV on a single Check or Save.

ADV X: If a creature has multiple instances of ADV on a Check or Save, it has **ADV X**, where X represents the number of **additional** dice the creature rolls when making the Check or Save. The creature rolls 1 additional d20 for each ADV it has on the Check or Save, and takes the highest number across all dice.

Example: A creature has ADV 2 on a Check. It rolls a d20 plus 2 additional d20s (3 total dice) and takes the highest number rolled across all of the dice.

DisADV X: If a creature has multiple instances of DisADV on a Check or Save, it has **DisADV X**, where X represents the number of additional dice the creature rolls when making the Check or Save. The creature rolls 1 additional d20 for each DisADV it has on the Check or Save, and takes the lowest number across all dice.

Example: A creature has DisADV 3 on a Check. It rolls a d20 plus 3 additional d20s (4 total dice) and takes the lowest number rolled across all of the dice.

DC Tip: ADV 1 and DisADV 1 is the same thing as “regular” ADV and DisADV. When rolling a d20 to make a Check or Save, the 1 just represents the 1 additional d20 you are rolling, which is what happens with regular ADV and DisADV. Most of the time they’ll be referred to as ADV and DisADV.

COMBINING ADV & DisADV

If a creature has both ADV and DisADV at the same time, each instance cancels out. If they all cancel out, you’ll make a standard d20 roll as usual. If there are any remaining ADV or DisADV, then you make your roll with whatever ADV or DisADV is left over.

Example 1: If a creature had both ADV and DisADV then that would become a standard roll of a single d20. If you had DisADV 3 and also had ADV, then one of the ADV would cancel out one of the DisADV and you would be left with DisADV 2.

Example 2: If a creature has both DisADV 3 and ADV 2 on a Check, two of the ADV cancel out two of the DisADV, leaving only one DisADV remaining. The Check is then made with DisADV 1, which is just regular DisADV (rolling 2 dice and taking the lower number).

DC Tip: Basically just subtract any ADV or DisADV from each other and see what you’re left with. If the answer is ever 0, then you just make a standard d20 roll.

VARIABLE ADV & DisADV

Gaining ADV and DisADV on Checks made against other creatures is very common. Sometimes you might have to make a Check against a group of creatures where you have ADV or DisADV on the Check against some of the targets but not all of them. When that happens, follow these steps below:

1. Make a Check against all targets you don’t have ADV or DisADV against by rolling a single d20 and adding any relevant bonuses you have on the Check against the targets.
2. For any additional targets you have ADV or DisADV against, roll a second d20 and compare it to the first d20 you already rolled. For all targets you have ADV against, choose the higher number rolled, and for DisADV choose the lower number rolled.
3. If you have ADV/DisADV 2 or higher against any additional targets, repeat Step 2 for each additional dice you have to roll until you resolve the outcome of your Check against all targets.

Example: A Wizard targets 3 creatures with a Fireball Spell. It doesn’t have ADV against the first target (rolls 1d20), has ADV against the second target (rolls 2d20), and ADV 2 against the third target (rolls 3d20). The Wizard rolls a d20 and uses it to determine the outcome of its Spell Check against the first target. It then rolls another d20 and compares it to the first d20 (total of 2d20s) to determine the outcome of its Spell Check against the second target. It then rolls another d20 and compares it to the first 2 d20s (total of 3d20s) to determine the outcome of its Spell Check against the third target.



MULTIPLE CHECK PENALTY

During Combat, each time a creature makes the same Check before the end of its turn, they suffer stacking DisADV on that type of Check, such as specific Flat Attribute Checks (Flat Might, Flat Agility, Flat Charisma, Flat Intelligence), Attack Checks, Spell Checks, and specific Skill Checks (Stealth, Athletics, Influence, etc.), and specific Trade Checks (Theatre, Blacksmithing, Leatherworking, etc.). This penalty only applies to Checks made during the creature's turn, and doesn't apply to Reactions taken on another creature's turn (unless otherwise stated).

- **1st Attempt:** Normal roll.
- **2nd Attempt:** DisADV 1 (roll 2 dice and take the lowest result).
- **3rd Attempt:** DisADV 2 (roll 3 dice and take the lowest result).
- **4th Attempt:** DisADV 3 (roll 4 dice and take the lowest result).

Example: If a creature casts a Spell by making a Spell Check, its first attempt would be a normal roll, but subsequent Spells would have stacking DisADV (as shown above).

DC Tip: The Multiple Check Penalty does not apply outside of Combat. See [Combat Resources](#) for more information on how Actions are taken outside of Combat.

Multiple Action Penalties: Some Actions have penalties when you take it multiple times, such as the Help Action. These penalties count as the Multiple Check Penalty for the purposes of game mechanics that apply to Multiple Check Penalties.

CHECK & SAVE OUTCOMES

CRITICAL SUCCESS & FAILURE

When a creature rolls a **20** on a d20, the Check or Save gains a **Critical Success**. Moreover, when a creature rolls a **1** on a d20, the Check or Save suffers a **Critical Failure**. A Critical Success or Critical Failure can affect the outcome in different ways, as determined by the type of Check or Save being made.

ATTACK CHECKS & SPELL CHECKS

Critical Success

Attack & Spell Checks: When a creature gains a Critical Success on an **Attack Check** or **Spell Check** that deals damage, the attack is considered a [Critical Hit](#) (automatically hits and deals +2 damage). If it's an **Attack Check** or **Spell Check** that doesn't deal damage, the Check automatically succeeds even if the result would normally fail.

Critical Failure

Attack Checks: When a creature suffers a Critical Failure on an **Attack Check** that deals damage, the attack automatically misses even if the result would normally hit. If it's an **Attack Check** that doesn't deal damage, the Check automatically fails even if the result would normally succeed.

Spell Checks: When a creature suffers a Critical Failure on a **Spell Check** to cast a Spell or other similar effect, it fails to cast. When the Critical Failure happens, the AP and MP spent is lost, but any other resources (such as Arcane Points, Sorcery Points, or material components) are not spent.

Attack & Spell Checks: A creature that suffers a Critical Failure on an **Attack Check** or **Spell Check** becomes **Exposed** (Attack Checks made against you have ADV) until the end of its next turn.

DC Tip: For Critical Failures, the GM could change the Condition to **Hindered** (your next Attack Check has DisADV) instead of **Exposed**, at their discretion.



SAVES, SKILL CHECKS, & TRADE CHECKS

Critical Success

When a creature gains a Critical Success on a **Save**, **Skill Check**, or **Trade Check**, the Check or Save automatically succeeds even if the result would normally fail.

Critical Failure

When a creature suffers a Critical Failure on a **Save**, **Skill Check**, or **Trade Check**, the Check or Save automatically fails even if the result would normally succeed.

DC Tip: The GM should avoid asking PCs to make Checks where success shouldn't be possible. If a PC ties a heavy chain around a building, it shouldn't be possible for them to succeed on a Might Check to drag the building. Conversely, the GM should avoid asking PCs to make Checks where failure shouldn't be possible, like asking a PC to make a Might Check pick up a pebble. Unless the circumstances introduce the possibility of success or failure, try to refrain from asking for Checks for activities that are impossible to succeed or fail at. Mistakes are going to happen and GMs might ask for a roll when they shouldn't have. The final outcome of a Critical Success or Critical Failure are up to the GM, and players should respect that.

Contested Critical Outcomes

When multiple creatures gain a Critical Success in a contest (or all creatures suffer a Critical Failure), the creature with the highest total result wins the contest.

DEGREES OF SUCCESS & FAILURE

DEGREES OF SUCCESS

If a creature succeeds on a Check or Save by 5 or more, they may gain additional benefits beyond those of a normal success. The Check or Save will include a success statement, such as **Success**, **Success (5)**, **Success (10)**, or **Success (each 5)**.

Success

If the success statement says **Success**, the creature gains the listed benefits if the result of its Check or Save is equal to or higher than the opposing DC, Check, or Save.

Success (each 5)

If a success statement says **Success (each 5)**, the creature gains the listed benefits for every 5 the result of its Check or Save is above the opposing DC, Check, or Save. Unless stated otherwise, the creature can gain the additional benefits multiple times.

Example: A Spell pushes a target back 3 Spaces on a successful Spell Check, but also includes the following success statement: "**Success (each 5):** +1 Space". That means that each 5 points the Spell Check's result is above the opposing DC, Check, or Save, the target is pushed 1 additional Space.

Success (5) & Success (10)

If a success statement says **Success (5)**, the creature gains the listed benefits when they succeed by 5 or more above the opposing DC, Check, or Save. Moreover, if the success statement says **Success (10)**, they also gain the listed benefits when they succeed by 10 or more above the opposing DC, Check, or Save. This can continue on to **Success (15)** and further.

Example: A Spell increases a creature's Speed by 1 on a successful Spell Check, but has the following success statements: "**Success (5):** Ignore Difficult Terrain," and "**Success (10):** Immune to **Slowed**." That means that the creature's Speed is increased by 1 and ignores Difficult Terrain if its Spell Check is 5 above the Spell's DC, and the creature is also immune to the **Slowed** Condition if its Spell Check is 10 above the Spell's DC.



DEGREES OF FAILURE

If a creature fails on a Check or Save by 5 or more, they may suffer additional penalties beyond those of a normal failure. The Check or Save will include a failure statement, such as **Failure**, **Failure (5)**, **Failure (10)**, or **Failure (each 5)**.

Failure

If a failure statement says **Failure**, the creature suffers the listed penalties if the result of its Check or Save is below the opposing DC, Check, or Save.

Failure (each 5)

If a failure statement says **Failure (each 5)**, the creature suffers the listed penalties for every 5 the result of its Check or Save is below the opposing DC, Check, or Save. Unless stated otherwise, the creature can suffer the additional penalties multiple times.

Example: A trap deals **4** Fire damage to a target on a failed Save, but also includes the following failure statement: “**Failure (each 5):** +1 damage”. That means that each 5 points the Save is below the Trap’s Save DC, the target takes an additional **+1** Fire damage.

Failure (5) & Failure (10)

If a failure statement says **Failure (5)**, the creature suffers the listed penalties when they fail by 5 or more below the opposing DC, Check, or Save. Moreover, if the failure statement says **Failure (10)**, they also suffer the listed penalties when they fail by 10 or more below the opposing DC, Check, or Save. This can continue on to **Failure (15)** and further.

Example: A Curse imposes the **Blinded** Condition on a failed Save, but has the following failure statements: “**Failure (5): Deafened,**” and “**Failure (10): Doomed 1.**” That means that the creature is both **Blinded** and **Deafened** if its Save is 5 below the Save DC, and the creature is also **Doomed 1** if its Save is 10 below the Save DC.



ATTACKS & DEFENSE

ATTACKS

When a creature makes an Attack, it can do so by choosing a target within the Attack's Range (Melee or Ranged) and by making a Check (Attack or Spell). How the Attack is resolved is determined by its Type and its Range.

ATTACK TYPES

There are 2 types of Attacks: Martial and Spell.

MARTIAL ATTACKS

A creature makes a Martial Attack when it makes an Attack Check using a Weapon or Unarmed Strike against a target's Defense.

Unarmed Strike: A Martial Attack made using any part of a creature's own body, such as a punch, elbow, kick, knee, or headbutt.

Weapon Attack: A Martial Attack made using a Weapon, such as an Axe, Sword, or Bow. You can draw a Weapon as part of an Attack made using it.

SPELL ATTACKS

A creature makes a Spell Attack when it makes a Spell Check against a target's Defense (see "[Spell Checks](#)" on page 31).

ATTACK RANGES

There are 2 types of Attack Ranges: Melee and Ranged.

MELEE ATTACK

When a creature makes a Melee Attack it can do so against a target within its Melee Range. A creature's Melee Range is 1 Space, unless otherwise stated (see "[Spaces & Distance](#)" on page 65).

RANGED ATTACK

When a creature makes a Ranged Attack it can do so against a target within its Range. The Range is determined by the type of Weapon it's Attacking with or by consulting the Feature or Spell it's using to make the Ranged Attack.

Close Quarters: A creature has DisADV on Ranged Attacks while an enemy is within 1 Space of it, provided the enemy isn't Incapacitated.

Weapon Ranges

A Weapon that can be used to make a Ranged Attack has a Range shown in parentheses after its Ammo or Thrown property (see "[Weapons](#)" on page (see "Weapons" on page 73)).

Normal Range: The first number in the parentheses is a Weapon's normal range. You can make an attack against any target within this range.

Long Range: The second number in the parentheses is a Weapon's long range. You can make an attack with DisADV against targets within this range.

You can't make attacks against targets beyond your Weapon's long range.

Example: A Short Bow has a range of (20/60), which means that they can make Attacks against targets between 1 and 20 Spaces, can make Attacks with DisADV against targets between 21 and 60 Spaces, and they can't Attack targets that are 61 Spaces or farther away.

DETERMINING IF AN ATTACK HITS

When a creature makes an Attack, the result of the Attack Check or Spell Check is compared to the target's Defense to determine whether or not the Attack hits the target. The Attack hits if the result of the Attack Check is equal to or greater than the target's Defense on page 35.

Example: A Level 4 Fighter's highest Attribute is a 3 (Prime Modifier) and their Combat Mastery is 2 (1/2 its level). When the Fighter makes an Attack Check using a Longsword, they roll a d20 and add 5 (2+3). If they roll a 10 on the d20, the result is 15 (10 + 5). If the target's Physical Defense is 15 or lower, the Attack hits, otherwise it misses.



DEFENSES

Creatures have 2 types of Defense: **Physical Defense** and **Mystical Defense**. Each type of Defense has a value that represents how difficult it is to hit a target.

When a creature makes an Attack Check or Spell Check (see “[Attack Checks](#)” on page 23) to attempt to deal damage to a target, the creature’s Check is compared against the target’s Defense to determine if the Attack hits the target.

DC Tip: Below are the 2 different types of Defense and which damage types usually target them. There can be unique instances where a damage type targets a different defense than usual, but each ability will always say which type of Defense it targets.

PHYSICAL DEFENSE

Physical Defense (PD) represents the difficulty of hitting a creature with physical or elemental attacks that affect the body, such as:

Example: Being hit by a Weapon, burnt by a Fireball, or struck by a toxic needle.

- Bludgeoning
- Fire
- Poison
- Cold
- Lightning
- Slashing
- Corrosion
- Piercing

PHYSICAL DEFENSE FORMULA

A Character’s Physical Defense can be determined by their Base Defense, Combat Mastery, Agility, Armor Bonus (if applicable), and if they’re wielding a Shield.

Base of 8: A character starts off with a base PD of 8, which is what a typical Commoner’s PD would be.

Combat Mastery: The character adds its Combat Mastery to account for how experienced it is at protecting itself from danger in combat. Unless a creature has Mastery in Heavy Armor, it doesn’t add its Combat Mastery to its PD while wearing Heavy Armor.

Agility Attribute: A character adds its Agility to its PD to account for how well it can dodge attacks.

Armor Bonus: A character wearing Armor adds the Armor Bonus granted by its Armor.

Physical Defense Formula

8 + COMBAT MASTERY + AGILITY (+ ARMOR BONUS IF APPLICABLE)

DC Tip: The Armor Bonus for Novice Armor at Level 1 is +1.

SHIELDS

A character wearing a Shield adds the Shield Bonus granted by its Shield to any Physical Defense formula it’s using.

MYSTICAL DEFENSE

Mystical Defense (MD) represents the difficulty of hitting a creature with supernatural sources of damage that affect the mind or soul, such as:

Example: A psychic assault on your mind, seared by divine light, or withered by unholy magic.

- Psychic
- Radiant
- Sonic
- Umbral

MYSTICAL DEFENSE FORMULA

A creature’s MD can be determined by its Combat Mastery, Charisma, and Intelligence.

Base of 8: A character starts off with a base MD of 8, which is what a typical Commoner’s MD would be.

Combat Mastery: The character adds its Combat Mastery to account for how experienced it is at protecting its mind from invasive thoughts and mind-altering effects.

Attribute Scores: A character adds its Charisma to its MD to account for how resistant it is to manipulation and its Intelligence to account for its resistance to being mentally overwhelmed.

Mystical Defense Formula

8 + COMBAT MASTERY + CHARISMA + INTELLIGENCE

DAMAGE REDUCTION (DR)

Damage Reduction (DR) reduces the damage of an Attack Check or Spell Check that targets a creature’s Defense. The amount reduced is equal to the DR value (minimum of 0). A Heavy Hit (5 over Defense), Brutal Hit (10 over Defense), or Critical Hit (natural 20) bypasses DR and deals full damage (see Damage section for more on Heavy, Brutal, and Critical Hits).

There are 2 types of Damage Reduction:

Physical Damage Reduction: PDR protects you from the following damage types: Bludgeoning, Cold, Corrosion, Fire, Lightning, Piercing, Poison, Slashing.

Mystical Damage Reduction: MDR protects you from the following damage types: Psychic, Radiant, Sonic, Umbral.

Example: A creature makes an Attack Check to hit a target with a PD of 10. The result of their Attack Check is 12, which hits the target. The target has a PDR of 3, reducing the damage taken by 3. Alternatively, if the result of the Attack Check was 15, it would be 5 over the target’s PD of 10, making it a Heavy Hit. In this scenario, the PDR is bypassed and doesn’t reduce the damage.



HEALTH POINTS & DEATH'S DOOR

HEALTH POINTS

Health Points (HP) are a game statistic representing a creature's ability to sustain damage. The stronger the creature, the more HP it generally has, signifying the greater difficulty in defeating it.

Example: A Commoner has 4 HP, a Mastiff has 3 HP, a Cat has 2 HP and a Rat has 1 HP.

DC Tip: Most damage a creature takes is nonlethal and just "wears them down" until they get closer and closer to Death's Door. Lighter hits might graze you, while bigger hits knock you off your feet. The description and roleplay of how damage is taken can change depending on its source and the situation, but Health Points represent how much of a beating you can take before you die.

HEALTH POINTS AT 1ST LEVEL

A PC has a number of Health Points equal to **6 + Character Level + Might**. A PC also might gain additional HP from its Ancestry or Class.

Health Point Formula

$$6 + \text{LEVEL} + \text{MIGHT} + (\text{POSSIBLE CLASS OR ANCESTRY BONUS HP})$$

Example 1: A PC starts with a base of 6 HP. It then adds its Characters Level, which is 1 HP at level 1. Using Standard Array to get your Attributes, the highest starting Might you can have is +3. Before considering any bonuses granted by Ancestry Traits or Class Features the highest starting HP a PC can have is 10 HP (6 + 1 + 3) and the lowest is 5 HP (6 + 1 - 2).

Example 2: Certain Ancestries and Classes grant additional HP. For example, the Giantborn Ancestry grants an extra +1 HP, and the Fighter Class grants an extra +1 HP at level 1, for a total HP of 12 HP (10 + 1 + 1).

DC Tip: Make sure you check each of these categories as you level to keep your maximum HP updated. You basically get 1 HP each time you level up + 1 more for each Attribute point you gain in Might. You also might get additional HP from Talents and Features you choose.

TEMPORARY HEALTH POINTS

Temporary Health Points (Temp HP) are additional Health Points that persist for a limited duration. When you take damage, your Temp HP is reduced first, and then any remaining damage carries over to reduce your HP.

Stacking: Temp HP doesn't stack. If you gain Temp HP from different effects, you choose which effect to gain Temp HP from, and ignore the Temp HP granted by the other effects.

Duration: Temp HP lasts until you complete a Long Rest, or its reduced to 0 by taking damage. An effect that grants Temp HP may state a shorter duration, such as 1 minute, until you complete a Quick Rest, or a Short Rest. When the duration expires, all Temp HP gained immediately vanish.

HEALTH THRESHOLDS

Certain game mechanics affect creatures while their current HP is within certain thresholds.

Bloodied: HP is equal to or lower than 1/2 its HP maximum.

Well-Bloodied: HP is equal to or lower than 1/4 its HP maximum.

Death's Door: HP is equal to or lower than 0 HP, to a minimum of its Death Threshold

A creature's **Death Threshold** is equal to 0 HP minus its Prime Modifier.

DC Tip: If a creature is on Death's Door, it's still considered to be Bloodied and Well-Bloodied, because their HP is still below 1/2 their maximum (Bloodied) and 1/4 their maximum (Well-Bloodied).

Example: A creature with a maximum HP of 8 is considered Bloodied when its HP is 4 or lower, Well-Bloodied when its HP is 2 or lower, and on Death's Door when its HP is 0 or lower. If its Prime Modifier is 3, the creature's Death Threshold is -3 HP. That creature dies if its HP is ever reduced to -3 HP or lower.



DEATH'S DOOR

When you are reduced to **0 HP** or lower, you suffers the following effects:

- **Exhaustion:** You immediately gain **Exhaustion 1**.
- **Action Point Limit:** You can't spend more than 1 AP until the end of your next turn, until you're restored to 1 HP or higher.
- **Concentration:** You can't Concentrate.
- **Death Save:** At the end of each of your turns, you make a Death Save. **Failure:** You take 1 True damage. **Critical Failure:** You fall **Unconscious** until you're restored to 1 HP or higher. **Critical Success:** You're restored to 1 HP.

MAKING DEATH SAVES

When a creature makes a Death Save, it rolls a **d20**. If the result is **10** or higher, it succeeds on its Save. A creature makes Death Saves until it's restored to **1 HP** or higher, becomes **Stabilized**, or dies.

STABILIZED

A creature that takes the Medicine Action (see the Skill Based Actions section) and succeeds on a **DC 10** Medicine Check can Stabilize a creature on Death's Door.

A **Stabilized** creature doesn't make Death Saves while on Death's Door. A creature remains Stabilized until it's restored to **1 HP** or takes damage.

CONTINUOUS DAMAGE

Continuous damage (such as **Bleeding** and **Burning**) does not affect your HP while on Death's Door. You still have these conditions on you, but they don't deal damage to you unless you're above 0 HP.

DEATH'S DOOR AFTER COMBAT

When Combat ends, any creature on Death's Door must immediately make a Death Save. They repeat this Death Save every 12 seconds until they become Stabilized, are restored to 1 HP or higher, or die.

Failure: The creature takes 1 True damage and falls **Unconscious** until it becomes **Stabilized**. **Success:** The creature becomes Stabilized.

NPC'S ON DEATH'S DOOR

Monsters and NPCs normally die when they're reduced to 0 HP, however the Game Master can choose to implement Death's Door on special enemies. They would drop down to **1 AP** and be on Death's Door in that same weakened state, leaving a window for them to still talk to the party and get out any "last words" before someone puts them out of their misery.

DEATH'S DOOR SIDEBAR

When a PC is reduced to 0 HP, they're on "Death's Door" and fighting for their life. This is represented however the player wants to describe this state looking for them. They are NOT unconscious, they're in a heavily weakened state... about to die if something isn't done SOON! They could be prone, crawling on the ground, holding themselves up with their sword, or spitting out blood as they hold on for dear life.

If your Death's Door Threshold is -3 HP and you take a large enough hit that reduces you to -3 or lower... you're instantly dead. If you have 1 HP and take 4 damage... you die. This means that PCs should avoid getting to low HP while against fearsome enemies at all costs. They should use healing magic, Class Features, spend AP defensively, or use consumables to avoid being at low HP... like they SHOULD be doing anyway!



DAMAGE

DEGREES OF DAMAGE

Attack Checks and Spell Checks that deal damage have a base amount of damage that they deal to their target on a successful Check. This value is listed alongside the Weapon (see “[Equipment](#)” on page 73) or in the Spell’s description (see “[Spellcasting](#)” on page 53). If the Check beats the target’s Defense by 5 or more, the target takes extra damage and may suffer additional effects (see “[Check & Save Outcomes](#)” on page 28).

HIT & MISS

When you make an Attack Check or Spell Check (that deals damage) against a target’s Defense, the Check is considered a Miss if the result is below the target’s Defense, and it’s considered a Hit if the result is equal to or above the target’s Defense.

HIT SUCCESS (EACH 5)

An Attack deals +1 additional damage for every 5 the result of the Check is above the target’s Defense. If the result of the Check is 5 or more above the target’s Defense, it’s considered a **Heavy Hit**. If the result of the Check is 10 or more above the target’s Defense, it’s considered a **Brutal Hit**. Brutal Hits are considered Heavy Hits for purposes of effects that trigger on a Heavy Hit.

DC Tip: Heavy Hits are 5 over, Brutal Hits are 10 over, but if a Character ever manages to get 15 over a targets Defense I call this “Beyond Brutal”. Then I count by 5’s to see how many +1 bonus damage they get.

DEGREES OF DAMAGE TABLE

The table below shows how the damage of an Attack Check or Spell Check can change as determined by the result of the Check.

Check vs Defense	Result	Damage
Lower	Miss	No Damage
Equal or greater	Hit	Base Damage
+5 and greater	Heavy Hit	Base Damage + 1
+10 and greater	Brutal Hit	Base Damage + 2

CRITICAL HITS

When you roll a 20 on a d20 for an Attack, it’s considered a Critical Hit. A Critical Hit automatically Hits the target, bypasses Damage Reduction, and deals an additional +2 damage.

DC Tip: An Attack can score a Critical Hit without the result of the Check being 5 or more above the target’s Defense. When that happens, the Check is considered a Critical Hit and the target simply takes the base damage +2, but this scenario is rare. A Critical Hit will normally result in a Check that’s 5 or even 10 above the target’s Defense, causing the target to take +2 damage from the Critical Hit plus +1 additional damage for every 5 the result is higher than its Defense.

DAMAGE CALCULATION SIDEBAR

This is a way for both players and Game Masters to add up their damage in a way that’s simple and quick. It can get confusing if you’re trying to see how much damage you did and you’re randomly adding things together to try and find the total. Using an approach like this can help.

Once you hit with an Attack, you will need to tell the GM how much damage your Attack did (the same is true for a GM adding up damage from their Attack). First you add up the damage from your Attack to get a single number (process shown below). Then you say that number and apply any kind of Resistance or Damage Reduction the target has (see Damage Modification for more on the target reducing damage).

ADDING DAMAGE ORDER

Add up the damage totals in the following order:

1. Start with the Base Damage of the Attack.
2. Add up any + damage from Heavy Hits, Brutal Hits or higher, and Critical Hits.
3. Add any + damage from Action Points spent (Maneuvers, Class Features, AP Enhancements, etc.).
4. Add any + damage from Passives (Weapon Passives, Class Features, Magic Items, etc.).

DC Tip: Starting with the Base Damage is a great foundation and getting the Heavy Hits and higher out of the way first is nice. You’ll get better at all the “by 5’s” math over time! Then you add any damage gained by spending AP, then any passives. This creates a great “checkpoint” system for you to mentally navigate and keep things simple and quick.

Example: A **Rogue** attacks a beast with his Shortsword (we start off with a Base Damage of 2). They get a Brutal Hit and gain +2 bonus damage on their hit (2 + 2 = 4). The creature has a condition on them which increases the damage by +1 (2 + 2 + 1 = 5) because of their Cheap Shot Class Feature. They also got hit by the target this round and gain the Weapon Passive of the Sword of +1. So now their total damage is 6 (2 Base + 2 Brutal + 1 Cheap Shot + 1 Sword Passive = 6 Total).



DAMAGE TYPES

There are 14 different damage types in the game, as seen in the list below. Each damage type represents a different method for harming a creature.

- Slashing
- Piercing
- Bludgeoning
- Fire
- Lightning
- Cold
- Sonic
- Poison
- Corrosion
- Radiant
- Umbral
- Psychic
- True

Slashing Damage: Things that slash you, like a blade or claw.

Piercing Damage: Things that pierce you, like an arrow or fangs.

Bludgeoning Damage: Things that bludgeon you, like a hammer or fist.

Fire Damage: Things that burn you, like fire or other forms of intense heat.

Lightning Damage: Things that shock you, like lightning or other forms of electricity.

Cold Damage: Things that freeze you, like ice or intense cold.

Sonic Damage: Things that assault your hearing, like high volume or concentrated sound.

Poison Damage: Things that poison you, like toxins.

Corrosion Damage: Things that caustically burn you, like acids.

Radiant Damage: Things that singe you, like holy light or divine power.

Umbral Damage: Things that wither you, like dark or eldritch power.

Psychic Damage: Things that assault your mind, like psychic attacks.

True Damage: A special type of damage that can't be reduced by any means.

DAMAGE TYPE CATEGORIES

Some damage types are organized into categories, such as **Physical**, **Elemental**, and **Mystical**.

Physical Damage: Includes Slashing, Piercing, and Bludgeoning damage.

Elemental Damage: Includes Cold, Corrosion, Fire, Lightning, and Poison damage.

Mystical Damage: Includes Psychic, Radiant, Sonic, and Umbral damage.

DAMAGE REDUCTION (DR)

Damage Reduction (DR) reduces the damage of an Attack Check or Spell Check that targets a creature's Defense (PD). The amount reduced is equal to the DR value (minimum of 0). A Heavy Hit (5 over Defense), Brutal Hit (10 over Defense), or Critical Hit (natural 20) bypasses DR and deals full damage.

There are 2 types of Damage Reduction:

Physical Damage Reduction: PDR protects you from the following damage types: Bludgeoning, Cold, Corrosion, Fire, Lightning, Piercing, Poison, Slashing.

Mystical Damage Reduction: MDR protects you from the following damage types: Psychic, Radiant, Sonic, Umbral.

Example: A creature makes an Attack Check to hit a target with a PD of 10. The result of their Attack Check is 12, which hits the target. The target has a PDR of 3, reducing the damage taken by 3. Alternatively, if the result of the Attack Check was 15, it would be 5 over the target's PD of 10, making it a Heavy Hit. In this scenario, the PDR is bypassed and doesn't reduce the damage.

DC Tip: There can be specific types of DR for certain Damage Types that special items or monsters have (see Resist X below as well). You could even have something that gives "Fire Damage Reduction" for example.



RESISTANCE & VULNERABILITY

Resistance is a way for creatures to reduce the damage they take, while Vulnerability increases damage taken. The source of what gives them this ability could come from a natural ability they have, a Class Feature, Magic Items, etc. Here are the different ways that these different effects work:

RESISTANCE

Resistance (Immune): Reduce the damage taken to 0.

Resistance (Half): Damage taken of the specified type is halved (rounded up).

Example: If you had Fire Resistance (Half) and took 7 Fire damage, you would instead take 4 Fire damage (half of 7 is 3.5, rounded up is 4).

Resistance (X): Reduce damage taken by X from the given damage type each time the creature takes damage of that type.

Example: If you had Fire Resistance (5) and took 7 Fire damage, you would instead take 2 Fire damage (you subtract 5 from each time you take Fire damage, so $7-5=2$).

VULNERABILITY

Vulnerability (Double): Increase the damage taken by 2 times (double damage).

Example: If a Werewolf has Vulnerability (Double) to Silvered Weapons and takes 5 damage from an Attack, they would instead take 10 damage. ($5 \times 2 = 10$).

Vulnerable (X): Increase damage taken by X from the given damage type each time the creature takes damage of that type.

Example: If you had Poison Vulnerability (2) and took 3 Poison damage, you would instead take 5 Poison damage (you add 2 on top of the 3 Poison damage for a total of 5).

DAMAGE MODIFICATIONS

Total damage is determined after all damage modifications are taken into account. When a creature takes damage, the total damage taken is determined by following the steps below:

1. Adding & Subtracting

Damage Reduction: Its Damage Reduction (DR) reduces the damage.

Resistance (X): its Resist X reduces the damage by the value of X (1, 2, 3, etc.).

Vulnerability (X): its Vulnerable X increases the damage by the value of X (1, 2, 3, etc.).

2. Doubling & Halving

Resistance (Half): its Resistance halves the damage (rounded up).

Vulnerability (Double): its Vulnerability doubles the damage.

If a creature has the same type and amount of Resistance and Vulnerability, they cancel each other out (e.g. Fire Resistance (1) and Fire Vulnerability (1) or Cold Resistance (Half) and Cold Vulnerability (Double)).

DC Tip: Basically, any kind of addition or subtraction of damage happens *FIRST*, then any multiplication or division of damage happens *AFTER*.

Example 1: A creature has 1 DR from its Armor, Cold Resistance (1) from its Ancestry, and Cold Vulnerability (Double) from a Monster Effect. When that creature is Hit by an Attack that deals 5 Cold damage, the damage is reduced by 1 (DR) to a total of 4, then reduced by 1 (Cold Resistance 1) to a total of 3, and then doubled (Cold Vulnerability) to 6.

Example 2: A creature has 2 DR from its Armor, and Fire Vulnerability (1) from its Ancestry. When that creature is Hit by an Attack that deals 2 Fire damage, the damage is reduced by 2 (DR) to a total of 0, and then increased by 1 (Fire Vulnerability 1) to a total of 1. The creature's HP is reduced by 1.

MANAGING DAMAGE MULTIPLES

MULTIPLE DAMAGE TYPES

When dealing bonus damage on an Attack Check or Spell Check deals more than 1 type of damage, you choose which of those damage types the bonus damage increases.

Example: A Barbarian hits a target with an Attack Check using a magical Hammer that deals 2 Bludgeoning damage + 2 Lightning damage. If the Barbarian is Raging at the time, they deal +1 damage from their Rage Feature. The Barbarian can choose to apply their Rage damage to the Bludgeoning or the Lightning damage.

BONUS DAMAGE AGAINST MULTIPLE TARGETS

If you add bonus damage to an Attack that targets multiple targets, the bonus damage only applies to one target of your choice. The Attack still benefits from Critical Hits, Heavy Hits, and beyond against each target.

SHARED DAMAGE

When 2 or more creatures share damage, divide the total damage by the number of creatures (rounding up), and distribute the damage equally among the creatures.

Small Example: A Fighter steps in front of an Attack against an ally and they share the damage. If the total damage was 5, then each creature now takes 3 damage (half of 5 is 2.5, rounded up to 3).

Big Example: A creature is thrown 10 Spaces into a wall, taking 10 Bludgeoning damage upon impact. However, if 2 creatures were to stand side-by-side in the thrown creature's path, all 3 creatures would share the damage upon impact. The 10 damage would be divided by the 3 creatures, resulting in each creature taking 3.33 Bludgeoning damage. No matter what the fraction is, you always round up in DC20, so now each creature takes 4 damage.

DC Tip: Yes this does mean that sharing damage might result in the group as a whole taking more damage than if they had not shared the damage. This is on purpose and also accounts for everyone smashing into each other and truly sharing the blow.



COMBAT RESOURCES

ACTION POINTS

You have **Actions Points** (AP) which you can spend in Combat. You can spend AP on Actions, Reactions, or Features, such as Maneuvers, Cantrip Enhancements, Class Features, and Ancestry Features. Your Action Point maximum is 4.

Gaining AP: At the start of Combat, each creature gains a number of Actions Points equal to its AP Maximum. Once an Action Point is spent, it can't be used again until it's regained.

Regaining AP: You regain all spent Action Points when your turn ends.

DC Tip: Remember, you get all of your AP back at the end of your turn, so make sure you spend all of your AP before your turn ends.

AP OUTSIDE OF COMBAT

Action Points can't be spent outside of Combat. Instead, a creature declares what Action it'll take and performs that Action. A creature can't take an Action that has an AP cost higher than the creature's AP maximum.

Longer Actions: If the AP cost of the Action is greater than 4, the GM might require the creature to spend more time than normal to complete the Action.

When a PC takes the Help Action outside of Combat, it grants another creature a **d8**. The PC can't take another Action until the GM says enough time has passed to do so. The GM might wait until all PCs have taken an Action before allowing the PC to use the Help Action (or different Action) again.

Example: Your group is getting ready for a big event (heist, performance or even a Combat or Skill Challenge, etc). Each party member describes what Skill Check they're about to do. The Bard of the group can't go up to each PC and take multiple Help Actions to grant multiple Help Dice to each of them. They can only do one... unless the Checks being made are separated in time enough, and the GM allows the multiple instances of Help if it makes sense.

DC Tip: Basically Combat is more strict and structured in both turn order (Initiative) and in how much you can do at a time (4 Action Points per Round of Combat). If you're not in Combat, everything is more fluid and free form.

COMBAT ACTIONS SIDEBAR

Combat in DC20 is a time when PCs are pushed to their absolute limit; a time when they rise to the occasion, often surprising themselves with what they're capable of doing. The way this is represented mechanically is by allowing players to spend AP in order to apply stacking ADV to significant rolls made during the most dire of situations. This perfectly reflects real life experiences of a "mother's strength" to rescue her child from a car or an athlete's propensity for performing best during the real event instead of in practice.

There are many ways to justify why PCs are more capable and reliable within combat: adrenaline coursing through their system, pressure to succeed as failure isn't an option, or even excitement and other endorphins fueling their performance or putting them in a state of flow. Regardless of which of these you choose to substantiate this change in success rate, there's one more consideration to keep in mind.

DC20 is a game with mechanics and rules designed to facilitate epic stories and fun moments around the table. Some of those mechanics, like having a higher chance of success to pick a lock in combat, come with a significantly higher risk of failure. Failing to pick a lock outside of combat results in wasted time, repeated attempts, and generally just wasting your time until you either succeed, give up, or get past it in some other manner. Failing to pick a lock within combat often comes at the cost of assisting your allies in winning the combat. There are a number of moments when PCs might be expected to make Checks during combat in DC20 to aid in the victory conditions or ease the combat. Those actions are encouraged and facilitated by the "1 AP to grant yourself ADV" rule of combat.

Finally, keep in mind that casting Spells outside of Combat is already accounted for in that you reduce the cost of Spells outside of Combat (see below). The only time that this benefit is not felt is at levels 1 and 2, which I also feel is fine since we're talking about "novice" spellcasters, so it makes sense to me that these lower-level spellcasters aren't able to take advantage of this MP reduction (since they have to still spend a minimum of 1 MP).

DC Tip: To those that find these explanations, both narrative and mechanical, unsatisfactory, I offer the following simple adjustment: any Check made during combat has its DC increased by 5. This is still the playtest and this concept of the game will continue to be monitored and polished, but I hope this empowers our GMs on how to run the game smoothly.



MANA POINTS

Spellcasting PCs have Mana Points (MP) which can be spent on Spells, Spell Enhancements, Class Features, and Ancestry Traits.

Gaining Maximum MP: You can gain MP from the Spellcasting Mastery Feature granted by Spellcasting Classes (Cleric, Sorcerer, Wizard, etc.), from Talents (such as the Multiclassing Talents), or from Ancestry Features.

Regaining MP: You regain all MP when you finish a Long Rest.

MP OUTSIDE OF COMBAT

When you spend MP outside of Combat, the cost is reduced by 1 (minimum of 1). The total MP cost before this reduction can't be greater than your Mana Spend Limit.

DC Tip: *If you were to run 1 mile to a neighbor's house, there's not much stress there... but if you were to run 1 mile away from a tiger that was chasing you... that's FAR more difficult and exhausting. This concept holds true for Spellcasting too.*

STAMINA POINTS

Martial PCs have Stamina Points (SP) which can be spent on Techniques, on Class Features, and in place of Action Points when performing Martial Maneuvers.

Gaining Maximum SP: You can gain SP from the Martial Mastery Feature granted by Martial Classes (Barbarian, Fighter, Rogue, etc.), from Talents (such as the Multiclassing Talents), or from Ancestry Features.

Regaining SP: You can regain SP during Combat in a variety of ways depending on your Class Features. You regain all spent SP when Combat ends.

Example: The Fighter Class regains SP by performing [Maneuvers](#), the Barbarian regains SP by taking or scoring **Heavy**, **Brutal**, and **Critical Hits**, and the Rogue regains SP by hitting a creature that's affected by [Conditions](#).

Action Points to Stamina: On your turn, you can spend 2 AP to regain 1 SP.

Mana to Stamina: Once on each of your turns, you can spend 1 or more MP to regain 1 SP per MP spent.

SP OUTSIDE OF COMBAT

You can perform any Action outside of Combat that uses Stamina without spending any SP, however the SP cost can't be higher than your SP maximum.

DC Tip: *Stamina Points should only be tracked when you're in a high stress situation like Combat (or even some Skill Challenges). If time isn't being tracked (such as during Skill Challenges) then there's no need to keep track of SP. PCs can use and spend SP freely outside of these times and essentially be able to perform anything that uses SP at no cost, since they get the SP back instantly outside of Combat.*

STAMINA & MANA SIDEBAR

This isn't game breaking because Stamina Points are not like Mana Points. Features that use Stamina don't provide magical benefits, they provide physical benefits such as being able to jump farther, shove things, or smash things. These things usually don't provide many advantages outside of combat. It's also intended that if a PC can spend SP to jump farther, then they should be able to use that outside of Combat to jump farther for free.

GRIT POINTS

Characters with a high Charisma Attribute have a strong force of will and ability to influence and impact others around them, especially their friends and allies. Grit Points represent a Characters being able to enact that ability on themselves or allies.

GRIT POINTS

You gain a number of Grit Points equal to 2 + your Charisma. If your Charisma is negative, then your total Grit Points is reduced by the same amount.

Regaining Grit Points: You regain all expended Grit Points when you complete a Long Rest.

Spending Grit Points

Bearing Damage: When you are Hit by an Attack, you can spend 1 Grit Point to reduce the damage you take by 1.

Save Resolve: When you or a creature that can see or hear you makes a Save, you can spend 1 Grit Point as a Reaction to grant the creature ADV on the Save. When you do, you must do so before the creature rolls any dice as part of making the Save. A creature can only gain the benefits of 1 Grit Point per Save.



ACTIONS & REACTIONS

ACTIONS

Anything that you spend Action Points on is considered an Action.

TAKING AN ACTION

A creature can take an Action on its turn by spending Action Points (AP). The AP cost of taking an Action is listed in the Action's description.

MINOR ACTION

Once per turn, you can perform up to 2 of the following actions without spending AP. You can't take additional Actions (such as the Attack Action) between these 2 actions.

- Open or Close a Door.
- Grab or Release an Item.
- Retrieve or Stow an Item.
- Draw or Sheathe a Weapon.
- Equip or Unequip a Shield. You can only perform this task once.

Additional Minor Actions: You can spend 1 AP to perform a Minor Action again during the same turn.

TYPES OF ACTIONS

A creature can take the following Actions on its turn: **Attack, Move, Disengage, Dodge, Grapple, Help, Hide, Object, Shove, and Spell Action.**

OFFENSIVE ACTIONS

ATTACK

You can spend 1 AP to make 1 Attack Check.

DISARM

You can spend 1 AP to make an Attack Check Contested by the target's Athletics, Acrobatics, or Trickery Check (target's choice). The target has ADV if they're holding the object with 2 hands. You have DisADV if the target is larger than you. You can't Disarm a creature that's 2 Sizes larger than you. **Success:** The targeted object falls into an unoccupied space of your choice within 1 Space of the creature.

GRAPPLE

Using a free hand, you can spend 1 AP to attempt to Grapple another creature. Make an Athletics Check contested by the opposing creature's Martial Check. You or the target may have ADV or DisADV on your Check based on each other's size (see Moving & Grappling Creatures). **Success:** The creature is **Grappled** by you.

Dragging: You can move the target to any Space adjacent to you by spending your own Movement to do so. Alternatively, when you move, you can move the target with you, but you're considered **Slowed** (Every 1 Space you move costs an extra 1 Space of movement).

Ending a Grapple

Escape Grapple: The target can spend 1 AP to attempt to free itself from a Grapple. You must make an Athletics Check contested by the target's Martial Check. **Failure:** The Grapple immediately ends.

Incapacitated Grappler: If you become **Incapacitated**, the Grapple immediately ends.

Forced Movement: If an effect attempts to forcibly move the target beyond your reach, you make the Check or Save instead of the target. If the effect targets both you and the target, you make 1 Check or Save for both of you. **Success:** The targets of the effect aren't moved. **Failure:** The Grapple immediately ends, and the targets of the effect are moved.

Falling: If the target begins falling (and you don't), the Grapple ends if you can't carry the target's weight. If you can carry its weight, you hold it suspended in the air.

SHOVE

You can spend 1 AP to attempt to push a creature within 1 Space of you. Make an Athletics Check contested by the target's Martial Check. **Success:** You push the creature 1 Space away from you or to its left or right. **Success (each 5):** Push up to 1 additional Space.

Knock Prone: After the result, you can choose to reduce the total distance the target is pushed by 1 Space to knock them **Prone** instead.

TACKLE

If you move at least 2 Spaces in a straight line, you can spend 1 AP to attempt to Tackle a creature that's your size or smaller. Make an Athletics Check contested by the target's Martial Check. **Success:** You Grapple the target and you both move 1 Space in the same direction you were moving then immediately fall **Prone**. **Success (each 5):** +1 Space moved.



DEFENSIVE ACTIONS

DISENGAGE

You can spend **1 AP** to impose DisADV on Opportunity Attacks made against you until the start of your next turn.

Full Disengage: When you take the Disengage Action, you can spend an additional **1 AP** to become immune to Opportunity Attacks until the start of your next turn.

DODGE

You can spend **1 AP** to impose DisADV on the next Attack or Grapple made against you before the start of your next turn.

Full Dodge: When you take the Dodge Action, you can spend an additional **1 AP** to impose DisADV on all Attacks or Grapples made against you until the start of your next turn.

HIDE

You can spend **1 AP** to attempt to Hide from 1 or more creatures that can't see you (**Unseen**). Make a Stealth Check against the opposing creature's **Passive Awareness**. **Success:** You become **Hidden** from creatures whose **Passive Awareness** you beat (making you **Unseen** and **Unheard** by them). You remain **Hidden** until you make a noise louder than a whisper, make an Attack, cast a Spell with a Verbal Component, or a creature takes the Search Action and successfully locates you.

See [Hidden Creatures](#) on page 56 for more on hiding.

DC Tip: When you take the Hide Action and beat an enemy's Passive Awareness, you only become Hidden from that creature because it can't see or hear you (you're both Unseen and Unheard). However, if your Stealth Check beats one enemy's Awareness Score but not another's, then you're Hidden from the first enemy, but you're not Hidden from the second enemy.

UTILITY ACTIONS

MOVE

You can spend **1 AP** to move up to your Speed in Spaces (default of 5). You choose where to move, and can break up your movement by moving before and after taking a different Action. You can't end your turn in a Space occupied by another creature.

Example: A creature with **4 AP** can take the Move Action to move 1 Space, take the Attack Action, move 1 Space again (2 total Spaces), take the Attack Action again, and then move 2 Spaces again (4 total Spaces).

HELP

You can spend **1 AP** to grant a creature a **d8 Help Die** that lasts until the start of your next turn. Upon granting the Help Die, you must declare which creature you're Helping and the type of Check you'll be aiding them with while meeting the following conditions:

Attack: You declare 1 target for the Attack. You must be within 1 Space of the Attacker or the target of the Attack. While the Help Die lasts, it can be added to an Attack made against the target.

Skill or Trade Check: You declare a type of Skill or Trade Check. You describe how you're Helping them and must do so with a Skill or Trade that you have at least 1 Mastery Level in. You can use the same Skill or Trade or a different one.

The Help Die can only be used to aid the type of Check declared and disappears once it is used.

Multiple Help Penalty: Once you take the Help Action, each time you take the Help Action again before the end of your turn, your Help Die decays by 1 step, to a minimum of a d4 (d8 | d6 | d4). These Help Dice only decay when using the Help Action. Help Die granted by other sources (such as the Sword Maneuver) decay independently of any Help Dice granted through the Help Action.

Example: A Barbarian is about to wrestle an alligator and will need to make an Athletics Check. A Ranger with Mastery in the Animals Skill can grant the Barbarian a Help Die to add to their Athletics Check made to wrestle the alligator.

DC Tip: When taking the Help Action, the GM may allow the PC to contribute to a Skill or Trade Check by using something other than their own Skill or Trade Mastery. If the PC is a Wizard, they may try to use a Spell to contribute to another creature's Skill or Trade Check, but only if the GM decides that it makes sense to do so.



OBJECT

You can spend **1 AP** to perform 1 of the following object interactions:

- Drink a Potion or administer a Potion to another creature.
- Attempt to lock or unlock a Lock.
- Make a **Trickery** Check to activate or disable a trap or other mechanism.
- Transfer an item to or from another creature (only 1 of the two creatures spends 1 AP).
- Throw an item to a location you can see up to 5 Spaces away.

SPELL

You can spend 1 or more AP to cast a Spell that you know. If the Spell has a Mana Point requirement, you must spend that much MP to cast the Spell.

SKILL BASED ACTIONS

A creature can take the following Skill Actions on its turn: **Analyze Creature, Calm Animal, Combat Insight, Conceal, Feint, Intimidate, Investigate, Jump, Medicine, Mounted Defense, Pass Through, or Search.**

ANALYZE CREATURE

You can spend **1 AP** to attempt to recall or discern some information about a creature that you can see or hear. Make a **DC 10 Knowledge** Check.

Success: You learn a piece of lore about the creature. **Success (each 5):** You learn 1 creature statistic (PD, MD, Attacks, Abilities, Resistances, Vulnerabilities, Immunities, etc.).

DC Tip: There are 5 types of Knowledge Checks: **Arcana** (Dragons, Constructs, Elemental, Fey, Giants, Monstrosities, or Oozes), **History** (Humanoids), **Nature** (Beasts or Plants), **Occultism** (Aberrations, Fiends, or Undead), and **Religion** (Celestials). If a PC has a custom type of knowledge they think might help in the situation, they can ask the GM to use that type of knowledge instead.

CALM ANIMAL

You can spend 1 AP to attempt to beguile a Beast that can see or hear you. Make an **Animal** Check contested by the target's Charisma Save.

Success: The animal is **Taunted** by you for 1 minute (Repeated Save) or until you target it with a harmful Attack, Spell, or other effect. **Success (5):** It's also **Impaired**. **Success (10):** It's also **Charmed**.

COMBAT INSIGHT

You can spend **1 AP** to attempt to discern the course of actions a creature might take on its next turn. Make an **Insight** Check contested by the target's **Trickery** or **Influence** Check (its choice).

Success: You learn the target's emotional state and whether it plans to make an Attack, cast a Spell, or flee combat during its next turn. **Success (5):** You know who the creature is likely to target with a harmful ability. **Success (10):** You know which ability the creature plans to use.

DC Tip: If the target is a PC, its player tells you what the creature plans to do. If the target is an NPC, the GM tells you what the creature plans to do.

CONCEAL

You can spend **1 AP** to attempt to hide an object on yourself or in nearby foliage, debris, or decor to render it Hidden. Make a contested **Trickery** Check against the **Passive Awareness** of creatures that can see you.

Success: The object is Hidden from any creature whose **Passive Awareness** you beat.

FEINT

You can spend **1 AP** to make a **Trickery** Check Contested by the target's **Insight** Check.

Success: The next Attack against the target before the start of your next turn has ADV and deals +1 damage.

INTIMIDATE

You can spend **1 AP** to attempt to intimidate a creature that can see or hear you. Make an **Intimidation** Check contested by the target's Charisma Save.

Success: The target is **Intimidated** by you until the end of your next turn.



INVESTIGATE

You can spend 1 AP to attempt to uncover a concealed object on a creature, a secret compartment, or the intended function of a mechanism within 1 Space of you.

Concealed Objects: You can attempt to uncover any objects concealed on a creature. Make an **Investigation** Check contested by the target's **Trickery** Check.

Success: You know the location of any concealed object on the creature.

Secret Compartments: You can attempt to uncover any secret compartments. Make an Investigation Check against the discovery DC of any secret compartments.

Success: You discover the location of any secret compartments whose discovery DC you beat.

Discern Mechanism: You can attempt to discern the functionality of a mechanism (the effect of a trap, how to open a secret door, or activate a device). Make an Investigation Check.

Success: You learn how the mechanism works and the methods to activate and disable it (if any).

JUMP

You can spend 1 AP to attempt to increase the distance you can cover when Jumping. Make a **DC 10 Martial** Check.

Long Jump: Success: You can move 1 additional Space as part of your Long Jump. **Success (each 5):** +1 additional Space.

High Jump: Success: You can move an additional 1ft (30cm) as part of your High Jump. **Success (each 5):** +1ft (30cm).

MEDICINE

You can spend 1 AP to touch a creature and tend to its wounds. Make a **DC 10 Medicine** Check.

Success: You stop its **Bleeding** or **Stabilize** it (your choice).

Success (each 5): The creature gains +1 Temp HP.

MOUNTED DEFENSE

You can spend 1 AP to maneuver a mount you're riding to avoid danger. Make a **DC 10 Animal** Check.

Success: The mount's PD increases by 2 until the start of your next turn. **Success (5):** +2 PD. **Success (10):** +4 PD.

PASS THROUGH

You can spend 1 AP to attempt to move through a Space occupied by a hostile creature that's within 1 size of you. Make a contested Martial Check against the target. **Success:** You can move through the creature's Space as if it were Difficult Terrain (**Slowed** while moving through the area). **Success (5):** You can move through the creature's space without it counting as Difficult Terrain.

SEARCH

You can spend 1 AP to attempt to locate 1 or more Hidden creatures and concealed objects within your Line of Sight.

Hidden Creatures: You attempt to locate any Hidden creatures in the area. Make an **Awareness** Check against the **Stealth** Check of any Hidden creatures. **Success:** You know the location of any Hidden creature whose Stealth Check you beat until the end of your turn. Knowing a creature's location does not grant you the ability to see it.

Hidden Objects: You attempt to locate any Hidden objects in the area. Make an **Awareness** Check against the DC to discover any concealed objects (such as traps, secret doors, or hidden items). **Success:** You discover the location of any Hidden object whose discovery DC you beat.

DC Tip: Without obstruction, a PC's line of sight could reach the horizon. You might ask your PC to make their Awareness Check with DisADV to detect a creature that's far away, such as beyond 10 Spaces.



ADVANCED ACTIONS

HELD ACTIONS

Sometimes the circumstances aren't exactly right for the action you want to take. When that happens, you can choose to wait until just the right moment by Holding your Action. To Hold your Action you must declare an Action you want to take and state a Trigger. Once you do so, you can't change the Action or Trigger.

Declare Action: When you declare the Action, you must immediately spend the Action Points required to take that Action. The Multiple Check Penalty from this turn applies to any Checks you make as part of this Reaction.

State Trigger: The Trigger must be an observable event such as, "I want to wait until an enemy moves into range to make an Attack against them," "I want to wait until I see my ally get out of range before I shoot the barrel filled with explosives," or something else.

Take Reaction: If the stated Trigger occurs at any time before the start of your next turn, then you can take the declared Action as a Reaction. If the Reaction requires you to spend any additional resources, such as Stamina Points or Mana Points, you spend them now. Your Reaction interrupts the events stated in the Trigger, allowing you to act before the events resolve. If the Trigger never occurs, then the declared Action can't be taken and the AP spent is wasted.

Example: It's your turn and you have **2 AP** remaining to spend, but you really want to work together with an ally. You tell the GM that you want to spend **2 AP** on Held Actions. You declare that you will be taking the Move Action and the Attack Action and you spend **2 AP** right now. You also state the Trigger for these Held Actions is "your ally is in melee range of an enemy". Once the Trigger occurs you take those 2 Actions immediately. You take a Move Action to move to the creatures and then you make an Attack Action on a creature. If the creatures are too far away for 1 Move Action (1 AP), then you would only be able to move as far as you can and the Attack Action (1 AP) is wasted since you were not close enough to make an Attack. You can't convert the 1 AP spent on the Attack Action into another Move Action, since that's not what you declared.

DC Tip: PCs can set triggers to be something less specific like, "I'm going to shoot an arrow at the next enemy I see." Just make sure the PC and the GM are on the same page on what the intent of what they're wanting to do is for their Reaction's Trigger.

REACTIONS

Reactions are Actions that a creature can take during another creature's turn. A creature can't take a Reaction on their own turn, unless the Reaction allows them to do so in response to another creature's Reaction. Reactions are not affected by the **Multiple Check Penalty**.

TAKING A REACTION

A creature can take a Reaction on another creature's turn provided it meets the requirements to do so. The requirements to take a Reaction are listed in the Reaction's **Prerequisite** and **Trigger** statements. You can only take 1 Reaction per Trigger.

Example 1: When a creature leaves a Martial PC's reach, they would only be able to make 1 Opportunity Attack against the creature (they could still spend AP to perform Attack Maneuvers with their Opportunity Attack).

Example 2: When an Attack is made within 1 Space of a Martial PC, the PC could take the Parry Maneuver against the Attack (1st trigger). If the Attack still Hits (2nd trigger), the PC could take the Protection Maneuver to share the damage with the target.

REACTION REQUIREMENTS

Prerequisite: A prerequisite states the Feature (Martial Feature, Spellcasting Feature, or a different Feature) required to gain access to the Reaction.

Trigger: A trigger states the conditions that must be met in order for a creature to take the Reaction.

SPENDING RESOURCES

If a Reaction has a resource cost (Action Points, Mana Points, Stamina Points, etc.), a creature must spend those resources to take the Reaction.

Regaining Resources: Reactions give a creature an opportunity to spend Action Points during another creature's turn. If a creature spends Action Points, then they'll have less Action Points to spend on their next turn. Any Action Points spent are not regained until the end of a creature's turn.

Example: If you take a Reaction to spend 1 Action Point, on your next turn you'll only have 3 Action Points to use (4 - 1 = 3).

DC Tip: If you somehow manage to spend all 4 of your AP before your turn, then you'd have 0 AP at the start of your next turn. You wouldn't be able to do anything, so your turn would immediately end and you would get your 4 AP back.

Multiple Reactions: A creature can spend Action Points to take multiple Reactions provided they meet all the conditions and can spend enough resources to do so.



TYPES OF REACTIONS

OPPORTUNITY ATTACK

Prerequisite: any Martial Class Feature

Trigger: A creature you can see within your Melee Range uses its movement to leave your Melee Range, stands up from **Prone**, picks up an item off the ground, or takes the Object Action.

Reaction: You can spend 1 AP to make an Attack Check with an Unarmed Strike or a Melee Weapon that you're wielding against the provoking creature. You can spend additional AP to gain ADV or to perform Maneuvers with the Attack.

SPELL DUEL

Prerequisite: any Spellcasting Class Feature

Trigger: When another creature that you can see casts a Spell.

DC Tip: Remember that MP Effects (such as a Druid's **Nature's Veil** Feature) count as Spells for the purposes of Spell Duels and Combo Spellcasting.

Reaction: You declare a Spell Duel and spend 2 AP and 1 or more MP to challenge the creature with a Spell of your own. You can declare a Spell Duel after the creature makes its Spell Check but before you know the result of its Check.

DC Tip: Once a Spell Duel is declared, the opponent can't change their declared Spell or modify their Spell Check in any way.

Multiple Participants: Additional creatures can choose to participate in helping the Spell take effect or participate in stopping the Spell from taking effect. If multiple creatures choose to participate in the Spell Duel, the participants are sorted into **Initiators** (those trying to help the Spell take effect) and **Challengers** (those trying to prevent the Spell from taking effect). During the Contest (see further below), every participant makes their Spell Check and the highest Initiator result is compared against the highest Challenger result to determine the outcome.

Choosing a Spell

You declare which Spell you're using to challenge the opposing Spell, and then describe how you do so using your Spell. The GM decides if that makes sense.

DC Tip: You're not actually casting the Spell as stated in its description. You're instead using the "flavor" of the Spell to represent how you initiate the Spell Duel. The only part of the Spell's mechanics that matter is its Range and/or Area of Effect.

Targeted: If your chosen Spell targets 1 or more creatures or objects, you must be able to target the opposing creature or any of its targets with your Spell.

Area of Effect: If your chosen Spell covers an area (such as an Arc, Cone, Cube, Cylinder, Line, or Sphere), then your Spell's Area of Effect must include the opposing creature, any of its targets, or cover an area between the opposing creature and any of its targets.

Success & Failure: The success and failure statements of your Spell are replaced by the success and failure statements in the Contest section below.

Contest

The Spell Check the opposing creature makes to cast its Spell is Contested by the Spell Check you make to cast your Spell. When comparing the Spell Checks for the purpose of determining the winner of the Contest, each creature gains a bonus to its Check equal to the MP it spent on its Spell.

Success: The target creature's Spell fails and has no effect.

Failure: The target creature's Spell succeeds and takes effect.

Tie: The target creature's Spell fails, has no effect, and you each roll on the **Wild Magic Surge Table**. The effect from the table lasts until the end of your next turn.

Whatever the result, each creature still spends all AP, MP, or other resources they spent to cast their Spell.



Spell Duel Walkthrough Example: An enemy says they're casting *Scorching Ray* at one of your allies. You shout out, "Spell Duel!" You choose your *Cone of Cold* Spell and are in range of an area between the enemy and your ally. You describe ice blasting out of your hands to try and intercept the fiery projectiles. You then spend 2 AP and choose to spend 3 MP for the Spell Duel. The enemy caster Makes their Spell Check in the same way that they would if you had done nothing. You also make your Spell Check and then both you and the enemy caster get a bonus to your roll equal to the MP spent. You compare your results together and see what happens as your magics collide midair.

DC Tip: Get creative with your Spells and think of cool descriptions. See the examples below for increasingly creative ways to use your Spells... BUT it's always at the GM's discretion. Some of these examples might not be allowed by your GM. The examples below show different ways that the "range requirement" can be met, but as long as you are in range of either the caster, their targets, or a space between the two.

Creative Example 1: An enemy casts a Lightning Bolt at an ally. You choose your Wall of Earth Spell and are in range of an area between the enemy and your ally. You describe rocks forming a wall between them and your ally attempting to block the lightning.

Creative Example 2: An enemy casts Poison Cloud at an area. You choose your Gust Spell and are in range of at least one ally inside of the affected area. You describe a rush of wind shooting out from you to blow away the noxious cloud.

Creative Example 3: An enemy casts Disintegrate at an ally. You choose your Dissonant Whispers Spell and are in range of the enemy caster. You describe entering their mind, giving them hallucinations that they've already cast the spell.

Creative Example 4: An enemy casts Fireball at an area. You choose your Calm Emotions Spell and are in range of the enemy caster. You describe attempting to change their emotions to be chill and relaxed so they won't want to hurt anyone anymore. Your GM says, "That makes no sense," and you now have to pick some other Spell or the enemy's Spell goes off as intended.

WILD MAGIC TABLE

d20	Result
1	You turn into a small creature with the stats of a Sheep (HP 2, PD 5, Melee Attack +2, Damage 1).
2	You explode with a magical blast wave. You take True damage equal to your Prime Modifier and creatures within 5 Spaces must succeed a Physical Save against your Save DC or take the same amount of damage.
3	You are Stunned .
4	You feel lethargic and lose a number of Rest Points equal to your Prime Modifier and have DisADV on all Checks.
5	A strong gravitational pull originates from you. All creatures within 5 Spaces must make a Might Save or be pulled 4 Spaces towards you.
6	Your maximum AP is decreased by 1 and you lose 1 AP (min of 0 AP).
7	You are Blinded and Deafened .
8	All living creatures are Invisible to you.
9	You become affected by the <i>Bane</i> spell.
10	You grow by 1 size, become 2 times heavier, and your Speed is reduced by 2.
11	You grow by 1 size, are one and a half times as heavy, and your Speed increases by 2.
12	You become affected by the <i>Bless</i> Spell.
13	You gain a Truesight of 10 Spaces.
14	You become Invisible .
15	Your maximum AP increases by 1 and you gain 1 AP.
16	Forceful winds shoot out from you in all directions. All creatures within 5 Spaces (except you) must make a Might Save or be pushed 4 Spaces away from you.
17	You feel empowered and regain a number of Rest Points equal to your Prime Modifier and have ADV on all Checks.
18	You gain a surge of power, granting you +5 to all Spell Checks you make.
19	You overflow with life energy. You and creatures within 5 Spaces regain HP equal to your Prime Modifier.
20	You turn into a large creature with the stats of a Young Purple Dragon, but without a Breath Weapon (HP 30, PD 16, Attack +10, Damage 4, Fly Speed 6).



MANEUVERS

Maneuvers are Martial abilities to perform feats of strength and agility on the battlefield. You gain access to these through gaining a Martial Mastery Feature from being a Martial Class or from certain Subclasses. If a Spellcaster Class spends a Talent to get a Martial Class Feature, they also gain access to Maneuvers through the Multiclass Martial Feature (see “[Multiclass & Prestige Systems](#)” on page 96).

You can spend AP to perform one or multiple Maneuvers, which allow PCs with Martial Mastery to enhance their offensive and defensive abilities in combat. You can use the same Maneuver multiple times, unless it's stated otherwise. There are several types of Maneuvers: Attack, Grapple, Defense, and Weapon.

Attack: Attack Maneuvers focus on enhancing the damage of an Attack Check, making an Attack Check more accurate, or enabling an Attack Check to impose debilitating Conditions on its target.

Grapple: Grapple Maneuvers allow PCs to perform special slams, throws, pins, and more when they have another creature Grappled.

Defense: Defense Maneuvers enable PCs to avoid or mitigate damage by using their Armor, their Shield, or through evasion.

Weapon: Weapon Maneuvers allow PCs to perform unique maneuvers that can only be taken when wielding certain styles of Weapons.

MULTIPLE MANEUVERS

You can't perform the same Maneuver more than once per Attack Check or Trigger, unless otherwise stated.

MANEUVER DAMAGE

If a Maneuver deals damage, it deals the same type of damage as the Weapon or Unarmed Strike you are using to perform the Maneuver, unless otherwise stated.

SAVE EFFECTS

Some Maneuvers force the target to make a Save against your Attack Check or suffer a chosen effect. If you force a creature to Save against the effects of multiple Maneuvers that are apart of the same Attack, the target only makes 1 Save against all Physical Save effects.

CONTEST EFFECTS

Some Maneuvers force a Contest between you and the target creature. If you initiate a Contest with a creature against the effects of multiple Maneuvers, you and the target participate in 1 Contest for all effects.

SPENDING STAMINA

You can spend SP in place of Action Points when performing a Martial Maneuver.

Example: If you wanted to add +1 damage to an Attack Check (a Power Attack Maneuver), instead of spending 1 AP, you can instead spend 1 SP. You can do this for any Martial Maneuver.

ATTACK MANEUVERS

Attack Maneuvers modify your Martial Attacks with additional damage, range, or targets. When you make a Martial Attack, you can spend additional AP to perform an Attack Maneuver as part of the Attack. You must choose to do so before you make the Attack Check.

Example: You spend **4 AP** on a Martial Attack against an enemy creature. **1 AP** to take the Attack Action (make 1 Attack Check), **1 AP** to use **Power Attack** for **+1** damage, **1 AP** to use **Extend Attack** (increases Melee Range by 1), and **1 AP** to use **Sweep Attack** to target a second creature next to the first (only takes **1** damage on a Hit).

DC Tip: Don't forget that anyone can spend an additional **1 AP** to gain ADV on their Attack Check.

EXTEND ATTACK

Maneuver: (1 AP) Your Melee Attack Range is increased by 1 Space (or your Ranged Attack Range is increased by 5 Spaces) for the Attack Check.

POWER ATTACK

Maneuver: (1 AP) You deal +1 damage with the Attack. You can use this Maneuver multiple times.

SWEEP ATTACK

Maneuver: (1 AP) Choose 1 additional target within 1 Space of the original target that's within your Attack Range. Make 1 Attack Check against all targets. **Attack Hit:** The original target takes your Weapon (or Unarmed Strike) damage, and each additional target Hit takes 1 damage of the same type.



SAVE MANEUVERS

Save Maneuvers force the target to make a Save against the Maneuver's effect. Before you make a Martial Attack, you can spend additional AP to perform a Save Maneuver with the Attack. When you do, the target makes a physical Save against your Save DC. **Save Failure:** The target suffers the effects of your Maneuver.

Example: You spend **4 AP** on a Martial Attack against an enemy creature. **1 AP** to take the Attack Action (make 1 Attack Check), **2 AP** to use **Trip** (knock Prone), and **1 AP** to use **Knockback** (pushed 1 Space away, possibly more).

EXPOSE

Maneuver: (1 AP) The target becomes **Exposed** (Attacks against it have ADV) against the next Attack made against it before the end of your next turn.

HAMSTRING

Maneuver: (1 AP) The target is **Slowed** (every 1 Space you move costs an extra 1 Space of movement) until the end of your next turn.

HINDER

Maneuver: (1 AP) The target becomes **Hindered** (DisADV on Attacks) on the next Attack it makes before the end of your next turn.

KNOCKBACK

Maneuver: (1 AP) The target is pushed 1 Space away + up to 1 additional Space for every 5 it fails its Save by.

TRIP

Maneuver: (2 AP) The target falls **Prone**.

GRAPPLE MANEUVERS

While you have a creature **Grappled**, you can spend additional AP to perform Grapple Maneuvers on the creature. When you perform a Grapple Maneuver, you make an Athletics Check Contested by the target's Martial Check. A willing creature can choose to fail the Contest, taking a result of 0 instead. **Contest Success:** The target is subjected to the Maneuver's damage or effect. **Contest Failure:** The target suffers no additional effects but remains Grappled by you.

BODY BLOCK

Trigger: You are targeted by an Attack.

Reaction (Maneuver): (2 AP) You reposition a creature Grappled by you to shield yourself from damage. You and the Grappled creature take half the damage dealt by the attack and you can move the Grappled creature to any space adjacent to you immediately afterwards.

RESTRAIN

Maneuver: (2 AP) The target is **Restrained** until the **Grapple** ends. On its turn, it can spend 1 AP to break being **Restrained**, but remains **Grappled** until the Condition ends.

DC Tip: *Restrained* make the target **Exposed** (ADV on Attacks against them), and **Hindered** (Target has DisADV on their Attacks).

SLAM

Maneuver: (1 AP) The target takes 2 Bludgeoning damage.

TAKEDOWN

Maneuver: (1 AP) The target falls **Prone**.

THROW

Requires: The Grappled creature is your size or smaller.

Maneuver: (1 AP) The target is thrown up to a number of Spaces equal to 1/2 of your Might (ending the **Grappled** Condition) + up to 1 additional Space for every 5 they fail the Contest by (see "[Throwing Creatures](#)" on page 71).

DEFENSE MANEUVERS

The Defense Maneuvers are taken to protect your allies or in Reaction to a trigger (an Attack Check, Spell Check, or Contest).

Reaction Maneuvers: Some Maneuvers allow you to use a Reaction when a creature is targeted by an Attack (such as Parry, Raise Shield, and Side Step). For such Maneuvers, you can wait until after the Check is made, but you must decide to use the Maneuver before the GM says the result of the Check.

PARRY

Trigger: When a creature you can see within 1 Space (including yourself) is targeted by an Attack.

Reaction (Maneuver): (1 AP) You grant the target a +5 bonus to PD against this Attack.

PROTECTION

Trigger: A creature you can see within 1 Space is Hit by an Attack.

Reaction (Maneuver): (1 AP) The target takes half of the damage and you take the other half. The damage you take bypasses any Damage Reduction.

RAISE SHIELD

Requires: You're wielding a Shield.

Trigger: When a creature you can see within 1 Space (including yourself) is targeted by an Attack.

Reaction (Maneuver): (1 AP) You reduce the damage against the target by an amount equal to your Shield's PD bonus.



SIDE STEP

Trigger: You're targeted by an Attack.

Reaction (Maneuver): (1 AP) You move 1 Space to a Space that's still within the Attack's range. When you do, the Attack has DisADV against you. If you move behind Cover, you do not gain the benefit of that Cover against the Attack.

SWAP

Maneuver: (1 AP) You switch Spaces with a willing creature within 1 Space. If this movement would provoke an Opportunity Attack against you or the target creature, any Opportunity Attacks are made against you.

TAUNT

Maneuver: (1 AP) Choose an enemy creature that can see or hear you within 5 Spaces. Make an Attack Check, Influence Check, or Intimidation Check (your choice) contested by the target's Mental Save. **Contest Success:** The target is **Taunted** (DisADV on Attack and Spell Checks against creatures other than you) by you on their next Attack or Spell Check.

Full Taunt: You can spend an additional **1 AP** to have the **Taunted** Condition last until the end of your next turn.

WEAPON MANEUVERS

These Maneuvers are centered around Weapons Styles.

Weapon Maneuver: When you make a Weapon Attack, you can spend additional AP to perform a Weapon Maneuver as part of the Attack. You can only perform a Weapon Maneuver while you are making an Attack with a Weapon of that Weapon Style, and you must choose to do so before you make the Attack Check. If the Maneuver forces the target to make a Save, it does so against your Save DC.

Weapon Style Passives: Each Weapon Style has a unique passive effect. While a PC with Martial Mastery is wielding a Weapon, they can use that Weapon to benefit from its Weapon Style's passive effect.

AXE

Maneuver: (1 AP) You deal +1 damage, and the target makes a Physical Save against **Bleeding** (1 True damage at the start of their turn).

Style Passive: You deal +1 damage against creatures that are **Bloodied** (less than 50% HP) or **Bleeding**.

BOW

Maneuver: (1 AP) As part of the Attack, you can move up to 2 Spaces away from the target without provoking Opportunity Attacks from it. You can choose to move before or after making the Attack (your choice).

Style Passive: You deal +1 damage against the last target you Attacked with your bow since the start of your last turn.

CHAINED

Maneuver: (1 AP) You deal +1 damage, and the target makes a Physical Save to prevent dropping an object it's holding or wielding (such as a Weapon, Shield, or other item). The target has ADV if they're holding the object with 2 hands or they're larger than you. You can't Disarm a creature that's 2 Sizes larger than you. If the target fails, the object falls into a Space of your choice within 1 Space of the target.

Style Passive: Your Attack Checks ignore Shields and 1/2 Cover, and you deal +1 damage against targets that are wielding a Shield or behind 1/2 Cover.

CROSSBOW

Maneuver: (1 AP) You deal +1 damage and gain ADV on the Attack Check.

Style Passive: When you reload a Crossbow, you gain 2 Spaces of Movement. Additionally, you don't have DisADV on Attacks made using a Crossbow Weapon as a result of being underwater.

FIST

Maneuver: (1 AP) You deal +1 damage, and the target makes a Physical Save against being Grappled (target Speed is 0) by you.

Style Passive: You deal +1 damage against creatures that are **Grappled** by you. Additionally, your hand is considered to be a free hand while wielding a Fist Weapon. You can only wield 1 Fist Weapon per hand.

HAMMER

Maneuver: (1 AP) You deal +1 damage, and the target makes a Physical Save against being **Dazed** (DisADV on Mental Checks) on the next Mental Check it makes before the end of your next turn.

Style Passive: You deal +1 damage against creatures that are **Dazed** or **Petrified**.

PICK

Maneuver: (1 AP) You deal +1 damage, and the target makes a Physical Save against being **Impaired** (DisADV on Physical Checks) on the next Physical Check it makes before the end of your next turn.

Style Passive: You deal +1 damage against creatures that are **Impaired**.



SPEAR

Maneuver: (1 AP) You deal +1 damage and the range of your Attack Check increases by 1 Space. You can only use this Maneuver once per Attack Check, and it can't be used with the Extend Attack Maneuver.

Style Passive: You deal +1 damage against a creature if it's on a Mount or you move 2 Spaces towards it immediately before making the Attack Check. Additionally, you don't have DisADV on Attack Checks made using Spear Weapons as a result of being underwater.

STAFF

Maneuver: (1 AP) You deal +1 damage, and the target makes a Physical Save against being **Hindered** (it has DisADV on Attack Checks and Spell Attacks) on the next Attack Check or Spell Attack it makes before the end of your next turn. If the target is already **Hindered**, they fall **Prone** instead.

Style Passive: You deal +1 damage against creatures that are **Hindered**.

SWORD

Maneuver: (1 AP) You gain a Help Die on the Attack Check. Each time you use this Maneuver again before the end of your turn your Help Die decreases by 1 step, to a minimum of a d4 (d8 → d6 → d4).

Style Passive: You deal +1 damage against creatures that you've Attacked (or that have Attacked you) since the start of your last turn.

WHIP

Maneuver: (1 AP) You deal +1 damage, and the target makes a Physical Save against being tethered by your Whip. You can release the target at any time.

Tethered Creatures: While you're wielding the Whip and the target is tethered by it, you can't use the Whip to make Attack Checks. Additionally, if the target is the same size as you or smaller it can't move farther than the Whip's range from you. The target is no longer tethered if you let go of the whip.

Pull Creature: You can spend 1 AP to make a Contested Athletics Check against the target. **Contest Success:** The target is pulled 1 Space in a direction of your choice within your Whip's range and falls **Prone**.

Escape Tether: The creature can spend 1 AP to make a Contested Martial Check against you. **Success:** The target frees itself from your Whip.

Style Passive: You deal +1 damage against creatures that are farther than 1 Space from you.



TECHNIQUES

LEARNING TECHNIQUES

Martial Classes learn new Techniques at certain levels from the Techniques Known column in their Class Table.

TECHNIQUES LIST

PLAYTEST RULE ONLY: There's only 1 Technique List that ALL Martial and Hybrid Classes have access to. There's potential to change this to be Class specific lists or grouped lists (like how Spell Lists work), or they might just stay the same.

TECHNIQUE ATTACK CHECKS

Maneuvers: When you make an Attack Check as part of a Technique, you can spend additional AP to perform Attack or Save Maneuvers as part of that Attack Check. When you do, the Maneuvers only apply to 1 target of the Attack.

Weapon Style Passives: When you use a Weapon to make an Attack Check as part of a Technique, the Weapon Style Passive applies to each target of the Attack.

TECHNIQUE ENHANCEMENTS

Technique Enhancements allow a Martial character to increase the potency of their Techniques by spending additional SP on the Technique. Technique Enhancements are specific to each Technique and are included in a Technique's description. Many Technique Enhancements increase a Technique's damage (if applicable), its duration, its range, its number of targets, or its Area of Effect (if applicable).

Performing a Technique Enhancement: When you perform a Technique, you can spend additional SP to perform a Technique Enhancement as part of the Technique. If the Technique requires an Attack Check, you must choose to do so before you make the Check. You can perform the same Technique Enhancement only once per Technique, unless it's otherwise stated.

DC Tip: Remember that you can use AP to perform a Maneuver to add to the Attack Check of the Technique as well.

TECHNIQUES

FORBEARANCE

When a creature you can see within 1 Space is targeted by an Attack, you can spend **1 AP** and **1 SP** as a Reaction to become the new target of the Check, and choose to switch places with the original target (if it's willing). If the Check is accompanied by a Save (as with a [Dynamic Attack Save](#)), you make the Save instead of the original target.

Technique Enhancements

Steadfast Forbearance: If multiple creatures within 1 Space of you (after switching places if you choose to do so) are targeted by the same Check, you can attempt to protect them as well. You can spend **1 SP** per additional target to become the new target of its Check as well. You take the collective damage of all protected creatures against the Check.

Immense Defense: You can spend **2 SP** to gain Resistance against all damage taken using this Technique.



HEROIC BASH

Using a Melee Weapon (or Unarmed Strike) you can spend **1 AP** and **1 SP** to attempt to send an enemy hurling through the air. You make an Attack Check against the PD of a target within 1 Space of you, and it makes a Physical Save. **Attack Hit:** The target takes your Weapon's (or Unarmed Strike's) damage. **Save Failure:** It's pushed back horizontally up to 3 Spaces + 1 additional Space for every 5 it fails the Save by.

Airborne: You can choose to knock the enemy vertically into the air. When you do, they move half the total distance and may be subjected to fall damage.

Knock Prone: After the result, you can choose to reduce the total distance the target is pushed by 1 Space to knock them **Prone** instead.

Technique Enhancements

Extended Knockback: You can spend **1 SP** to increase the distance the target is pushed by 2 Spaces and increase the damage by 1.

Painful Knockback: You can spend **1 SP** to increase the damage by 2.

Bash & Smash: You can spend an additional **1 AP** and **1 SP** to change the target from one creature to every creature within 1 Space.

HEROIC LEAP

Using a Melee Weapon (or Unarmed Strike), you can spend **1 AP** and **1 SP** to perform an exceptional leap and assault a creature. You gain up to your Speed in Spaces and increase your Jump Distance by 1 on the next Long or Vertical Jump you make. You leap into the air and make an Attack Check against the PD of a target within 1 Space of where you land, and it makes a Physical Save. **Attack Hit:** The target takes your Weapon's (or Unarmed Strike's) damage. **Save Failure:** It falls Prone.

Technique Enhancements

Brutal Leap: You can spend **1 SP** to transfer all of the Falling damage you would usually take to the target instead (see ["Falling Attacks"](#) on page 71).

Far Leap: You can spend **1 SP** to increase your damage by 1 and your Jump Distance by 2.

Heroic Slam: You can spend **1 AP** and **1 SP** to compare your Attack Check against the PD of all creatures within 1 Space of you (instead of a single target).

HEROIC PARRY

Trigger: You or a creature you can see within 1 Space are targeted by an Attack.

Reaction: You can spend **1 AP** and **1 SP** to grant the target a +5 bonus to its PD until the start of its next turn.

Technique Enhancements

Heroic Disengage: You can spend **1 SP** to allow the target to Disengage after the attack and move up to half its Speed.

HEROIC TAUNT

You can spend **1 AP** and **1 SP** to attempt to Taunt all enemies within 5 Spaces. Make an Attack Check or Intimidation Check (your choice) contested by each target's Mental Save. **Contest Success:** Each creature you beat is **Taunted** (DisADV on Attack and Spell Checks against creatures other than you) by you until the end of your next turn.

Technique Enhancements

Legendary Taunt: You can spend **2 SP** to have any damage dealt by enemies Taunted by this Technique to be halved against creatures other than you.

SLIP AWAY

Trigger: A creature misses you with an Attack Check

Reaction: You can spend **1 AP** and **1 SP** to take the Full Dodge Action and move up to your Speed.

Technique Enhancements

Diving Attack: You can spend **1 SP** to make an Attack Check against a creature within 1 Space of you as part of Slip Away (you make this attack before the creature makes theirs).

SUNDER ARMOR

You can spend **1 AP** and **1 SP** to make an Attack Check against a creature with Damage Reduction (DR). You deal additional damage equal to the target's PDR value. This damage ignores the target's PDR.

Technique Enhancements

Armor Shred: You can spend **1 SP** to further increase the damage done by an amount equal to the target's PDR.

Broken Armor: You can spend **1 SP** to reduce the PD of the target by 2 for the rest of the Combat. A creature can't be affected by this again until the effect ends.

TUMBLE AND DIVE

Trigger: You're the target of an Attack.

Reaction: You can spend **2 AP** and **1 SP** to move up to your Speed and avoid the attack entirely as long as you end your movement outside of the range or behind Full Cover of the Attack. This movement provokes Opportunity Attacks as normal.

Technique Enhancements

Heroic Dive: You can spend **2 SP** to bring a willing creature within 1 Space along with you as part of Tumble and Dive. They move the same amount of Spaces as you and must also end their movement within 1 Space of you.

VOLLEY

Requires: Ranged Weapon

You can spend **2 AP** and **1 SP** to launch a volley of projectiles. Choose a point within your Weapon's range. Make a single Attack Check and compare it against the PD of all creatures of your choice within 1 Space of the chosen point. **Attack Hit:** You deal **2** damage of the Weapon's type to each creature.

Technique Enhancements

Impairing Volley: You can spend **1 SP** to cause You can spend 1 SP to force each creature within the area to make a Physical Save. **Failure:** It's **Impaired** (DisADV on Physical Checks) until the end of your next turn.

Blanket of Arrows: You can spend **1 SP** to increase the area to 3 Spaces from the chosen point.

Line of Arrows: You can spend **1 SP** to also target each creature occupying a Space in a Line between you and the chosen point.

WHIRLWIND

Using a Melee Weapon (or Unarmed Strike), you can spend **2 AP** and **1 SP** to make a single Attack Check against the PD of all creatures of your choice within 1 Space of you. **Attack Hit:** You deal your Weapon (or Unarmed Strike) damage to each creature.

Technique Enhancements

Blood Whirl: You can spend **1 SP** to cause each creature in Range to make a Physical Save. **Failure:** They begin **Bleeding** (1 True damage at the start of their turn until DC 10 Medicine Check).

Wide Swing: You can spend **1 SP** to increase the Range of Whirlwind by 1 Space.

Throwing Finisher: If you're wielding a Melee Weapon, you can choose to spend an extra **1 SP** at the end of the Whirlwind to throw the Weapon at a target within 5 Spaces. Use the same single Attack Check against this target as well. The weapon lands within 1 Space of the target (GM discretion).



SPELLCASTING

SPELLCASTING REQUIREMENTS

In order to cast a Spell, you must know the Spell, and spend the amount of Resources it requires (**Action Points** and **Mana Points**). The maximum number of Mana Points you can spend on a single Spell must be equal to or lower than your **Mana Spend Limit** (see below).

SPELLS KNOWN

Spellcaster Classes know a number of Spells as shown in the Spells Known column of their Class Tables. The number of Spells they know increases with level to reflect their growing knowledge of magic as they gain experience. When a PC learns a new Spell, the Spell must be included in their Spell List and possess any required Spell Tags. If a PC has access to multiple Spellcasting Features, they can learn new Spells by following the rules of either Feature.

Example: A Wizard can learn any Spell from the Arcane Spell List, however Sorcerers get to choose 1 of the 3 Spell Lists to learn their Spells from. Alternatively, Warlocks can learn any Spell from any Spell List, but are restricted by only being able to choose from 4 Spell Schools.

Spellcasters increase their Spells Known as they gain levels or through certain Class Features, Subclass Features, Talents, or Ancestry Traits.

Wizard Spellbooks

Wizards can learn additional Spells beyond their Spells Known limit by using their Spellbook Feature. Spells they learn using their Spellbook feature don't count against their number of Spells Known.

DC Tip: PCs can Roleplay that they teach each other Spells that they know, but in order for a Spellcaster to actually learn that Spell, they would need to increase their Spells Known and spend it on learning that new Spell. Wizards can inscribe Spells that they know onto a Spell Scroll and another Wizard could then inscribe that Spell into their own Spellbook.

SPELL LISTS

There are 3 Spell Lists: **Arcane**, **Divine**, and **Primal**. A Spell List represents the domains of magic accessible to a Spellcaster using a certain source of magic. The Arcane Spell List includes all manner of Spells that can be cast using Arcane magic. The same is true of other Spell Lists; the Divine Spell list includes Spells that can be cast using Divine Magic, and the Primal Spell list includes Spells that can be cast using Primal Magic.

Arcane

Arcane magic draws power from unrefined, raw, chaotic magical sources. This type of magic is used by mortal beings, covers a wide variety of unique Spells, and can be cast using incantations, rituals, runes, and other forms of organization that transforms raw magic into structured forms. Wizards, Warlocks, and Bards are the primary practitioners of this type of magic.

Divine

Divine magic draws power from divine beings, such as deities (greater and lesser gods), their followers (angels, archons, etc.), or the manifestations of abstract universal concepts (order, love, peace, war, etc.).

Primal

Primal magic draws power from the physical embodiment of the universe (the land, air, rivers, and fires) and the natural creatures that abide within it (plants, animals, and nature spirits). Druids use Primal magic through their supernatural relationship with nature itself, while Shamans use powerful totems of nature to manifest aspects of its power (bear fortitude, bull strength, wolf smell, eagle sight, etc.).

GAINING A SPELL LIST

You can gain access to a Spell List through your Class's Spellcasting Feature (if it has one) or by selecting one from another Class using a Multiclassing Talent. When you learn a new Spell, you can select that Spell from any Spell List to which you currently have access.

Example: If a Spellcasting Feature grants you access to the Arcane Spell List but only to Spells within the Necromancy Spell School, then you can only learn a Necromancy Spell from the Arcane Spell List, unless another Feature grants you access to the Arcane Spell list without that restriction on Spell choice.



SPELL RESOURCES

Each Spell has a minimum number of Action Points (AP) that must be spent to cast the Spell. Moreover, many Spells also include a minimum number of Mana Points (MP) that must also be spent to cast the Spell. This is known as the Base Mana Cost of a Spell.

ACTION POINTS

All Spells require you to spend AP to cast them, with **2 AP** as the standard cost for most Spells. Some Spells cost **1 AP** (such as Cantrips), and usually have a lower base damage with modest effects. Moreover, more powerful Spells have a higher AP cost (**3 AP** or higher) and deal greater damage or produce greater effects. These Spells may require a single Spellcaster to spend multiple turns to cast, or multiple Spellcasters working together (see “[Combo Spellcasting](#)” on page 60).

MANA POINTS

Each Spell has an MP cost that you must spend to cast it. There are different ways to spend additional MP on Spells, and the MP is spent when the Spell goes off successfully.

Gaining Mana: Your PC starts off by having 0 MP, but can gain MP in a few ways:

- **Spellcaster Class Feature Bonus Mana:** If you choose a Spellcaster Class then you have a maximum number of MP equal to your Prime Modifier plus an additional amount of MP from the “Mana Points” column of your Spellcaster Class Table. You gain MP from this table from levels 1-10 and then you gain MP from your “Prestige Path” from levels 11-20.
- **Multi-Class Talent Bonus Mana:** If you’re a Martial Class and spend a Multi-Class Talent on a Spellcasting Class Feature, you gain bonus MP from the Spellcaster Multi-Class Table.

You regain all of your expended Mana Points when you complete a Long Rest.

Missing with Mana: When you spend MP to cast a Spell that deals damage, the target takes half damage on a miss.

DC Tip: See [Combat Resources](#) for more information on Action Points and Mana Points.

SPELLCASTING WITHOUT MANA POINTS

Certain Spells can be cast without spending MP. These Spells include special Spell Tags, such as the **Cantrip** and **Ritual** Spell Tags.

Cantrips

Spells with the Cantrip Spell Tag don’t have an MP cost but can be empowered with MP to enhance their damage or effects.

Rituals

By performing a 10 minute ritual immediately before casting a Spell with the Ritual Spell Tag, the Spell can be cast without spending MP even if it normally has an MP cost.

SPELL ENHANCEMENTS

Spell Enhancements allow a Spellcaster to increase the potency of their Spells by spending additional MP on the Spell (or AP for Cantrips). Spell Enhancements are specific to each Spell and are included in a Spell’s description. Many Spell Enhancements increase a Spell’s damage, its duration, its range, its number of targets, or its Area of Effect.

Performing a Spell Enhancement: When you cast a Spell, you can spend additional AP or MP (stated in the Spell’s description) to perform a Spell Enhancement with your Spell. If the Spell requires a Spell Check, you must choose to do so before you make the Check. You can perform the same Spell Enhancement multiple times per Spell, unless it’s stated otherwise.

MANA SPEND LIMIT

You can only spend a maximum number of Mana Points equal to your Combat Mastery at one time. This limitation includes MP spent on Spell Enhancements and other Features that require MP. This is called your Mana Spend Limit.

Example: A level 6 Sorcerer (Combat Mastery of 3) can spend up to 3 MP on any Spell they cast. They could cast a Spell with a base cost of 3 MP, or they could cast a Spell with a base cost of 2 MP and spend 1 MP on Spell Enhancements. Alternatively, they could cast a Spell with no MP cost, such as a Cantrip, and spend 3 MP on Spell Enhancements.

MP EFFECTS

These are abilities and effects (usually coming from Class Features) that cost MP and are very similar to what types of effects a Spell could have. You can use an MP Effect (such as the Druid’s Nature’s Veil Feature) in place of a Spell for the purposes of a [Spell Duel](#) and [Combo Spellcasting](#).



CASTING A SPELL

When you cast a Spell, you must make a [Spell Check](#) to determine the Spell's degree of success or failure. Your Spell Check is compared against the target's Defense, the Spell's DC, or the target's Contested Check.

SPELL CHECK VS DEFENSE

These Spell Checks are compared against the target's Defense to determine whether or not the Attack hits the target. This type of Spell Check is called a **Spell Attack**. The type of damage dealt determines whether the Spell Check is made against the target's Physical Defense or Mystical Defense (see "[Defense](#)" on page 31). If the result of the Spell Check is equal to or greater than the target's Defense, the attack hits. Depending on the Spell's Hit Success statements, exceeding the target's Defense by 5 or more can yield additional damage (see "[Degrees of Damage](#)" on page 35).

SPELL CHECK VS SPELL DC

These Spell Checks are compared against the Spell's own DC. Some Spells have a Spell DC you must meet in order to cast the Spell as intended. The Spell is still cast on a failure (except for a Critical Failure), but at a reduced effect. Depending on the Spell's DC Success statements, exceeding the Spell DC by 5 or more may yield additional benefits.

SPELL CHECK VS SAVE

These Spells impose an effect on their target (such as a Condition). The Spell Check is Contested against the target's Save. If the result of the Spell Check is greater than the target's Save, the target becomes subjected to the Spell's effect. Depending on the Spell's Save Failure statements, failing the Save by 5 or more may impose additional penalties on the target.

DYNAMIC ATTACK SAVE

When a Spell you cast initiates a [Dynamic Attack Save](#) against the target, you make a Spell Check against the target's Defense (as shown above) and the target makes a Save against your Save DC. Your Spell Check determines if the Spell deals damage to the target. The target's Save determines if they're subjected to the effects of the Spell.

NATURAL 1's

When you make a Spell Check and get a Natural 1 on the d20, the Spell fizzles and does not go off. You still spend the AP for the attempt, but you don't spend any MP or other resources. This Spell Check counts as a Spell Check towards the Multiple Check Penalty as normal.

TARGETING MULTIPLE CREATURES

If a Spell you cast targets more than 1 creature, or includes more than 1 in an Area of Effect (such as an Arc, Cone, Cylinder, Line, or Sphere), then you make 1 Spell Check against all creatures. Any Features you use to add extra damage only affect 1 target of your choice (not all of them).

Example: If a Wizard casts Fireball that covers an area that includes 4 creatures, the Wizard would make 1 Spell Check and compare it to the Physical Defense (PD) of each creature. If its Spell Check is equal to or higher than a target's PD, it deals full damage against that target. If the Spell Check is lower than a target's PD, it deals half damage instead.

STRUCTURE OF SPELLCASTING MECHANICS (SIDEBAR)

When you cast a Spell, you'll always make a Spell Check. Your result will be contested by one of 3 values depending on what the Spell does and may force the target to make a Save.

Only Damage: Your Spell Check is contested by a target's PD or MD.

Only Effect: Your Spell Check is contested by a target's Check or Save.

Damage & Effect: Your Spell Check is contested by a target's PD or MD, and the target makes a Check or Save against your Save DC.

SPELL CHARACTERISTICS

COMPONENTS

There are 3 types of Components that a Spell could have. Some Spells require all 3, while some only require 1. In order to cast any Spell you must satisfy its Components outlined below.

VERBAL

These are the magical words and incantations needed to manifest the magical effects of a spell. This represents the PC uttering a few words to cast the Spell.

Downsides

- Nearby creatures may hear you cast the Spell.
- You can't cast Spells with a Verbal Component if you're silenced by magical or mundane means (*Silence* Spell or your mouth is gagged).
- You lose your Breath when using a Verbal Component to cast a spell while underwater or when you otherwise need to hold your breath (see *Breath*).

DC Tip: From a roleplay perspective, the PC could say a specific word, a phrase, a strange sound, or ignore this completely. It's just important for both GM and Player to understand that the PC is making a sound of some kind when casting a Spell.

SOMATIC

These are the gestures, movements, and physical actions needed to control the magical energies within a Spell.

Downsides

- Creatures that can see you may notice that you're casting a Spell.
- If your hands are bound or restrained from movement in any way, you can't cast Spells with Somatic Components.
- You need at least one free hand that's not holding anything to satisfy the Somatic Component. Having a Shield strapped to one hand doesn't count as a "free hand".

DC Tip: From a roleplay perspective, the PC could move their arms around in a grand display, use simple hand gestures, or ignore this completely. It's just important for both GM and Player to understand that the PC is visibly moving their hand around when casting a Spell.

MATERIAL

These are objects, items, ingredients, and other physical items needed to cast the Spell. Most Spells don't have Material Components required to cast them, but those that do usually either have a high gold cost or use an item that the GM can determine the rarity of.

Consumed Materials: These materials are consumed when you cast the Spell, being burnt away, disintegrating, or vanishing in some manner. Consumed Materials are gone after casting the Spell.

Persistent Materials: These materials aren't consumed but are required to have on hand to cast the Spell.

Downsides

- You can't cast these Spells without having the Material Component.
- If the Spell consumes the Material Component, then you must replace it before you can cast it again.
- The required item could be very rare or have a high gold cost to obtain.

DC Tip: From a roleplay perspective, the PC could weave in the Spell Components into their description of them casting a Spell. Players that want to add flavor to their spellcasting can create their own Material Components for a Spell (like slime from a frog to cast the *Grease* Spell). But these "flavor" Components should not be held against them by the GM unless the player wants to track how many Spell Components they have.

DURATION

Spells can either be Instantaneous or Continuous in their duration, and some Spells require you to Concentrate on them in order to keep them going.

INSTANTANEOUS

Instantaneous Spells take effect the moment a spellcaster finishes casting the Spell.

CONTINUOUS

These Spells last a specific amount of time. They can often end early when the affected creature succeeds on a following Save against the effect, the affected creature or another creature within 1 space performs an Action to end the effect, or some other condition mentioned by the effect, such as breaking line of sight, occurs.

Repeated Saves: Some Spell effects have a lingering effect to them that allows the target to repeat their Save at the end of their turns.

CONCENTRATION

Some Spells require the caster to maintain Concentration for the effects of that Spell to persist. Things can happen to you (like taking damage) that cause you to make a Mental Save to maintain Concentration. You can only maintain Concentration on 1 effect at a time. If you successfully cast a 2nd Spell that requires Concentration, you lose Concentration on the 1st Spell immediately.

Maintaining Concentration

Whenever you take damage or are put into a distracting or dangerous situation (GM's discretion) you must make a Mental Save in order to maintain Concentration. The DC is equal to 10 or double the amount of damage taken (whichever is higher).

Concentration DC Formula

10 OR 2X DAMAGE TAKEN (WHICHEVER IS HIGHER)



TARGETS

Spells will declare a certain number of targets (one or multiple). The targets might have to be inside of the Spell's Range or Area of Effect to be chosen as targets.

RANGE

How far away a Spell can be cast on a target. If the Spell affects an area centered on a space, Range determines how far away the targeted space can be.

AREAS OF EFFECT

The area that the Spell takes up. This is represented in a zone of some kind in one of the following patterns below:

ARC

An Arc forms half of a sphere. The Arc's size is expressed as a radius in Spaces that extends in a 180° arc from the point of origin in a direction of your choice. An Arc's point of origin isn't included in the Arc's area of effect.

AURA

An Aura extends from an object, creature, or location in a fixed distance in all directions, but not through Full Cover, and moves with it. Unless otherwise stated, the object, creature, or location is subjected to the Aura's effect(s).

CONE

A Cone extends in a direction you choose from its point of origin. A cone's width at a given point along its length is equal to that point's distance from the point of origin. A cone's area of effect specifies its maximum length. A cone's point of origin is not included in the cone's area of effect.

CUBE

You select a Cube's point of origin, which lies anywhere on a face of the cubic effect. The cube's size is expressed as the length of each side. A cube's point of origin is not included in the cube's area of effect.

CYLINDER

A Cylinder is expressed as a circle that extends vertically.

A Cylinder's point of origin is the center of a circle of a particular radius, as given in the spell description. The circle must either be on the ground or at the height of the spell effect. The energy in a Cylinder expands in straight lines from the point of origin to the perimeter of the circle, forming the base of the Cylinder. The spell's effect then shoots up from the base or down from the top, to a distance equal to the height of the Cylinder.

A Cylinder's point of origin is included in the Cylinder's area of effect.

LINE

A Line is 1 Space wide and 1 Space tall, unless stated otherwise, and extends a fixed distance in one direction from an object, creature, or location. A Line's point of origin isn't included in the Line's area of effect.

SPHERE

You select a Sphere's point of origin, and the Sphere extends outward in all directions from that point. The Sphere's size is expressed as a radius in feet that extends from the point.

A Sphere's point of origin is included in the Sphere's area of effect.

WALL

A Wall is a series of 1 Space squares connected to each other with at least one face adjacent to the face of another square. The width and height of a Wall is assumed to be 1 Space unless otherwise stated. A length will always be given.

CATEGORIZING SPELLS

SCHOOLS OF MAGIC

ASTROMANCY

Astromancy is the magic of space and gravity. Spells that alter gravity (reversing, decreasing, or increasing gravity), create portals that link two different locations on the same plane of existence (or between different planes), or teleport creatures fall into the School of Astromancy.

CHRONOMANCY

Chronomancy is the magic of time. Spells that reverse, slow, or speed up time fall into the School of Chronomancy.

CONJURATION

Conjuration is the magic of summoning things from one place to another or fabricating something from nothing. Spells that teleport things, summon creatures, or create objects fall into the School of Conjuration.

DESTRUCTION

Destruction is the magic of battle. Spells that produce effects that injure, maim, or kill creatures fall into the School of Destruction.

DIVINATION

Divination is the magic of revealing what cannot normally be seen, such as a distant place, another plane of existence, or even the future. It can also reveal knowledge and truth. Spells that grant magical sight, give untold knowledge, or discern the future fall into the School of Divination.



ENCHANTMENT

Enchantment is the magic of influencing other creatures, such as provoking strong emotions or imparting mental domination. Spells that charm other creatures through fabricated terror, loyalty, or love fall into the School of Enchantment.

ILLUSION

Illusion is the magic of warping the perception of creatures or transposing a false state of reality in an area. Spells that alter the senses using hallucinations or artificial images and sounds fall into the School of Illusion.

NECROMANCY

Necromancy is the magic of undeath. Spells that reanimate corpses into Undead creatures fall into the School of Necromancy.

PROTECTION

Protection is the magic of defense. Spells that ward against damage or magical influence fall into the School of Protection.

RESTORATION

Restoration is the magic of healing, life, and resurrection. Spells that mend wounds, cure sicknesses, and bring the dead back to life fall into the School of Restoration.

TRANSMUTATION

Transmutation is the magic of transforming one thing into another. Spells that change a creature or object's physical form fall into the School of Transmutation.

SPELL TAGS

Spell Tags represent a Spell's various properties. Spells can be organized into groups using these Spell Tags.

(More to come in Beta)

ADVANCED SPELLCASTING

COMBO SPELLCASTING

If you and 1 or more creatures know the same Spell, you can join your resources together to cast the Spell as a team. This is called Combo Spellcasting.

DC Tip: Remember that MP Effects (such as a Druid's *Nature's Veil* Feature) count as Spells for the purposes of Spell Duels and Combo Spellcasting.

Requirements

You must meet the following requirements to participate in a Combo Spell:

- You know the Spell.
- You have enough AP to cast the Spell.
- You are within 5 Spaces of at least 1 other participant.
- Each participant must share the same position in the Initiative Order (see "[Simultaneous Initiative](#)" on page 63).

DC Tip: You can always delay your turn to act alongside an ally (see "[Delayed Initiative](#)" on page 63).

Primary Caster: Everyone participating in the Combo Spellcasting must agree on which of them will be the Primary Caster. They will act as the Spell's Point of Origin.

Contributing Mana: Each participant can contribute an amount of MP between 1 and their Mana Spend Limit towards the casting of the Spell. The total mana spent must be equal to or higher than the base MP cost of the Spell. The total MP spent on the Spell has no limit as long as participants do not exceed their own Mana Spend Limits.

Example: 2 creatures have a Mana Spend Limit of **4** each. By performing a Combo Spellcasting, they can combine their MP together, up to **4 MP** each for a total of **8 MP** spent to cast a Spell. By working together, they can produce a much more powerful version of a Spell they could normally cast individually.

Highest Check & DC: Every participant makes their Spell Check to cast the Spell. The highest Spell Check and the highest Save DC among them is used to determine the outcome.

COMBINING MAGICAL EFFECTS

A target can only be affected by a single magical effect of the same name (a single creature can only be mind controlled by 1 person). If there's a magical effect on a creature and you cast a Spell with the same effect, both casters must perform a Contested Spell Check to determine which Spell effect prevails over the target.

The Spellcaster who already has the effect on the creature does not have to spend any additional MP. They get to add a bonus to their roll equal to the base MP of the Spell they cast.



STARTING COMBAT

COMBAT ENCOUNTERS

Combat Encounters are used to slow the passage of time during chaotic bursts of action within the game. Each round of combat accounts for 12 seconds of time in which players and the GM take turns spending Action Points as determined by the Initiative Order.

TIME IN COMBAT

Everything seems to slow down in the heat of Combat. Everything you do is now governed by Action Points and an Initiative System. Combat happens in Rounds, and once everyone has taken their turn in a Round, the next Round of Combat happens, until Combat ends.

1 ROUND OF COMBAT = 12 SECONDS
5 ROUNDS OF COMBAT = 1 MINUTE

1 ROUND OF COMBAT

This is a span of 12 seconds where each creature in combat takes 1 turn.

DC Tip: Referring to the first round of Combat means the FIRST 12 seconds, where each creature will have 1 turn. If a PC uses an ability that lasts for 1 Round... that effect still lasts 12 seconds (which means each creature will have 1 turn since the use of that ability), and it would last until the start of that creature's next turn.

ENCOUNTER DC

For each Encounter, the GM will set a DC to represent the overall difficulty of challenges within the Encounter. This serves as the default threshold for most Skill Checks during Combat. Some DCs might be different than the Encounter DC based on other game mechanics that already have set formulas (i.e. Creatures' Passive Scores and Defense).

Example: If a PC is attempting to take the Hide Action, they're trying to beat the Passive Awareness of the enemies. This Passive Awareness could be equal to the Encounter DC, or the GM may decide that certain enemies would have a higher or lower Passive Awareness. This could also be true for picking certain locks or disarming tricky traps.

The GM may determine that some Skill Checks the PCs attempt during an Encounter are harder or easier than the Encounter DC. This is where a simple "by 5's" method can quickly shift the difficulty up or down to an Easy or Hard DC.

EASY DC = 5 LOWER THAN THE ENCOUNTER DC
HARD DC = 5 HIGHER THAN THE ENCOUNTER DC

Example: The GM sets the Encounter DC to 15. This means that when the Barbarian tries to lift the boulder off the ground, the Ranger tries to remember information about a monster, or the Rogue tries to climb up some vines the DC is 15. Alternatively, if picking a certain lock is the key to beating the encounter, the GM might decide this is a Hard DC of 20 (or possibly higher).

DC Tip: Keep in mind, PCs can help each other find things and grant themselves ADV, so it's possible (through teamwork and AP spent) to hit DCs that might be more difficult to hit with a straight d20 roll.

INITIATIVE

This is a method to determine the order of participants in an Encounter.

Initiative Overview: The PC Team tries to beat the Initiative DC to go before the Enemy Team. If the PC team wins, then the PC with the highest Initiative goes first. If the Enemy Team wins, they go first, but either way, each team then goes back and forth in the Initiative Order until each creature has had a turn. Then all participants go in the same order for each Round after that.

INITIATIVE TERMS

PC Team: This is the group of PCs and allied NPCs.

Enemy Team: This is the group of enemy NPCs.

Initiative Check: This is the Check you make to determine your place in the Initiative Order.

Initiative DC: This DC represents the number that needs to be met or beaten for the PC Team to go first. The DC is usually 5 higher than the Encounter DC (GM Discretion).

Initiative Order: This is the order in which each participant goes (after it's established in the first Round).

ROLLING FOR INITIATIVE

The moments leading up to Combat greatly affect Initiative. This window of time establishes the location of each creature, what they're doing right before Combat, and what moment triggers the start of Combat, causing the GM to say, "Roll for Initiative."

Rolling for Initiative is when players make Initiative Checks to determine the overall order of the participants in Combat. The PCs are trying to beat the Initiative DC for the Combat so that the PC Team can go first in the Initiative Order. Once the GM has called for this, Combat has officially started and all creatures gain access to their Action Points and any Combat relevant features. Each PC now has to determine what their Initiative Check is (see below) in order to roll for Initiative.



INITIATIVE CHECKS

The actions taken by each PC right before the start of Combat will determine what type of Check they make for their Initiative Check. This Check could be an Attack Check, Spell Check, Skill Check, or even a Trade Check.

Example: One PC is talking to a group of enemy bandits while another PC is sneaking around behind them. If Combat were to happen to break out, the Initiative Check for the talking PC would be an Influence Check while the sneaking PC would make a Stealth Check (see more examples below).

The GM will go around to each PC and either approve or assist them in determining their Initiative Check. Once everyone's Initiative Checks have been agreed upon, the group will all roll for Initiative together.

DC Tip: This might be very obvious for some PCs or require some group thinking for others. Let this be a creative and collaborative effort as a team.

Examples

The Rogue was caught pickpocketing. **Trickery Check**

The Ranger knows the beast you are about to fight very well.

Animal Check

The Monk is investigating a pile of bones before a monster attacks. **Investigation Check**

The Fighter sees danger and draws their sword and shield to step in front of their allies, ready to protect them.

Attack Check

The Sorcerer describes their magic crackling around them as they prepare for battle. **Intimidation Check** or **Spell Check** (whichever is higher)

The Warlock has Mastery in Occultism and you are about to fight Cultists in the middle of a ritual. **Occultism Check**

The Bard is absently plucking their lute, unable to think of anything else to do. **Flat d20 roll**

INITIATIVE HELP ACTION

PCs are able to give the Help Action and grant a Help Die (1d8) to the Initiative Check of an ally of their choice (GM discretion). In doing so, the PC describes how it is they're helping their ally and then makes a flat d20 roll for their Initiative Check.

CRITICAL SUCCESS AND FAILURE INITIATIVE

If a PC's Initiative Check beats the Initiative DC by 5 or more, two PCs can go first in the Initiative Order before the first Enemy Team member.

Critical Success: The PC gains ADV on a single Check during the first round of Combat.

Critical Failure: The PC goes last in the Initiative Order and is considered **Exposed** (Attack Checks against them have ADV) to the first Attack or Spell Check made against them.

INITIATIVE CHECK SIDEBAR

The Checks used by PCs as their Initiative Check don't have any mechanical in-game value and are used solely to determine their Initiative Order. A player describing their PC grabbing an enemy to start the fight could use an Athletics Check for their Initiative Check, but this roll does not count as a Grapple attempt. A player describing their PC as charging up a healing spell to protect their allies could make a Spell Check for their Initiative Check, but they'll need to perform another Spell Check on their turn to actually perform the spell.

DC Tip: GMs should be open to player creativity and players should try to choose Initiative Checks that truly make sense for their PC in that environment and not just which skill is their highest.



INITIATIVE ORDER

The Initiative Order is the order in which each participant takes their turn in Combat. This is established by taking the highest Initiative Check from the PCs and comparing it against the Initiative DC. If this PC's Initiative Check is equal to or higher than the Initiative DC, then the PC Team wins the Initiative and the PC with the highest Initiative goes first. If the Initiative Check is lower, then the Enemy Team goes first.

Now that the FIRST position is established, the rest of the positions can be filled. After the first PC goes, one of the enemies (of the GM's choice) takes their turn. It alternates this way, between PCs and enemies, until each PC and enemy has gone once. The positions established during the first round of Combat becomes the Initiative Order for the remainder of Combat. The positions of each team work as follows:

PCS VS. INITIATIVE CHECK			
SUCCESS		FAILURE	
ENEMY TEAM	PC TEAM	ENEMY TEAM	PC TEAM
	1	1	
2			2
	3	3	
4			4
	5	5	

PC Team Positions: The PCs automatically fill in each of the PC Team positions based on how high their Initiative Checks were. The PC with the highest Initiative Check will go first followed by the remaining team members in descending order of their Initiative Check result.

Enemy Team Positions: The GM chooses which enemy goes into each of the Enemy Team positions during the first round of combat. The GM doesn't have to predetermine their enemies Initiative Order and can fill in the enemy creatures organically as the round progresses.

DC Tip: *Having each side alternate helps give Combat a back and forth feel while also eliminating those bad situations where ALL the PCs go together in one clump... either killing the monsters before they do anything or they go last and get destroyed because ALL of the enemies went before them.*

SIMULTANEOUS INITIATIVE

If two PCs have the same Initiative Check result, they'll have a Simultaneous Initiative and both fill the same position in the Initiative order. This also causes the same thing to happen to the next two members of the Enemy Team. The next two enemies that the GM chooses now also have Simultaneous Initiative.

Allies with Simultaneous Initiative may choose who goes first or alternate spending Action Points as desired during their turn.

Example: The Barbarian and Fighter are going at the same time. They both spend 1 AP to charge in together. The Fighter trips the enemy target Prone, and the Barbarian then gets ADV on his Attack against that enemy. They slay the Prone enemy and charge off again together with their remaining Action Points. After their turn, the next two enemies go together in the same way.

DELAYED INITIATIVE

At any point during your turn, you can choose to permanently delay your Initiative. To do so, you can choose a creature that you can see and go after them in the Initiative Order (enemy or ally). Additionally if the creature you choose is an ally, you can instead have the two of you share Simultaneous Initiative.

When you delay your Initiative, your Action Points don't reset until the end of your turn in your new position in the Initiative Order.

Example (Choosing an Ally): The Rogue is first in the Initiative Order and instead of acting now, they hold their turn to go at the same time as the Cleric (knowing they will run into battle together). Once it's the Cleric's turn, the Rogue and Cleric take their turns at the same time.

Example (Choosing an Enemy): The Cleric is high in the Initiative Order and it's their turn. The big monster hasn't had its turn yet and the Cleric wants to go after it in order to heal anyone that the monster deals damage to. They choose to delay their turn, declaring the big monster, and take their turn directly after it in Initiative Order.

GAME MASTER INITIATIVE SIDEBAR

Here are some bonus Tips for GMs to handle Initiative in some unique situations.

CHOOSING ENEMY INITIATIVE ORDER

The GM has a number of options when determining how to place enemies within the Initiative order. GMs could choose to place enemies tactically in order to make a Combat Encounter more difficult, create suspense by placing hidden enemies late in Initiative order, or follow the narrative by allowing enemies that have been recently interacted with or targeted by a PC to go directly after them in response.

ENEMY GROUPINGS

The GM may find it simpler to group similar enemies together, rather than spacing them throughout the Initiative Order.

Example: If there are 4 Goblins with 1 Hobgoblin Boss in a Combat Encounter with 4 PCs, the GM might want to group up the 4 Goblins together in Initiative and then have the Hobgoblin Boss go next. Initiative Order could look like this (if the Enemy Team won Initiative): 4 Goblins, PC #1, PC #2, Hobgoblin Boss, PC #3, PC #4.

UNEQUAL NUMBER OF ENEMIES

If there is an unequal number of enemies and PCs, the GM may choose to space the Teams out evenly rather than alternating them.

Examples

Evenly Spaced: PC #1, PC #2, **Enemy #1**, PC #3, PC #4, **Enemy #2**

Alternating: PC #1, **Enemy #1**, PC #2, **Enemy #2**, PC #3, PC #4

MULTIPLE TEAMS

If there are two or more Enemy Teams, Initiative order will alternate giving a combatant from each Enemy Team and the PC Team a turn. To determine which of the Enemy Teams goes first, the GM can either use a Fate Check or simply choose based on strategy or narrative.

SURPRISE

Combat starts as soon as the GM declares, "Roll for Initiative." There are a few things that can happen based on the GM's decision of how the Combat started.

PRE-COMBAT ACTION

The exact moment a Combat Encounter begins is not always clear cut. A GM may rule that an action performed by a PC triggers a Combat Encounter, in which case the PC may be able to perform that action prior to Initiative. In the case of an already hostile environment, a GM may rule that a PC attempting to perform an action is enough to trigger the Combat Encounter and the action could happen on the PC's turn if they still want to at that time.

AMBUSH

Not all combatants will be aware of the threat of danger and may find themselves Surprised during the first round of a Combat Encounter. In order to Ambush a Team you need to be able to see the other Team without them being able to see you. If this happens and the GM asks to "Roll for Initiative," each creature that was unaware that Combat was starting has the Surprised Condition for the first Round of Combat.

SURPRISED CONDITION

You can't spend Action Points and are **Exposed** (Attack Checks against you have ADV).



ENVIRONMENT

SPACES & DISTANCE

Distance is measured using Spaces, like the Spaces on a Grid Map. A Space can be measured in feet or meters, where 1 Space is equal to 5 feet or 1.5 meters.

DC Tip: 1 Foot is roughly 30 Centimeters, so you can quickly convert from Feet to Centimeters by multiplying the number of Feet by 30.

Grid Map Distance: When moving or measuring distance on a gridded map, moving in any direction counts as 1 Space (including moving diagonally). You can alternatively measure in straight lines between points if you have the measuring tools or templates to do so.

Example: The normal range of a Longbow is 30 Spaces. To determine its range on a Grid Map just count 30 Spaces in any direction. The Longbow's range could also be expressed as 150ft or 45m.

When tracking distance across long distances, such as from one town to another, you might want to measure distance using feet or meters instead.

DC Tip: Using Spaces to track distance in Combat makes things easier for determining how far a creature can move or the range of an effect. If something has a range of 10 Spaces, then that's 10 Spaces on the Grid Map.

DIFFICULT TERRAIN

Some terrain is more difficult to move through due to obstacles in the way (such as plants, rocks, fallen debris, other creatures, etc.). This type of terrain is more difficult to traverse than normal.

While moving through Difficult Terrain, you are **Slowed** (every 1 Space moved costs 2 Spaces of movement).

JUMPING

Jumping is a form of movement. A creature must have means of gaining movement in order to perform a jump. If a creature does not have enough movement to jump the maximum distance possible, its jump distance is shortened to the maximum movement available.

There are two types of jumps: a Long Jump and a High Jump. A Long Jump represents the distance a creature can move while jumping horizontally, and a High jump represents the distance a creature's feet can reach above the ground when jumping vertically.

JUMP DISTANCE

A creature's **Jump Distance** is equal to its Agility (minimum of 1).

JUMP DISTANCE = AGILITY

Running Jump: After moving at least 2 Spaces, a creature can perform a Long Jump (horizontal jump) or a High Jump (vertical jump). If performing a Long Jump, it can jump its Jump Distance in Spaces. If performing a High Jump, it can jump its Jump Distance in feet (1ft = 30cm).

Standing Jump: A creature can forgo moving at least 2 Spaces before performing a jump, however its maximum Jump Distance is halved for the jump.

Long Jump

LONG JUMP = JUMP DISTANCE (IN SPACES)

Long Jump Example: A creature has a Jump Distance of 3. If that creature takes the Move Action to gain 4 Spaces of movement, it can move 2 Spaces before performing a Long Jump that can cover up to 2 Spaces (Jump Distance). It would need to take the Move Action again (gaining 4 more Spaces of movement) to have enough movement to jump the full 3 Spaces possible.

DC Tip: Basically, if you have a Jump Distance of 5 it does NOT mean that when you jump, you can automatically jump 5 Spaces (that would be broken). Jump Distance is the number of Spaces you can cover in a single jump. You need to have enough movement (from taking the Move Action, or etc.) to cover that distance.

High Jump

HIGH JUMP = JUMP DISTANCE (IN FEET)

High Jump Example: A creature has a Jump Distance of 3. If that creature takes the Move Action to gain 4 Spaces of movement, it can move 2 Spaces to perform a High Jump that can reach up to 3ft (90cm) above the ground.

VERTICAL REACH

The maximum height a creature can reach with its arms is equal to 1.5 times its height. A creature with a height of 6ft (1.8m) can reach something 9ft (2.7m) above the ground with its arms. A creature's reach is added to its High Jump when determining how high it can reach during the jump.



FALLING

When a creature begins falling, it immediately falls up to 100 Spaces or until it hits the ground.

Falling Damage: When a creature falls from a height more than its Agility in Spaces (minimum of 1 Space) and collides with the ground, an object, or a creature it takes True damage equal to the number of Spaces it fell (up to a maximum of 100 damage).

Reduced Impact: A creature that's going to take damage from Falling can make an Acrobatics Check to potentially reduce the Falling damage and avoid falling Prone. The DC equals **10 + 1 per each Space it falls**. **Success:** It reduces the damage by an amount equal to its Agility (minimum of 0). **Failure:** It falls Prone.

Example: If a PC has an Agility of 2 and falls from a height of 2 Spaces, they can make a **DC 12** (10 + a 2 Space Fall) Acrobatics Check, and on a Success they take 0 damage (2 Space Fall - 2 Agility = 0 damage). If that same PC falls from a height of 3 Spaces, they can make a **DC 13** Acrobatics Check, and on a Success they take 1 True damage (3 Space Fall - 2 Agility = 1 damage).

CONTROLLED FALLING

If you're falling intentionally and are in control of your body and movement, it's considered a Controlled Fall. There are no additional penalties to falling in this way.

UNCONTROLLED FALLING

If you're thrown off a ledge, knocked back from an explosion, unable to react, or are restrained in some way when falling, it's considered an Uncontrolled Fall (GM discretion).

Uncontrolled Impact: If you're uncontrollably falling, the DC of Reduced Impact increases by 5. Additionally, you take damage when falling from any height (regardless of your Agility).

Example: If a PC has an Agility of 3 and has a **Controlled Fall** from a height of 3 Spaces, they can make a **DC 13** Acrobatics Check, and on a Success they take 0 damage (3 Space Fall - 3 Agility = 0 damage). If that same PC has an **Uncontrolled Fall** from a height of 3 Spaces, they would make a **DC 18** (DC 13 + 5) Acrobatics Check instead.

CONTINUOUS FALLING

If you're still falling at the end of your turn, you immediately fall another 100 Spaces.

FALLING WHILE FLYING

If you're knocked **Prone** while flying, you immediately fall up to 100 Spaces unless you are magically held aloft. If you are still falling at the start of your turn, you can spend 2 Spaces of movement to end the **Prone** Condition on yourself (as if standing up in mid air).

CLIMBING

Creatures that lack a Climb Speed are **Slowed** while climbing. A creature can climb a ladder, a knotted rope, or along a pocketed wall without requiring a Climbing Check (**Athletics**). Climbing a slick rope or wall may require a Climbing Check. Creatures with a Climb Speed have ADV on Climbing Checks. The table below provides guidance on setting the DC for challenging climbs. **Failure:** The creature immediately falls.

Difficulty	DC 10
Soft or Mushy	+5
Wet or Icy	+5
Flat	+10
Upside Down	+10

DC Tip: Climbing great distances can be challenging, so the GM may ask a PC to make a **DC 10** Climbing Check for every 5 Spaces they climb beyond the first 5 Spaces, even if the rope or surface is normally easy to climb short distances. Creatures with Climbing Speeds wouldn't need to make these Checks.

SWIMMING

Creatures that lack a Swim Speed are **Slowed** while swimming. A creature can swim for 20 Spaces (100ft / 30m) in still waters without requiring a Swimming Check (**Athletics**). Swimming in a turbulent body of water without a Swim Speed requires a Swimming Check. The table below provides guidance on setting the DC for challenging swims. **Failure:** The creature fails to move and sinks 2 Spaces into the body of water.

Difficulty	DC 10
Choppy	+5
Icy	+5
Swampy	+5
Stormy	+10

DC Tip: Swimming great distances can be challenging, so the GM may ask a PC to make a **DC 10** Swimming Check for every 20 Spaces they swim beyond the first 20 Spaces, even if the water is still. Creatures with Swimming Speeds wouldn't need to make these Checks.



HOLDING YOUR BREATH

Creatures that require air to breathe can hold their breath to avoid breathing in toxic air, drowning underwater, or suffocating in an airless vacuum. A creature that can no longer hold its breath begins **Suffocating**. The amount of time a creature can hold its breath depends on the type of stress they're exposed to and the energy they're exerting.

There are two types of measures to hold your breath: a **Calm Hold** and a **Stressed Hold**. A Calm Hold represents the duration a creature can hold its breath while in a low stress environment while doing little to no activity, and a Stressed Hold represents the time a creature can hold its breath while in a high stress environment while doing lots of activity.

BREATH DURATION

A creature's **Breath Duration** is equal to its Might (minimum of 1).

BREATH DURATION = MIGHT

Calm Hold

CALM HOLD = BREATH DURATION (IN MINUTES)

A creature that's performing **No Activity** or **Light Activity** in a calm environment can hold its breath for a number of minutes equal to its Breath Duration. If a creature begins performing any **Strenuous Activity** or **Dangerous Activity**, any remaining minutes of air is converted to an equal number of rounds.

Calm Hold Example: A creature has a Breath Duration of 3. If that creature decides to hold its breath while standing still in a calm environment, it can hold its breath for up to 3 minutes.

No Activity: Lying down, meditating, or contemplating while idle.

Light Activity: Non-strenuous activity that requires little effort such as reading, bandaging wounds, and standing watch.

Stressed Hold

STRESSED HOLD = BREATH DURATION (IN ROUNDS)

A creature that is performing **Strenuous Activity** or **Dangerous Activity** can hold its breath for a number of rounds equal to its Breath Duration.

Stressed Hold Example: A creature has a Breath Duration of 3. If that creature decides to hold its breath while fighting a sea monster underwater, it can hold its breath for up to 3 rounds or 36 seconds (1 round is 12 seconds).

Strenuous Activity: Any activity that requires physical exertion, such as traveling, foraging, exercising, training, or casting Spells.

Dangerous Activity: Any activity that causes extreme injury or stress, such as engaging in combat with a hostile creature.

DC Tip: Remember, 1 Round in Combat is 12 seconds... that means that 1 minute is equal to 5 Rounds of Combat.

LOSING YOUR BREATH

Speaking: Creatures that attempt to speak while holding their breath, such as to satisfy the Verbal Component require to cast a Spell, reduce their Breath Duration by 1.

Knocking the Wind Out: Whenever you take damage, you must make a Might Save. The DC equals **10 or twice the damage taken** (whichever is higher). **Failure:** You lose 1 round of air.

DC Tip: Certain effects and abilities can cause a creature to begin Suffocating immediately, usually by knocking the air out of a creature or by constricting it.

SUFFOCATING

At the start of each of your turns, you suffer the following effects while you're **Suffocating**:

- **Loss of Consciousness:** You must make a DC 10 Might Save. **Failure:** You fall Unconscious. **Success:** You remain conscious, but the DC increases by 5.
- **HP Reduction:** You take an amount of True damage equal to 1/4 your HP maximum.

These effects can't be reversed by any means until you regain the ability to breathe again.

VISION

LINE OF SIGHT

Line of Sight refers to a creature being able to see something within their field of view. If a PC watches a creature run behind a castle wall, that creature is no longer in the PC's Line of Sight.

On a grid map, this would mean that you can draw a straight line from any one corner of the Space that you're on, to any one corner of a Space that the other creature is on. If you can see a creature but they're partially behind something (a wall, another creature, etc.), then they have **Cover** (see below).

COVER

1/2 Cover: Creatures have a -2 penalty on Attack Checks and Spell Checks against a target's PD while the target is behind 1/2 Cover.

A creature benefits from 1/2 Cover when it's hiding behind a chair, a small table, or another creature of the same size or larger.

3/4 Cover: Creatures have a -5 penalty on Attack Checks and Spell Checks against a target's PD while the target is behind 3/4 Cover.

A creature benefits from 3/4 Cover when it's hiding behind a large piece of furniture, it's hiding behind a creature 2 or more sizes larger than it, or if it's partially covered by a wall.

Full Cover: Creatures can't make Attack Checks or Spell Checks against a target's PD while the target is behind Full Cover.

A creature benefits from Full Cover when it's completely behind an object that's larger than them.

CONCEALMENT

Partially Concealed: A creature is Partially Concealed while within an area of thin fog, moderate foliage, or Dim Light. Creatures have DisADV on Awareness Checks made to see things that are Partially Concealed.

Fully Concealed: A creature is Fully Concealed while in an area that blocks vision entirely, such as Darkness, thick fog, or dense foliage. Creatures are considered **Blinded** for the purposes of seeing things that are Fully Concealed.

ILLUMINATION

The illumination of an area can affect a creature's ability to see. There are 3 levels of illumination: **Bright Light**, **Dim Light**, and **Darkness**. Unless otherwise stated, this book assumes all creatures are in an area of Bright Light.

Anytime a source of light produces **Bright Light** with a listed radius, then that source of light also produces **Dim Light** that extends out an equal distance beyond the Bright Light. Beyond the radius of Dim Light is only **Darkness**, unless there's another source of light illuminating the area.

Example: If a campfire produces Bright Light with a 5 Space radius, then it also produces Dim Light with a 5 Space radius. The result is that the campfire produces 5 Spaces of Bright Light followed by another 5 Spaces of Dim Light in all directions.

BRIGHT LIGHT

Bright Light fully illuminates everything within its area, allowing creatures to see normally. Most sources of mundane fire produce an area of Bright Light, such as torches, lanterns, or campfires.

Sunlight: Sunlight is a special form of Bright Light that illuminates the land while the sun is present in the sky. Some creatures, such as **Vampires**, suffer penalties while in an area of Sunlight.

DIM LIGHT

Dim Light only partially illuminates an area, allowing creatures to see with difficulty. Dim Light fills the area between the boundaries of Bright Light and Darkness. The area covered by a shadow, the light of a full moon, and the light produced by dusk and dawn are all examples of Dim Light.

Seeing in Dim Light: Unless a creature has **Darkvision** or another means to see normally in Dim Light, they perceive things within Dim Light as **Partially Concealed** (DisADV on Awareness Checks to see them).

Example: A creature carries a torch that sheds 3 Spaces of Bright Light followed by another 3 spaces of Dim Light in all directions. The creature can see things within the Bright Light normally, making Awareness Checks as called for by the GM. However, the creature has DisADV on any Awareness Checks it makes to see things that are within the Dim Light.



DARKNESS

Darkness is an area that lacks any form of illumination, making it impossible for creatures to see. Areas in nighttime between dusk and dawn, an unlit room, or an underground tunnel are examples of Darkness.

Seeing in Darkness: Unless a creature has **Darkvision** or another means to see partially or normally in Darkness, they perceive things within Darkness as **Fully Concealed (Blinded)** to see them). While in an area of Darkness, a creature can't see anything within the area, but it can still see areas of Dim Light or Bright Light that are within its Line of Sight.

Example: A creature is in an area of Darkness that extends in all directions as far as the horizon, making them unable to see anything at all, including themselves. However, if a source of light were produced somewhere within the creature's Line of Sight (such as a distant campfire), the creature would remain Blinded to all things except that area of illumination (whether Dim Light or Bright Light).

MAGICAL LIGHT & DARKNESS

There are also sources of Magical Light and Magical Darkness coming out in the Beta.

VISION

DARKVISION

Creatures with Darkvision have the ability to see in Dim Light and Darkness out to a specified range. A creature with Darkvision can see areas of Dim Light within the specified range as if it were Bright Light, and see areas of Darkness within the specified range as if it were Dim Light. A creature can't discern color using their Darkvision, only shades of gray.

Example: A creature with **Darkvision 10** can see up to 10 Spaces in Dim Light as if it were Bright Light, and up to 10 Spaces in Darkness as if it were Dim Light.

TREMORSENSE

Creatures with Tremorsense can sense vibrations in the ground within a specified range, allowing them to automatically pinpoint the location of anything that's in contact with the same surface, including through Cover and Concealment.

Creatures with Tremorsense and a Swim Speed can also pinpoint the location of creatures moving through water within the specified range.

BLINDSIGHT

Creatures with Blindsight have the ability to see things within a specified range without the use of eyes. Creatures without eyes or that can see using echolocation are able to see things using Blindsight. A creature with Blindsight can see things that are **Invisible**, is immune to being Blinded, and can see unimpeded by **Concealment**. Blindsight doesn't grant a creature the ability to see behind **Cover**.

Example: A creature with **Blindsight 5** can see up to 5 Spaces in any direction as if they could see normally. This includes **Invisible** creatures within range and creatures that are Partially or Fully Concealed within range that aren't behind Cover.

TRUESIGHT

Creatures with Truesight have the ability to see things that are normally imperceptible out to a specified range. They can see through normal and Magical Darkness, see into the Ethereal Plane from the Material Plane (and vice versa), see things that are Invisible, automatically see through illusions, and can perceive the true form of a Shapechanger or creature that's transformed by magic.

Example: A creature with **Truesight 10** can see up to 10 Spaces in Darkness normally, see creatures within range that are **Invisible** or on the Ethereal Plane, and see the true form of any creature that is shapeshifted.



CREATURES & COMBAT

CREATURES

CREATURE SIZES

Creatures come in many different shapes and sizes ranging from a miniscule bug to a primordial titan and beyond. The number of Spaces a creature occupies determines its size for the purposes of rules that govern the interactions between creatures and their environment. The table below shows the 9 different creature sizes with examples for each and the number of Spaces they occupy.

Size	Examples	Spaces
Micro	Spider	See Micro Creatures below
Tiny	Cat	1/4 Space (4 per Space)
Small	Sheep	1 Space
Medium	Human	1 Space
Large	Horse	4 Spaces: (2 x 2) or (4 x 1)
Huge	Elephant	9 Spaces: (3 x 3), (4 x 2), or (9 x 1)
Gargantuan	T-Rex	16 Spaces: (4 x 4), (5 x 3), (8 x 2), or (16 x 1)
Colossal	Brontosaurus	25 Spaces: (5 x 5), (6 x 4), (8 x 3), (12 x 2), or (25 x 1)
Titanic	Blue Whale	50 Spaces: (7 x 7), (8 x 6), (10 x 5), (12 x 4), (16 x 3), (25 x 2), or (50 x 1)

Micro Creatures: Exceptionally small creatures, such as Ants, can share their Space with other creatures. They can end their turn in a Space occupied by other creatures (and vice versa).

MOVING & GRAPPLING CREATURES

Creatures of different sizes have bonuses or penalties when attempting to Grapple, push, move, and knock other creatures **Prone** by both mundane and magical means.

- If you are 1 or more sizes larger than your target, you have ADV on such Checks and Saves.
- If you are 1 size smaller than your target, you have DisADV on such Checks and Saves.
- If you are 2 or more sizes smaller than your target, they're immune to such Checks and Saves.

DC Tip: If a Medium sized Wizard is trying to move a Large sized creature with a Telekinesis Spell, the Wizard would have DisADV on the Check they make to move it.

MOVING THROUGH CREATURES

While moving in Combat, there will be times when you'll want or need to move through another creature's Space. Whether the creature is friendly or hostile to you will determine whether or not you can freely move through their Space.

Friendly Creatures: You can move through a Space occupied by a friendly creature without having to spend any extra movement.

Hostile Creatures: You can move through the Space of hostile creatures that are 2 sizes larger or smaller than you, but you are considered to be **Slowed** while moving through the Space they occupy. If the creature is within 1 size of you, you can't move through its Space unless you take the Pass Through Action.

Ending Your Movement: You can't end your turn in a Space that's occupied by another creature.

COLLISION

When a creature is thrown or knocked back and collides with an immovable object (such as a wall) or another creature, they take damage upon impact.

Spaces: A creature stops in the Space that it made contact with the object or creature.

Damage: A creature takes an amount of Bludgeoning damage equal to the number of Spaces it couldn't travel due to the collision.

Example: A creature is knocked back 5 Spaces and impacts a wall that's only 2 Spaces away. The creature would be thrown 2 Spaces into the wall and then take 3 Bludgeoning damage for the 3 Spaces they couldn't be moved. (5-2 = 3)

Creature Collision: If a thrown creature or falling creature collides with another creature, they share the damage (each takes half) (see "[Shared Damage](#)" on page 38).

DC Tip: In order to hit a target creature with a thrown creature there is usually an Attack Check, Athletics Check, or Contest that needs to be made to make it happen. Otherwise, this would just be "automatic" damage to the target creature.



FALLING ATTACKS

If you want to put more force into an Attack Check, you can purposefully fall onto a target as part of your Attack Check.

To do this you first need to move into a position to fall onto the target. Using the Creature Collision rules from above, you would count up the Spaces fallen and this number will represent the falling damage that will be taken. You can now make your Attack Check and resolve the damage based on the result. Then (regardless of if you hit or miss) you would share the damage taken from the fall. You would take half of the damage and the other half would be added to the damage they take as part of the same Attack Check.

Example: If you jumped from 4 Spaces up, and your Attack Check deals 3 damage, then the creature would take 5 damage (3 from Attack and 2 from fall) and you would take 2 damage (from the fall).

THROWING

THROWING CREATURES

You can spend 1 AP to throw a creature that's **Grappled** by you that's the same size as you or smaller. Make an Athletics Check Contested by the target's Martial Check. **Success:** You throw the creature up to a number of Spaces away from you equal to 1/2 of your Might (ending the **Grappled** Condition) + up to 1 additional Space for every 5 they fail the Contest by.

- **Smaller Size:** If the creature is a size smaller than you, the distance thrown is equal to your Might (instead of half).
- **Vertical Toss:** You can choose to throw the creature vertically into the air. When you do, the distance thrown is halved and it's subjected to damage from [Uncontrolled Falling](#).
- **Team Throw:** If another creature has the same target Grappled, that other creature can spend 1 AP as a reaction to throw the target with you. You and the other creature each make an Athletics Check and add your results together to determine the total number of Spaces the target is thrown.
- **Throw at a Target:** If you throw a creature at a target, you must make an Athletics Check and compare it to the target's PD. **Hit:** The thrown creature and the target share the Collision damage (each take half) (see [Shared Damage](#) on page 38). **Miss:** The thrown creature continues traveling up to the distance thrown or until it impacts an immovable object (such as wall) and takes full Collision damage.

DC Tip: Collision damage equals the number of Spaces it couldn't travel (see [Collision](#) on page "Collision" on page 70 for more).

THROWING OBJECTS

You can throw an object a number of Spaces depending on your Might and the object's size. For the purposes of throwing objects, your minimum Might is 1. The table below shows how far you can throw each size of object:

Object Size	Spaces Thrown
2+ Sizes smaller	5 x Might
1 Size smaller	Might
Same Size	1/2 Might
Larger	Impossible

Example: A Medium sized creature with a Might of 6 (minimum Might of 1) could throw a Tiny object up to 5 Spaces, a Small object 1 Space, and Medium object 1 Space (rounded up from 0.5). Conversely, if that creature had a Might of 6, they could throw a Tiny object 30 Spaces, a Small object 6 Spaces, and a Medium object 3 Spaces.

THROWING MELEE WEAPONS

When you throw a Melee Weapon that lacks the Thrown property as part of an Attack Check, the Weapon deals 1/2 its normal damage. The range of a Melee Weapon that lacks the Thrown property is 1/5. See [Equipment](#) on page 73 for more information on Weapon properties.

DC Tip: Basically ALL Weapons have a default range of 1/5 (unless otherwise stated). This means within 1 Space you can make an Attack Check with no penalties and deal full damage with the weapon, but between 2 and 5 Spaces away your Attack now has DisADV and the total damage that it deals is cut in half.

IMPROVISED WEAPONS

Unless otherwise stated by the GM, an Improvised Weapons deals 1 damage of a type determined by the GM. When making an Attack Check with an Improvised Weapon you only add your Prime Modifier to your d20 roll, you don't add your Combat Mastery.

Weapon Style: Unless otherwise stated by the GM, an Improvised Weapon doesn't benefit from Weapon Style Passive Properties or Maneuvers. Improvised Weapons can be used to perform Maneuvers that aren't restricted by Weapon Style.

DC Tip: If an Improvised Weapon is similar enough to an actual weapon, the GM might decide that it could gain the properties of that weapon type (damage, damage type, passive properties, Maneuvers, etc.).

UNARMED STRIKES

Unarmed Strikes deal 1 Bludgeoning damage. An Unarmed Strike is a Melee Attack made using any part of a creature's own body, such as a punch, elbow, kick, knee, or headbutt.



NON-LETHAL ATTACKS

When you make a Melee Attack with a Weapon or Unarmed Strike, you can declare the Attack to be Non-Lethal. If a creature is reduced to 0 HP or lower by a Non-Lethal Attack, they're knocked **Unconscious** instead and are considered Stable for the purposes of Death's Door.

If a creature is knocked **Unconscious** in this way, another creature can spend 1 AP to shake them awake. When the creature awakens, they're on Death's Door at 0 HP, regardless of how much damage was dealt by the Non-Lethal Attack.

DUAL WIELDING

When you are wielding a Light Weapon in each hand, no Weapons, or some combination of either, you're considered to be Dual Wielding. While Dual Wielding, when you make an Attack with one hand followed by a second Attack with the other hand, the second Attack ignores the Multiple Check Penalty. You can ignore the Multiple Check Penalty in this way once per turn.

DC Tip: If you have Mastery with Light Shields, you can use a Light Shield in place of a Light Weapon for the purposes of Dual Wielding.

FLANKING IN COMBAT

You gain an additional +2 to your Melee Martial Attack if your target is **Flanked**. A creature is Flanked when it has 2 or more enemies within 1 Space of it that are not adjacent to each other, provided they aren't **Incapacitated** or **Prone**.

HIDDEN CREATURES

Creatures that are Unseen or Unheard are more difficult to discover.

UNSEEN

Creatures that can't see you are **Exposed** (your Attacks against them have ADV) and **Hindered** against you (they have DisADV on Attacks against you). You are Unseen by a creature while you are imperceivable to its visual senses, such as when you're Fully Concealed, you're Invisible, or it's Blinded.

DC Tip: If you are Unseen because you're behind Full Cover, affected by the Invisibility Spell, and your target is Blinded, you don't gain the benefits of being Unseen multiple times. You are either Unseen or not.

UNHEARD

You are Unheard while you remain silent, talk no louder than a whisper, or are within an area affected by the *Silence* Spell or a similar effect.

HIDDEN

You are Hidden from a creature while you're both **Unseen** and **Unheard** by it. Your location is unknown to creatures you're Hidden from.

DC Tip: If you become Hidden to a creature that's aware of you, it only knows your last location known to it before you became Hidden. Creatures that can detect your presence, even through magical means such as divination, are not considered to know your location, see, or hear you unless the Feature says so otherwise.

UNDERWATER COMBAT

While underwater, creatures are subjected to the following conditions:

Attack Penalties: Martial Attacks are made with DisADV using Weapons that aren't Crossbow or Spears. Creatures with a Swim Speed ignore this penalty. Additionally, Ranged Attacks automatically miss targets beyond the Weapon's normal range.

Holding Breath: Creatures that attempt to speak while holding their breath underwater, such as to satisfy the Verbal Component require to cast a Spell, reduce their Breath Duration by 1 (see [Holding Your Breath](#) on page 67 or more information).

Fire Resistance: Creatures and objects that are fully immersed in water have Fire Resistance (Half).



EQUIPMENT

WEAPONS

All Weapons have a Type, Style, Requirements, Properties, and are either Magic or Mundane.

WEAPON TYPES

There are 2 types of weapons: **Light Weapons** and **Heavy Weapons**.

LIGHT WEAPONS

Light Weapons are simple and easy to wield. Sickles, light hammers, clubs, and daggers are types of Light Weapons. All creatures have Light Weapon Mastery.

HEAVY WEAPONS

Heavy Weapons are designed for warfare, making them challenging to wield effectively without training. Greatswords, lances, pikes, and greatbows are types of Heavy Weapons. You gain access to Heavy Weapon Mastery through certain Class Features or Talents.

WEAPON STYLES

Weapons are categorized by Weapon Styles that have unique properties shared by all Weapons within the same category. Each Weapon Style has unique passive effects and Maneuvers (see the [Maneuvers](#) (page 48) & [Techniques](#) (page 52) sections). Here's a list of the Weapon Styles:

- Axe
- Bows
- Chained
- Fist
- Hammer
- Pick
- Spears
- Swords
- Staffs
- Whips

ATTRIBUTE REQUIREMENTS

If a Weapon has an Attribute requirement (Might, Agility, or both), then your corresponding Attribute must be equal to or higher than the listed value. If your Attribute is lower than the listed value, you have DisADV on all Checks you make with that Weapon.

WEAPON PROPERTIES

These are listed off in the Weapons Table and give additional properties when using the Weapon in certain ways.

REGULAR WEAPONS

Ammo: You can use this weapon to fire ammunition to make a Ranged Attack.

Concealable: Small and easily hidden, you have ADV on Checks made to Hide a Concealable weapon on your person. When you make an Attack with this weapon while it's Hidden, you have ADV on the Attack Check.

Impact: You deal +1 damage when you score a Heavy Hit.

Reach: This weapon adds 1 Space to your Melee Range when you Attack with it.

Reload X: You can make a number of Ranged Attacks with the Weapon equal to its Reload value before reloading the Weapon to do so again. You must spend 1 AP and have a free hand to reload the Weapon.

DC Tip: If you make a Ranged Attack with the Weapon using a Reaction, the Weapon must already be loaded to perform the Attack.

Threatening: You provoke Opportunity Attacks when you make an Attack with the Weapon.

Thrown: You can throw the weapon to make a Ranged Attack.

Two-Handed: This weapon requires 2 hands when you Attack with it.

Unwieldy: You have DisADV on Attack Checks against targets within 1 Space of you.

Versatile: This weapon can be wielded with 1 or 2 hands. When you wield the weapon with 2 hands, you deal an extra 1 damage (shown in parenthesis).



SPECIAL WEAPONS

Blowgun: When you are Hidden from a creature and make an Attack against it using a blowgun, the Attack doesn't reveal your position if the Attack misses or scores a Heavy Hit. A dose of Poison can cover 10 blowgun needles.

Bolas: A Large or smaller creature hit by thrown bolas as part of a Ranged Attack is Grappled by the weapon until it's freed. A bola has no effect on creatures that are formless. Forced movement doesn't end the Grapple, but teleportation does. A creature can use **1 AP** to make a **DC 10** Might or Agility Check. **Success:** It can free itself or another creature within its reach. Dealing **1** Slashing damage to the bola (**PD 10**) ends the effect and breaks the bola, freeing the creature without harming it.

Boomerang: On a miss, a boomerang returns to the thrower's hand.

Climbing Pick: You have ADV on Checks made to climb while wielding a climbing pick.

Dart/Throwing Star: You can draw these weapons as part of your Attack Check.

Gauntlet: While wearing a Gauntlet, you can wield a Weapon or Shield with the same hand.

Lance: Can be wielded with one hand while you are mounted.

Light Ballista: This weapon costs **1 AP** to deploy and must be in contact with the ground. Once deployed it can't be moved unless you spend **1 AP** to pick it back up. While deployed, the weapon does not have a Might Requirement.

Morningstar & Greatstar: This weapon benefits from the Hammer Weapon Style and deals Piercing damage.

Net: When you make an Attack Check with a Net the target makes a Contested Physical Save against you. **Success:** The target is **Restrained** until it's freed. A creature can spend **1 AP** to make a **DC 10** Might Check. **Success:** It can free itself or another creature within its reach. Dealing **1** Slashing damage to the net (**PD 10**) ends the effect and breaks the net, freeing the creature without harming it. A net does not deal damage and can't benefit from bonus damage.

Rapier: This weapon benefits from the Sword Weapon Style and deals Piercing damage.



WEAPONS TABLE

TYPE	WEAPONS	DAMAGE	TYPE	MIN REQ	PROPERTIES
MELEE WEAPONS					
Axes					
Light	Sickle	1	S		Thrown (10/20), Concealable
Light	Hand Axe	2	S		Thrown (5/10)
Light	Battleaxe / Scythe	2 (3)	S		Versatile
Heavy	Halberd	2	S		2-Handed, Reach
Heavy	Greataxe	3	S	MIG 2	2-Handed, Impact
Chained					
Light	Bolas	1	B		Thrown (10/20), Concealable
Light	Nunchucks	2	B		Thrown (5/10)
Light	Flail / Meteor Hammer	2 (3)	B		Versatile
Heavy	War Flail	2	B		2-Handed, Reach
Heavy	Great Flail	3	B	MIG 2	2-Handed, Impact
Hammers					
Light	Club	1	B		Thrown (10/20), Concealable
Light	Light Hammer	2	B		Thrown (5/10)
Light	Warhammer / Mace	2 (3)	B		Versatile
Heavy	Lucerne	2	B		2-Handed, Reach
Heavy	Greatmaul	3	B	MIG 2	2-Handed, Impact
Picks					
Light	Climbing Pick	1	P		Thrown (10/20), Concealable, Special
Light	Mining Pick	2	P		Thrown (5/10)
Light	Pickaxe	2 (3)	P		Versatile
Heavy	Billhook	2	P		2-Handed, Reach
Heavy	Greatpick	3	P	MIG 2	2-Handed, Impact
Spears					
Light	Stake	1	P		Thrown (10/20), Concealable
Light	Javelin	2	P		Thrown (5/10)
Light	Spear / Trident	2 (3)	P		Versatile
Heavy	Pike	2	P		2-Handed, Reach
Heavy	Lance	3	P	MIG 2	2-Handed, Impact, Reach, Unwieldy
Staffs					
Light	Stick	1	B		Thrown (10/20), Concealable
Light	Baton	2	B		Thrown (5/10)
Light	Quarterstaff	2 (3)	B		Versatile
Heavy	Longpole	2	B		2-Handed, Reach
Heavy	Greatstaff	3	B	MIG 2	2-Handed, Impact

Damage Type Key: Bludgeoning (B), Piercing (P), Slashing (S)

Damage Type Key: Bludgeoning (B), Piercing (P), Slashing (S)

Swords

Light	Dagger	1	S		Thrown (10/20), Concealable
Light	Shortsword	2	S		Thrown (5/10)
Light	Longsword	2 (3)	S		Versatile
Heavy	Glaive	2	S		2-Handed, Reach
Heavy	Greatsword	3	S	MIG 2	2-Handed, Impact

Fist

Light	Brass Knuckles	2	B		
Light	Hand Claw	2	S		
Light	Hand Hook	2	P		
Heavy	Boulder Gauntlet	2	B	MIG 2	Impact

Whips

Light	Scourge Whip	1	S		Reach, Concealable
Light	Chain Whip	2	S		Reach
Heavy	Bull Whip	2 (3)	S	MIG 2	Reach, Versatile, Unwieldy
Heavy	Great Whip	3	S	MIG 2	Reach, 2-Handed, Impact, Unwieldy

Special

Light	Gauntlet	2	B		Special
Light	Rapier	2	P		Special
Light	Morningstar	2 (3)	P		Special, Versatile
Heavy	Greatstar	3	P	MIG 2	Special, 2-Handed, Impact
Light	Net	---	---		Special, Thrown (2/5)

RANGED WEAPONS

Bows

Light	Sling	1	B	AGI 1	Ammo (10/30)
Light	Shortbow	2	P	AGI 1	2-Handed, Ammo (20/60)
Heavy	Longbow	2	P	MIG 1 / AGI 1	2-Handed, Ammo (30/90)
Heavy	Greatbow	3	P	MIG 2 / AGI 1	2-Handed, Ammo (40/120), Threatening, Unwieldy

Crossbows

Light	Hand Crossbow	1	P	AGI 1	Ammo (10/30), Impact, Reload (1)
Light	Light Crossbow	3	P	AGI 1	2-Handed, Ammo (15/45), Impact, Reload (1)
Heavy	Heavy Crossbow	3	P	MIG 1 / AGI 1	2-Handed, Ammo (20/60), Impact, Reload (1)
Heavy	Light Ballista	4	P	MIG 4 / AGI 1	Special, 2-Handed, Ammo (40/120), Impact, Reload (1), Threatening, Unwieldy

Special

Light	Boomerang	2	B		Special, Thrown (10/20)
Light	Dart	1	P		Special, Thrown (10/20), Concealable
Light	Throwing Star	1	S		Special, Thrown (10/20), Concealable
Light	Blowgun (Needle)	1	P	AGI 1	Special, Ammo (10/20)



RESKINNING WEAPONS

With approval from the GM, you can re-flavor weapons to look like anything you want. Below are some examples of ways you can use the mechanics of one weapon to be used for a weapon that looks like something else for cosmetic or roleplay purposes.

Dagger Example: If you want to play a Rogue that uses throwing daggers, but you like the shorter range and higher damage of a Shortsword, you can talk to your GM and re-flavor the mechanics of the Shortsword on the Weapons Table to be a “dagger” instead. Going the other way, your character could carry a big shard of glass, a broken stalactite, or wicked shears that use the same mechanics as a Dagger.

Greatsword Example: If you want to play a Barbarian with a huge sword that hacks into enemies, making them bleed (using the Axe Weapon Style mechanics) then you can reskin the Greataxe to be a Greatsword instead.

Hammer Example: If you want to wield a mace (or giant hammer) and you like the mechanics of the Staff Weapon Style more, then you can just switch the Hammer Weapon Style mechanics out for the Staff's. Alternatively, if you wanted to wield a “tree trunk”, you could give it the statistics of a Greatmaul using the Hammer Weapon Style's mechanics.

DC Tip: *You can even see this within the rules, as the Rapier and Morning Star were just reskins of a sword and hammer respectively with tweaks to damage types (which you can also do with GM approval).*

LACKING WEAPON MASTERY

While wielding a Weapon that you lack Mastery in, you do not add your Combat Mastery to Attack Checks you make with it.

ARMOR

You can improve your Physical Defense by wearing Armor. The Quality of Armor, the Type of Armor, and Armor Modifications influence whether your PD increases or decreases. You can create many different combinations of Armor using the variations of Armor Quality, Armor Type, and Armor Modifications.

ARMOR QUALITY

There are 3 types of Armor Quality: **Novice**, **Adept**, and **Expert**. Armor Quality refers to the Armor's crafting and material quality. Higher quality Armor requires superior craftsmanship and materials, and has a higher gold cost. All types of Armors can be made with different levels of Armor Quality, and the quality of any set of Armor can be upgraded (Novice → Adept → Expert) by hiring a skilled craftsman with the necessary materials.

ARMOR BONUS

The higher an Armor's Quality, the higher the Armor Bonus granted by the Armor, as shown in the table below.

Armor Quality	PD Bonus
Novice	+1
Adept	+2
Expert	+3



ARMOR TYPES

There are 2 types of **Armor**: **Light Armor** and **Heavy Armor**. Creatures that aren't wearing Armor are considered **Unarmored**.

LIGHT ARMOR

Light Armor is a type of protection worn by most creatures to protect them from injury. Leather coats, padded jackets, and heavy robes are types of Light Armor.

Light Armor Mastery: All creatures have Light Armor Mastery.

Non-Metal Armor: Light Armor can be described to be made of many things but is not made of enough metal to be considered Metal Armor for the purpose of game mechanics (Features, Spells, Weapon effects, etc.) unless otherwise stated.

HEAVY ARMOR

Heavy Armor is designed with greater attention in protecting the wearer in traditional warfare, requiring extensive combat training to use most effectively. Lamellar, laminar, and plate armor are types of Heavy Armor.

Heavy Armor Properties: Heavy Armor has a Might Requirement of 1 with the following properties:

- The Armor has 1 Physical Damage Reduction (PDR).
- While wearing the Armor, you have DisADV on Agility Checks.

Heavy Armor Mastery: You gain access to Heavy Armor Mastery through certain Class Features or Talents.

Metal Armor: All Heavy Armor is considered to be Metal Armor for the purpose of game mechanics (Features, Spells, Weapon effects, etc.) unless otherwise stated.

ARMOR TABLE

Quality	PD Bonus	PDR	Agility Bonus	Agility Checks	Might Req.
Unarmored	+0	+0	Unlimited	-	None
Light Armor (Novice)	+1	+0	Unlimited	-	None
Heavy Armor (Novice)	+1	+1	Unlimited	DisADV	1

AGILITY CHECK DISADVANTAGE

If an Armor or Shield says DisADV in the Agility Checks column, then you have DisADV on all Agility Checks while wearing or wielding it, such as Acrobatics, Stealth, and Trickery Checks.

PHYSICAL DAMAGE REDUCTION (PDR)

Heavy Armor has Physical Damage Reduction (PDR), which reduces the damage of an Attack Check or Spell Check that targets a creature's Physical Defense (PD). The amount reduced is equal to the DR value. A Heavy Hit (5 over PD), Brutal Hit (10 over PD), or Critical Hit (natural 20) bypasses PDR and deals full damage.

Example: A creature makes an Attack Check to hit a target with a PD of 10. The result of their Attack Check is 12, which hits the target. The target has a PDR of 3, reducing the damage taken by 3. Alternatively, if the result of the Attack Check was 15, it would be 5 over the target's PD of 10, making it a Heavy Hit. In this scenario, the PDR is bypassed and doesn't reduce the damage.

DC Tip: Remember, when a creature takes damage, its Damage Reduction (DR) is applied before any Resistance or Vulnerability to damage.

ATTRIBUTE REQUIREMENTS

If Armor has an Attribute requirement, then your corresponding Attribute must be equal to or higher than the listed value. If your Attribute is lower than the listed value, you are considered to lack Mastery with the Armor while wearing it.

ARMOR MODIFICATIONS

Light Armor and Heavy Armor can be modified by a skilled craftsman to change its properties. Some merchants may sell Armor with some of these modifications included at the GM's discretion. Below is a list of Armor Modifications available for Light and Heavy Armors. Each can only be taken once per set of Armor.

Reinforced: The Armor gains the following properties:

- The Armor's PD increases by 1.
- The amount of Agility you add to your PD can't exceed your Prime Modifier - 2.

Sturdy (Light Only): The Armor gains the following properties:

- The Armor's PD increases by 1.
- While wearing the Armor, you have DisADV on Agility Checks.

Dense (Heavy Only): The Armor gains the following properties:

- The Armor's Physical Damage Reduction (PDR) increases by 1.
- While wearing the Armor, your Speed decreases by 1.

Light Armor Modification Table

Adjustment	PD Bonus	Max Agility Bonus	Agility Checks
Reinforced	+1	Prime minus 2	-
Sturdy	+1	-	DisADV
Both	+2	Prime minus 2	DisADV



Heavy Armor Modification Table

Adjustment	PD Bonus	PDR	Max Agility Bonus	Speed
Reinforced	+1	-	Prime minus 2	-
Dense	-	+1	-	-1 Speed
Both	+1	+1	Prime minus 2	-1 Speed

MAX AGILITY BONUS

Normally a character adds their Agility to their PD. This applies a restriction on that. If you have a restriction of "Prime minus 2" that means that you are only allowed to add an amount of Agility up to a value that is equal to your Prime minus 2.

Example: At Level 1 you have a Prime of 3, so this means that with this restriction, you would only be able to add up to 1 Agility to your PD (instead of 3 like usual).

DC Tip: If your character only has 1 Agility or lower, then you should ALWAYS take this Armor Modification, since your agility is already low.

STARTING ARMOR (CHARACTER CREATION)

Playtest Note: When you first create your character you can choose either or both of the 2 modifications for the Armor you start the game with. This is the only time it is free and all future modifications will cost somewhere around 10g to apply and around 5g to remove. This will be elaborated on in the beta.

LACKING ARMOR MASTERY

While wearing Armor that you lack Mastery in, you do not add your CM to your PD and your Action Point maximum is reduced by 2 Points.

Example: A Wizard has Mastery in Light Armor, but not Heavy Armor. If that Wizard wore Heavy Armor, the number of Action Points it has to spend per round is 2 instead of 4.

SHIELDS

All Shields have a Type, potential Requirements, potential Modifications, and are either Magic or Mundane.

SHIELD TYPE

There are 2 types of Shields: **Light Shields** and **Heavy Shields**. While wielding a shield, it occupies the hand that you're holding it with.

LIGHT SHIELDS

Light Shields are simple and easy to wield. A buckler is a type of Light Shield. You gain access to Light Shield Mastery through certain Class Features or Talents.

HEAVY SHIELDS

Heavy Shields are designed for warfare, making them challenging to wield effectively without training. Round shields and kite shields are types of Heavy Shields. You gain access to Heavy Shield Mastery through certain Class Features or Talents.

ATTRIBUTE REQUIREMENTS

If a Shield has an Attribute requirement, then your corresponding Attribute Score must be equal to or higher than the listed value. If your Attribute is lower than the listed value, you are considered to lack Mastery with the Shield while wielding it.

SHIELD TABLE

Type	Shield Bonus	Property	Might Req.	Agility Checks
Light Shields				
Buckler	+1	-	-	-
Heavy Shields				
Round Shield	+2	Thrown	0	-
Kite Shield	+2	Mounted	1	DisADV

SHIELD PROPERTIES

These are listed off in the Shield Table and give additional properties when using the Shield in certain ways.

Thrown: You can make a Ranged Martial Attack by throwing the Shield (3/5).

Mounted: The AC granted by the Shield also applies to your Mount.

LACKING SHIELD MASTERY

While wielding a Shield that you lack Mastery in, you have DisADV on all Attack Checks and Spell Checks you make.

ATTACKING WITH SHIELDS

You can make an Attack with a Shield you have Mastery with, dealing 1 Bludgeoning damage.

DC Tip: If you have Mastery with Light Shields, you can use a Light Shield in place of a Light Weapon for the purposes of Dual Wielding.

ADVENTURING SUPPLIES

HEALING POTIONS

Healing Potions are crafted to magically heal wounds when consumed. These are (usually red) vials of liquid that are in small doses but potent in healing.

HEALING POTION LEVELS

Healing Potions have levels to them that increase in potency and cost.

Healing Potion Level Table

Level	Healing	Price
X	2 x Level in HP	—
1st	2 HP	10g
2nd	4 HP	25g
3rd	6 HP	40g
4th	8 HP	60g
5th	10 HP	100g

FIRST AID KIT

A First Aid Kit is full of supplies and tools such as ointments, tinctures, bandages, and other medicinal reagents. A fully stocked kit contains 5 charges, which can be spent to treat a creature's wounds or cure an ailment by taking the Object Action.

Treat Wounds: You treat a **Bloodied** creature's wounds. Make a **DC 10 Medicine** Check. **Success:** Target creature regains 1 HP. **Success (each 5):** The creature regains +1 HP.

Cure Ailment: You treat a Disease or Poison (of your choice) afflicting the target. Make a **Medicine** Check against the DC of the Disease or Poison. **Success:** You neutralize 1 Disease or Poison afflicting the target. **Success (each 5):** The creature regains +1 HP.

Refilling a First Aid Kit

The reagents and bandages contained within the kit can be found in most towns and climates. Enough supplies for 1 charge can be bought for 5g at a general store or found using a Rest Action scavenged from an appropriate climate (GM's discretion) with a **DC 15 Survival** Check. **Success:** The kit regains 1 charge. **Success (each 5):** The kit regains +1 additional charge.

Playtest Note: Rest Actions will be expanded on in the Beta. Basically you can do this as part of a Long Rest (8 hours).



CONDITIONS

CONDITION IMMUNITY

When you have Immunity to a Condition, you completely ignore its effects.

CONDITIONS LIST

BLEEDING

You take 1 True damage at the start of each of your turns.

Ending Bleeding

Healed: You're subjected to an effect that restores your HP.

Medicine Action: A creature can spend 1 AP to make a DC 10 Medicine Check on itself or another creature within 1 Space. **Success:** Removes the Bleeding Condition. **Success (each 5):** The creature gains +1 Temp HP.

BLINDED

You automatically fail Checks that require Sight and all other creatures are considered **Unseen**. You are **Exposed** (Attacks against you have ADV) and **Hindered** (You have DisADV on Attacks). Additionally, while you're not guided by another creature, all terrain is Difficult Terrain to you (moving 1 Space costs 2 Spaces).

BURNING

You take 1 Fire damage at the start of each of your turns. You or another creature within 1 Space can spend 1 AP to put it out.

CHARMED

Your Charmer has ADV on Charisma Checks made against you. Additionally, you can't target your Charmer with harmful Attacks, abilities, or magic effects.

DAZED

You have DisADV on Mental Checks.

Heavily Dazed: You also have DisADV on Mental Saves.

DEAFENED

You automatically fail Checks that require Hearing, and all creatures are considered Unheard by you. Additionally, you have **Resistance** to Sonic damage.

DOOMED X

The HP threshold of Death's Door for determining death is decreased by an amount equal to the value of X. If your Doomed value is ever equal to or higher than your Death's Door threshold, you instantly die upon reaching 0 HP. You lose all stacks of Doomed when you complete a Long Rest.

Example: If your Death's Door threshold is -3 and you have **Doomed 1**, the HP threshold of Death's Door changes from -3 HP to -2 HP, causing you to die if your HP is ever reduced to -2 HP or lower.

EXHAUSTION X

You gain a penalty equal to X on all Checks and Saves you make. Additionally your Speed and Save DC is reduced by X as well. If a creature ever reaches Exhaustion 6, they immediately die.

Example: If you have **Exhaustion 3**, you would have a -3 penalty on Checks and Saves, your Speed would be reduced by 3 Spaces, and your Save DC would be reduced by 3.

EXPOSED

Attacks against you have ADV.

FRIGHTENED

You must spend your turns trying to move as far away as you can from the source of the effect as possible. The only Action you can take is the Move Action to try to run away, or the Dodge Action if you're prevented from moving or there's nowhere farther to move. You're also considered **Rattled** (you can't move closer to the source) and **Intimidated** (DisADV on all Checks while it's within your line of sight).



GRAPPLED

Your Speed becomes 0 and you have DisADV on Agility Saves.

Ending a Grapple

Escape Grapple: You can spend 1 AP to attempt to free yourself from a Grapple. Make a Martial Check contested by the Grappler's Athletics Check. **Success:** The Grapple immediately ends.

Incapacitated Grappler: If the Grappler becomes **Incapacitated**, the Grapple immediately ends.

Forced Movement: If an effect attempts to forcibly move you beyond the Grappler's reach, the Grappler makes the Check or Save instead of you. If the effect targets both you and the Grappler, the Grappler makes 1 Check or Save for both of you. **Success:** The targets of the effect aren't moved. **Failure:** The Grapple immediately ends, and the targets of the effect are moved.

Falling: If you begin falling while Grappled, and your Grappler isn't falling with you, your Grappler holds you in the air if they can carry your weight.

HINDERED

You have DisADV on Attacks.

IMPAIRED

You have DisADV on Physical Checks.

Heavily Impaired: You also have DisADV on Physical Saves.

INCAPACITATED

You can't Speak, Concentrate, or spend Action Points.

INTIMIDATED

You have DisADV on all Checks while your source of intimidation is within your line of sight.

INVISIBLE

You're **Unseen**, making creatures that can't see you **Exposed** (your Attacks against them have ADV) and **Hindered** against you (they have DisADV on Attacks against you).

PARALYZED

Attacks made from within 1 Space that hit you are considered Critical Hits. You're also **Stunned** (automatically fail Agility, Might, and Physical Saves), **Exposed** (Attacks against you have ADV), and **Incapacitated** (you can't Speak, Concentrate, or spend Action Points).

PETRIFIED

You and your mundane belongings are turned into stone and you're no longer aware of your surroundings. You become 10 times heavier and have **Resistance (Half)** to all damage. Any Poisons or Diseases already affecting you are suspended and you're immune to any additional Poison and Disease while Petrified.

You're also **Paralyzed** (Attacks that Hit you are considered Critical Hits if the Attacker is within 1 Space of you), **Stunned** (automatically fail Agility, Might, and Physical Saves), **Exposed** (Attacks against you have ADV), and **Incapacitated** (you can't Speak, Concentrate, or spend Action Points).

POISONED

You're **Impaired** (DisADV on Physical Checks) and take 1 Poison damage at the start of each of your turns. A creature can spend 1 AP to make a Medicine Check (against the DC of the Poison) on itself or another creature within 1 Space. **Success:** Removes the Poisoned Condition.

PRONE

While **Prone**, you're subjected to the following effects:

- You're **Hindered** (You have DisADV on Attacks).
- Ranged Attacks are **Hindered** against you.
- You're **Exposed** (Attacks against you have ADV) against Melee Attacks.

Crawling: Your only movement option is to Crawl, which counts as Slowed 1 (Every 1 Space you move costs an extra 1 Space of movement).

Standing Up: You can spend 2 Spaces of movement to stand up, ending the **Prone** Condition on yourself. Standing up from Prone provokes Opportunity Attacks.

RATTLED

You can't willingly move closer to your source of fear, and you're **Intimidated** (DisADV on all Checks while it's within your line of sight).

RESTRAINED

You're **Hindered** (you have DisADV on Attacks), **Exposed** (Attacks against you have ADV), and **Grappled** (your Speed is reduced to 0 and you have DisADV on Agility Saves).

SLOWED

Every 1 Space you move costs an extra 1 Space of movement.



STUNNED

You automatically fail Agility, Might, and Physical Saves. You're also **Exposed** (Attacks against you have ADV) and **Incapacitated** (you can't Speak, Concentrate, or spend Action Points).

SURPRISED

You can't spend Action Points and are **Exposed** (Attacks against you have ADV).

TAUNTED

You have DisADV on Attacks against creatures other than the one that Taunted you.

UNCONSCIOUS

You're no longer aware of your surroundings, you drop whatever you're holding, and you fall **Prone**.

You're also **Paralyzed** (Attacks made from within 1 Space that Hit you are considered Critical Hits), **Stunned** (automatically fail Agility, Might, and Physical Saves), **Exposed** (Attacks against you have ADV), and **Incapacitated** (you can't Speak, Concentrate, or spend Action Points).

CONDITION STACKING

Certain Conditions can stack multiple times, increasing the potency of the Condition's effects on the target.

CONDITION X VALUES

The Conditions with an X value in its name are examples of Conditions that apply a bonus or penalty to the target equal to the X value. If multiple unique effects impose the same Condition X, the X of those effects are added together.

Example: For the Exhausted X Condition, if you had Exhausted 2, you'd subtract 2 from all d20 rolls made. If you had Exhausted 3, you'd subtract 3, and so on.

STACKING CONDITIONS

A target can be affected by each of the following Conditions multiple times, with the effects of the same Condition stacking on the target in unique ways.

Durations: When a creature is subjected to the same Condition multiple times but with different durations, it's important to keep track of the source of each Condition so you know when each Condition ends.

Example: You might be **Exposed** against the next Attack against you, **Exposed** until the end of your next turn, and **Exposed** for 1 minute, all at the same time. These effects stack, but you need to track them independently to make sure you know how "Exposed" you currently are.

Exposed

A creature can be Exposed multiple times. They have stacking ADV equal to the number of sources of Exposed it's subjected to.

Example: If you were **Exposed** and another effect imposed the Condition on you again, you would become **Exposed** twice (**Exposed 2**), causing Attacks against you to have ADV 2 (roll 3 d20s and take the highest).

Hindered, Impaired, & Dazed

A creature can be Hindered, Impaired, or Dazed multiple times. They have stacking DisADV equal to the number of sources of each Condition it's subjected to.

Example: If you are **Restrained** (which causes you to be **Hindered**), and then fall **Prone** (also causing you to be **Hindered**), you now would have 2 stacks of **Hindered** (**Hindered 2**) and roll at DisADV 2 on all Attacks.

Slowed

A creature can be Slowed multiple times. They have a stacking penalty to their Speed equal to the number of sources of Slowed it's subjected to.

Example: A creature with **Slowed** must spend 2 Spaces (1 +1 extra) of movement to move every 1 Space. Alternatively, a creature with two stacks of **Slowed** (**Slowed 2**) requires spending 3 Spaces (1 +2 extra) to move 1 Space.

OVERLAPPING CONDITIONS

A target can be affected by each of the following Conditions multiple times, but the effects of the same Condition don't stack on the target.

Charmed

A creature can be **Charmed** by more than 1 creature at a time, each of them gaining ADV on Charisma Checks against the target. However, a creature that Charms a target more than once only gains the effects of the **Charmed** Condition once.

Example: A creature doesn't have ADV 2 on Charisma Checks against a target they've Charmed twice. They only have ADV 1 on Charisma Checks against the target.

Frightened

A creature can be **Frightened** by more than 1 creature at a time. If a creature is surrounded by multiple sources of their fear, they're unable to move and can only take the Dodge Action.

DC Tip: You could handle this like the Rattled DC Tip and they would not move and be forced to take the Dodge Action. You could also have them make a Fate Roll and have the dice decide which target they must run from, allowing them to run in the direction of another source of their fear.



Grappled

A creature that's **Grappled** by more than 1 creature only suffers the effects of the **Grappled** Condition once. However, a creature **Grappled** by multiple sources will remain **Grappled** until they're free from being **Grappled** by all sources.

Example: A creature doesn't have DisADV 2 on Agility Saves as a result of being **Grappled** by 2 creatures. They only have DisADV on Agility Saves.

Moving a Multiple Grappled Target: If multiple creatures are Grappling the same target and one of them tries to move the **Grappled** target, it must make a Contested Athletics Check against all creatures Grappling the same target. **Success:** It ends the Grapple on the target by all creatures other than itself, allowing it to move the creature as normal.

Intimidated

A creature can be **Intimidated** by more than 1 creature at a time, suffering DisADV on Checks while any source of their intimidation is within its sight. However, an **Intimidated** creature only suffers the effects of the **Intimidated** Condition once.

Example: A creature doesn't have DisADV 2 on Checks while 2 sources of intimidation are in sight. They only have DisADV 1 on Checks, regardless of the number of intimidation sources in sight.

Rattled

A creature can be **Rattled** by more than 1 creature at a time. If a creature is surrounded by multiple sources of their fear, they're unable to move.

DC Tip: A good example of being surrounded would be a creature flanked on 4 sides. The GM determines if a creature is surrounded or not.

Restrained

A creature that's **Restrained** by more than 1 creature only suffers the effects of the **Restrained** Condition once. However, a creature **Restrained** by multiple sources will remain **Restrained** until they are free from being **Restrained** by all sources.

Taunted

A creature can only be **Taunted** by 1 creature at a time. If they're **Taunted** again by another creature, the first Taunt immediately ends.

Example: If a Goblin is **Taunted** by a Ranger, then later becomes **Taunted** by a Fighter, the Goblin is no longer **Taunted** by the Ranger.

NON-STACKING CONDITIONS

The following Conditions don't stack in any way: **Burning**, **Bleeding**, **Poisoned**, **Deafened**, **Blinded**, **Invisible**, **Prone**, **Incapacitated**, **Stunned**, **Paralyzed**, **Unconscious**, **Petrified**, and **Surprised**.



RESTING

This happens during Exploration but are specific moments when PCs stop to rest and recover their resources, spend Rest Points, and perform specific Rest Actions. This could be 10 minutes, 1 hour, or 8 hours depending on the type of Rest being taken. These moments can have some Roleplay and descriptions of what happens, but they're primarily mechanical in nature.

REST TERMS

Rest Points: You have a number of Rest Points equal to your Character Level + your Might.

No Activity: Sleeping, meditating, or contemplating while idle.

Light Activity: Non-strenuous activity that requires little effort, such as talking, reading, eating, bandaging wounds, light foraging, and standing watch.

Strenuous Activity: Any activity that requires physical exertion, such as traveling, hunting, exercising, training, or casting spells.

Dangerous Activity: Any activity that causes extreme injury or stress, such as engaging in combat with a hostile creature.

TYPES OF REST

QUICK REST

A period of **No Activity** or **Light Activity** and is at least 10 minutes long. You can only gain the benefits of 2 Quick Rests per 24 hour period.

Quick Rest Benefits: You can spend 1 or more Rest Points, up to your maximum, at the end of a Quick Rest. When you do, you regain **2 HP** per Rest Point spent.

SHORT REST

A period of **No Activity** or **Light Activity** and is at least 1 hour long. You can only gain the benefits of 2 Short Rests per 24 hour period.

Short Rest Benefits: At any point during a Short Rest, you can spend Rest Points to regain HP following the same rules as a Quick Rest. Some Features regain expended uses when you complete a Short Rest (as listed in the Feature's description).

LONG REST

A period of 4 hours of **Light Activity** and 4 hours of **No Activity**, taken in either order, for a total of 8 hours of resting. If one of the 4 hour periods is interrupted by any amount of **Strenuous Activity** or **Dangerous Activity** you must begin that 4 hour period again. You can only gain the benefits of 1 Long Rest per 24 hour period.

LONG REST BENEFITS

At any point during a Long Rest, you can spend Rest Points to regain HP following the same rules as a Quick Rest.

Half Long Rest: At the end of the first 4 hour period of the rest, you gain the benefits of a Short Rest and regain all spent Rest Points.

DC Tip: Make sure to spend any unused Rest Points at the beginning of a Long Rest, since you regain all spent Rest Points after the first 4 hours of a Long Rest.

Complete Long Rest: At the end of the second 4 hour period of the rest, you gain the full benefits of completing the Long Rest. Some Features regain expended uses when you complete a Long Rest (as listed in the Feature's description), such as regaining all spent MP.

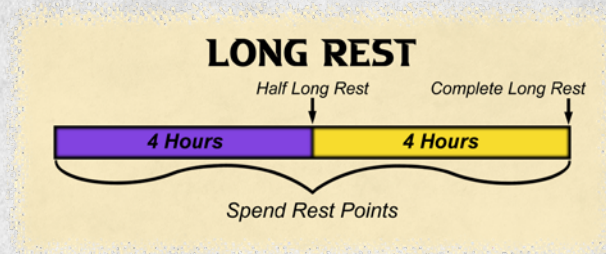
DC Tip: You might just want to take a Half Long Rest (4 hour rest) if you only need to regain HP.

Doomed

When you complete a Long Rest, you lose all stacks of the **Doomed** Condition.

Exhaustion

For each 4 hour period doing **No Activity**, you decrease your **Exhaustion** by 1. If you spend both 4 hour periods doing **Light Activity**, you must make a **DC 10 Might Save**. **Failure:** You gain **Exhaustion** 1 and the DC of this Save increases by 5 until you complete a Full Rest.



FULL REST

A 24 hour or longer period (determined by the GM) that is spent in an area of safety, such as a town, where you can eat well, rest, and recover. If the Full Rest is interrupted by any amount of **Dangerous Activity** you must begin it again.

Full Rest Benefits: At the end of a Full Rest, you gain the benefits of a Long Rest and lose all levels of **Exhaustion**. Your GM can determine if the Full Rest also grants additional benefits by choosing from the list below (or by making up something that makes more sense in the given situation):

- Gain Temp HP equal to your Prime Modifier, your level, or twice your level.
- Gain ADV on a type of Check, Save or both for a given period of time (1 day, 1 week, etc.).

DCs IN DC20

DIFFICULTY CLASS (DC)

Difficulty Class (DC) is the number that a Game Master sets as the level of difficulty required to be able to succeed in a given situation. Lockpicking a door, climbing a steep mountain, trying to persuade someone to give you something, or even trying to resist a Spell's effect over you ALL have a "DC" that needs to be met or exceeded in order to succeed.

You always roll a d20 and add whatever relevant modifiers there are based on what the Game Master asks for. This is usually a Check or a Save

SETTING A DC "BY 5's"

In general, checks work on a "by 5's" system. This helps to stay consistent and fair in a GM's ruling of how difficult something is to accomplish. Below is a chart with a quick reference and examples listed below. These are just to give a Game Master a foundation to use and a general expectation for PCs to understand. If you want to get more specific, then of course you can set any number you want.

DC Tip: I personally always have checks be "by 5's", but when it comes to setting a DC for combat-related things I use more specific numbers. Things like the DC of a Trap or the DC of sneaking by a particular creature might be something like a 12, 14, 17, etc.

DC	Task Difficulty
5	Very Easy
10	Moderate
15	Hard
20	Very Hard
25	Extremely Hard
30	Near Impossible

Most DCs that you will ask for will either be 10, 15, or 20. Once PCs get to higher levels and start trying to accomplish crazier and crazier things, a DC 25 or even 30 might come up.

DC 5: This is a Very Easy DC that probably shouldn't even be asked for and would be easily accomplished by just about anyone, regardless of training. I usually don't ask for a Check if the DC would be 5.

DC 10: This is a Moderate DC that should be doable, especially if you're skilled at it. Most checks that are simple enough but still have an element of doubt to if the PC can do it or not are a DC 10 for me.

DC 15: This is a Hard DC to hit for those who aren't skilled in this Check. If a PC has a decent modifier of a +5 in a Skill, they would have around a 50% chance to succeed on this. This is my "go to DC" for when I REALLY don't know if someone can do it or not and is one step beyond the "moderate" DC of 10.

DC 20: This is a Very Hard DC to hit unless you have training in this Skill. Even PCs with a +10 modifier would hit a DC 20 about 50% of the time. This DC represents something of great worth and something that would be "Very Hard".

DC 25: This is an Extremely Hard DC to hit. Even if the PC has a +5 in their skill, they would need a Nat 20 to even succeed on this DC. I reserve this for things that would be next to impossible at early levels of play, and would ONLY be possible if the character that was attempting to hit this DC BOTH had a good modifier to the roll AND rolled well.

DC 30: This is a Near Impossible DC to hit. It takes a LOT for a character to get a +10 in a skill... and even if they did have a +10... they would still need a Nat 20 to hit this... that is CRAZY. Reserve this DC for those checks that are possible for the PC to accomplish... but it'd have to be a "miracle" for it to happen.

DC Tip: The best way I can describe it is this: if I have a little bit of doubt that a PC could do it, the DC is 10... if there is a decent amount of doubt that they could accomplish this, then the DC is 15... but if I am VERY doubtful that the PC could accomplish this, the DC is 20 and they better roll really high!



GREAT SUCCESS AND FAILURE

With 5 point increments you can also dial things up or down based on if they beat the Check by 5 or fail the Check by 5. If the DC for climbing a castle wall is 15, a 15 would exactly succeed, but if they beat it by 5 and got a 20 or higher, maybe something cool happens like the guard at the top doesn't see them at all and they have a moment of surprise! On the other hand, if they got a 10 or lower on that same check (failing it by 5), maybe they take too long climbing the wall and the guards spot them!

This "by 5's" system also connects to the core of DC20's combat system. In Combat, when you roll 5 over the target's AC you deal more damage than you would normally, so it also can be true for Skill Checks.

Example: Here is a general outline for what each possible scenario might look like in a given situation. This example is for a DC of 20: 14 = Failure; 15 = Partial Success with a setback (they got close but didn't hit the DC); 20 = Success; 25 = Major Success (you get some additional benefit).

DC Tip: You can also do the same increments for Checks that succeed or fail by 10 or more as well! I try not to have it be TOO game-altering or punishing, but it's nice to add some flavor to those extreme rolls.

COMPLICATIONS

Going "by 5's" is also simple when it comes to figuring out complications to a situation. Let's say there's a scenario where a PC is trying to walk across a simple rickety wooden bridge, the DC for this could be 10 (depending on HOW rickety it was). Let's say it started to rain now, or a strong breeze picked up. Now you can just dial the DC up by one "notch" to a DC 15! Simple! And if you want to add in that the PC is being chased by bandits and needs to HURRY across as arrows and people chase them, now it's a DC 20!

It's very simple to step the DC up or down depending on extra things that happen around the situation at hand.

ADVANTAGES AND DISADVANTAGES

For things that happen in the world, I adjust the DC up or down by 5, or even get it to a specific number as previously stated. BUT when the PCs describe something they do based on THEIR actions, Game Masters can award Advantage (ADV) or Disadvantage (DisADV) to their roll. If they're talking to a city guard and let it slip that they stole something, the GM can give them DisADV on their Check. If a PC comes up with a clever way to use an item or lever to lift something heavy, the GM could give them ADV on their Check.

DC Tip: Don't be afraid to award ADV and DisADV for players' interactions with the world. This lets them know if they're "on the right track" with their thinking or not.

FAILING FORWARD

Just because someone fails a Check of some kind... it doesn't mean they LITERALLY didn't succeed in what they were doing. If someone tries to break open a door and they fail the Might Check for it... that doesn't have to mean that the door didn't break... it could break but make such a loud noise that the guards are alerted, or maybe they're unlucky and there's a guard directly on the other side of the door. You could even have them smashing the door in this way lower the DC for the next person to attempt something.

It can feel really bad and take forever if you GATE progress of the story behind NEEDING to hit certain numbers. This can bring the game to a screeching halt, so instead, let them fail forward. Let each moment move the story forward in an interesting way.



GAME MASTER GUIDE

VARIABLE ATTRIBUTE SKILL CHECKS

Each Skill has a Base Attribute that is its “home” on the Character Sheet. This is the “default” Attribute you would add to each Skill unless the GM calls for something else. In most scenarios you’ll find yourself using the Skill’s Base Attribute.

Example: When your GM tells you to “Make an Athletics Check”, that’ll most likely be based off of your Might Attribute. When your GM tells you to “Make an Influence Check” that’ll most likely be based off of your Charisma Attribute.

This keeps the game moving quickly and avoids confusion on which Attribute you add to a given Check. If you’re interested in a more customizable and creative approach to Skills, then here’s how the “Variable Attribute Rule” works.

VARIABLE ATTRIBUTE RULE

Which Attribute you use for a given Skill Check depends on HOW you’re using the Skill. This is a much more “open” approach to Skill Checks and can be used to create any possible Check.

DC Tip: Players can get creative with alternative Attributes for Checks, but the GM always retains the authority to decide which Check the player will make.

Determining the default Check can be straightforward. However, what if the PC wants to use a different Attribute or Skill with the Check or the GM wants to make the Check more precisely match the actions of the PC? This is where the Variable Attribute Rule comes in. There are 2 things to determine when making a Variable Skill Check:

Determine the Skill: Which SKILL is the PC trying to use at this moment? Based on what they’re trying to accomplish, the Skill being used is usually pretty obvious.

Determine the Attribute: Which ATTRIBUTE are they using to accomplish this task? How are they using their Skill? Are they using Might, Agility, Intelligence, or Charisma to make this Check? There are many ways to approach the actions a PC might take during gameplay. See the examples below.

DC Tip: The GM should ideally choose a Variable Check that is well suited for the PC. If the Variable Check is worse off for the PC, they can always choose to use the “default” Skill Check instead.

Variable Check Examples

Here are some examples of Variable Attributes being applied to scenarios for some great Skill Check results. I challenge you to think of how you could combine each of the 4 Attributes to each of the 13 General Skills. The format for describing these checks is “Skill (Attribute) Check” with the Skill being the first word and the Attribute being used is inside of the parenthesis.

Animal (Might) Check: A PC is wrestling a wild boar.

- Yes this could be an Athletics (Might) Check, and maybe for most characters, that’s what it would be. BUT if you have a unique character that has a really high Animal Skill... it might make more sense for them to use that expertise with animals to their advantage.
- Alternatively, when you try and quickly grab an Animal you could make an Animal (Agility) Check.

Trickery (Charisma) Check: A PC is trying to impersonate the speech or accent of another NPC to try to trick them into thinking they’re someone else.

- Yes this could be an Influence (Charisma) Check, because they’re talking to another NPC to convince them of something... BUT if a character has put a lot of points into Trickery, it makes sense for this sly character to be able to impersonate people better than most.
- Trying to devise a cunning plan to sneak into a location and infiltrate it you could make a Trickery (Intelligence) Check.

Medicine (Agility) Check: A PC is trying to carefully remove metal shards from an ally.

- Yes, I know Medicine’s “home” is Intelligence... and I would usually have Medicine Checks be used to see if you KNOW something about things having to do with medicine. BUT this is a careful application of your medical knowledge needing the use of your “agile” hand movements. I could even see someone using a Medicine (Might) Check to perform CPR or jam a dislocated shoulder back into place.

Intimidation (Intelligence) Check: A PC is trying to convince an NPC not to go into the dangerous forests, so they start listing off a bunch of scary facts about how terrifying a beast that lives in this forest is.

- Intimidation can easily be any of the 4 Base Attributes. Breaking something in half would be Might, throwing a dagger right next to someone’s head barely missing them would be Agility. When trying to manipulate a creature’s actions using a social threat, extortion, or blackmail, you could make an Intimidation (Charisma) Check. If your threat involves knowledge of key information or about the target specifically you could make an Intimidation (Intelligence) Check.

Insight (Intelligence) Check: A PC is trying to figure out something based on past experiences to put some pieces together. You can think of this as a PC’s intuition.



10 STEP CHARACTER CREATION

OUTLINE

During Player Character (PC) Creation, you will get to customize your PC in the following ways at Level 1:

- Choose Starting Attributes
- Choose Save Masteries
- Choose Background (Skills, Trades, and Languages)
- Choose an Ancestry, and Class

PLAYER CHARACTER CREATION

STEP 1: ATTRIBUTES & PRIME MODIFIER

You get your PC Attributes from one of the following methods and then assign the values to each of the 4 Attributes.

STANDARD ARRAY

You start with an array of 3, 1, 0, -2 and assign each value to an Attribute of your choice. You then gain 2 additional Attribute Points to increase whichever Attributes you want, up to the Attribute Limit (3).

POINT BUY

You start with a -2 in all of your Attributes. You then gain 12 Attribute Points to increase whichever Attributes you want, up to the Attribute Limit (3).

DC Tip: Your Prime Modifier (see later in this chapter) comes from your highest Attribute, so it's a good idea to make sure that you get a 3 in at least one of your Attributes.

ROLL METHOD

You determine your starting values by rolling 1d6-3 four times, and then assign each value to an Attribute of your choice. You then gain +2 Attribute Points to increase whichever Attributes you want, up to the Attribute Limit (3).

Prime Modifier Insurance: If the value of your highest Attribute is less than 3 (even after adding the +2 Attribute Points), you can reduce a different Attribute value by 1 or more to increase your highest Attribute by the same amount. You can't reduce an Attribute value below -2 or increase an Attribute above your Attribute Limit (3).

DC Tip: This method of determining your starting Attributes is the most risky. It offers the potential for the highest starting Attributes, but also the lowest. If you add all your Attributes together, their sum should be 2 (on average). If you get less than this, talk to your GM about potentially rerolling your Attributes (or using a different method).

PRIME MODIFIER

Your Prime Modifier is equal to your PC's highest Attribute.

DC Tip: You really want your PC to have a 3 in one of their Attributes so they can have a 3 for their Prime Modifier at level 1. This is going to add to a lot of the things you do in Combat and is very important.

STEP 2: SAVE MASTERIES

You get to choose 2 Attributes to gain Save Mastery at Level 1. You choose 2 of the 4 Attributes and are able to add your Combat Mastery to those Saves. There's a "Saves" section on your Character Sheet next to each Attribute. Bubble in the circle and write in your totals in each.

DC Tip: If you don't have Mastery in the Save, then the value you write down will be equal to your Attribute. BUT in the 2 Saves that you chose to gain Mastery in, you add +1 to the Attribute, and that's what you write down for the Save.

STEP 3: BACKGROUND (SKILLS, TRADES, & LANGUAGES)

This represents how you were raised and brought up, what type of culture you were around, and what you have done since birth. You gain "Traits" from your Background at 1st level that grant you some flavorful or mechanical benefits. You can not go over the Mastery Limit of Novice unless you have a Feature that allows you to do so.

Each Background gives 5 Skill Points, 3 Trade Points, and 2 Language Points.

Playtest Note: The only piece "missing" from Background is a "Background Trait". This will be something 100% FLAVOR based and only enhance Roleplay.

SKILLS

Your Background gives you 5 Skill Points, but you also increase or decrease your Skill Points based on your Intelligence Attribute.

STARTING SKILL POINTS = 5 + INTELLIGENCE
(YES, YOU DO SUBTRACT IF YOUR INTELLIGENCE IS NEGATIVE).

Knowledge Skills: Remember, if you put 1 Skill Point into a Knowledge Skill, you get a free "bonus point" to put into any other Knowledge Skill. You still have to follow the Mastery Cap of Novice though.

DC Tip: Bards and Rogues get more Skill Points at level 1 in their Class Table. Rogues get 1 more and Bards get 3 more



TRADES

Your Background gives you 3 Trade Points. You can convert 1 Skill Point into 1 Trade point, but not the other way around.

LANGUAGES

Your Background gives you Fluency in the Common Language and 2 Language Points that you can spend on Mortal or Exotic Languages of your choice. Additionally, you can convert 1 Trade Point into 2 Language Points.

BACKGROUND STARTING EQUIPMENT

Coming Soon. You get a list of starting equipment based on your Background. You could instead choose to receive a flat amount of gold or even roll for your gold

STEP 4: HEALTH POINTS

Fill in your character's HP. You may potentially add more if you choose an Ancestry or Class that grants bonus HP at Level 1.

Starting HP Formula: $6 + \text{Character Level} + \text{Might}$

DC Tip: To simplify this I always tell players that their starting HP is $7 + \text{Might}$, and that, yes, you do subtract if Might is negative. Also, how Class Bonus HP works is that all Martials (and Warlocks) get +1 HP and all Spellcasters get +0 HP (this makes it very easy to remember). Then we add in extra HP from Ancestry once they choose it later.

STEP 5: STAMINA & MANA POINTS

Fill in your character's SP and MP. Martial characters have 1 Stamina Point (SP), Spellcasters have 6 Mana Points (MP).

STEP 6: DEFENSE

Fill in your character's Physical and Mystical Defense.

PHYSICAL DEFENSE

Unarmored, Light Armor, and Heavy Armor all use the following Formula:

PHYSICAL DEFENSE = $8 + \text{CM} + \text{AGILITY} + \text{ARMOR BONUS}$

DC Tip: Armor Bonus for both Light Armor and Heavy Armor is +1.

Barbarians and Monks have unique Formulas for their PD if they choose not to wear **Armor**:

BARBARIANS = $8 + \text{CM} + (\text{AGILITY OR MIGHT}) + \text{PRIME}$
MONK = $8 + \text{CM} + \text{AGILITY} + \text{PRIME}$

MYSTICAL DEFENSE

Almost all character's Mystical Defense uses the same Formula:

MENTAL DEFENSE = $8 + \text{CM} + \text{CHARISMA} + \text{INTELLIGENCE}$

Monks have a unique Formula for their MD:

MONK = $8 + \text{CM} + \text{CHARISMA} + \text{INTELLIGENCE} + \text{PRIME}$

DAMAGE REDUCTION

Fill in each section's Damage Reduction.

Physical Damage Reduction: This only applies if you're wearing Heavy Armor (or have some other feature that grants PDR).

Mystical Damage Reduction: This is most likely 0 for everyone (unless you have a feature that grants it).

STEP 7: COMBAT MODIFIERS

Fill out the rest of the blanks on your Character Sheet.

Attack / Spell Check: +4

Save DC: 14

Martial Check: Highest between Athletics or Acrobatics

Death Threshold: -3

Move Speed: 5

Jump Distance: Equals your Agility (minimum of 1)

Rest Points: 1 + Might (minimum of 0)

Grit Points: 2 + Charisma

STEP 8: ANCESTRY

Choose an Ancestry. This represents your biology and how you have grown and developed since birth. You gain Ancestry Traits from your chosen Ancestry at 1st, 4th, and 7th level.

DC Tip: There are many different ways to create Ancestries (both visually and mechanically). Make sure to collaborate where needed with your GM.



STEP 9: CLASS

Choose a Class. This represents how well trained you are in martial combat, spellcasting, or both. You gain Class Features at Level 1, 2, 5, and 8.

All Classes get to choose a Subclass at 3rd Level, and gain additional Subclass Features at Level 6 and Level 9. Keep this in mind when creating your character along with their flavor and backstory so that it blends well and “makes sense” when you get to Level 3.

Example: If you know you’re going to choose “Dragon Bloodline Sorcerer” then you should probably flavor some of your PC’s appearance or how they cast their spells with a draconic theme.

DC Tip: If you don’t know what you’re going to select yet, that’s fine as well. I just recommend THINKING about it.

CLASS FEATURES

You gain a number of Class Features at Level 1 based on which Class you chose (see Classes for more)

Bonus HP: All Classes have a Bonus HP column in their Class Table. Martials get +1 Bonus HP, and all Spellcasters do not get any Bonus HP.

Cantrips, Spells, Maneuvers Known: Check your Class Table to see if you have any of these to pick.

Skill Points: If your background already gave you one or more of these Skills, you can replace those Skills from this list with any Skill of your choice.

STEP 10: WEAPONS & INVENTORY

Choose what starting equipment you want. You gain some from your Class and the rest from your Background.

Playtest Note: Currently the only thing this is right now is Weapons and Armor. Starting Equipment will be added in the beta. I personally let my PCs choose from a list of general adventuring supplies and we go from there.



FURTHER PLAYER CHARACTER

PROGRESSION

Characters get stronger as they increase in Level. This chart shows what you get at each Level for all Classes.

DC Tip: This table is a general representation of what the “standard” is for all classes, but make sure to check your Class specifically just in case.

PLAYER CHARACTER PROGRESSION TABLE

Lvl	Combat Mastery	Attribute Cap	Skill Mastery Level Cap	Attribute Points	Skill Points	Trade Points	Features, Talents, & Traits
1	1	3	Novice (1)				Class Features
2	1			+1			Class Features Talent
3	2				+1		Subclass Features
4	2			+1			Talent Ancestry Trait
5	3	4	Adept (2)	+1	+2	+2	Class Features
6	3				+1		Subclass Features
7	4			+1			Talent Ancestry Trait
8	4				+1		Class Capstone Features
9	5			+1			Subclass Capstone Features
10	5	5	Expert (3)	+1	+2	+2	Epic Boon Talent
11	6				+1		Choose Prestige Path Talent
12	6			+1			Talent
13	7				+1		Talent
14	7			+1			Talent
15	8	6	Master (4)	+1	+2	+2	Talent
16	8				+1		Talent
17	9			+1			Talent
18	9				+1		Talent
19	10			+1			Talent
20	10	7	Grandmaster (5)	+1	+2	+2	Epic Boon Talent

LEVELING UP

When a character levels up, these are the updates you need to make.

COMBAT MASTERY

At levels 3, 5, 7, and 9 (all “odd” levels) your Combat Mastery increases by 1. The following things use Combat Mastery and would also increase by 1.

- Physical and Mystical Defense
- Attack and Spell Checks
- Might, Agility, Charisma, or Intelligence Saves (that you have Mastery in)
- Save DC

ATTRIBUTE POINTS

Check your Player Character Progression Table and see if you gain any Attribute points.

- If you increase an Attribute, you also increase each Skill that’s connected to that Attribute by the same amount.
- Possibly increase your Prime Modifier if you just increased your highest Attribute to be higher than it was before.
- Update the Save values of any Attributes you increased. You should also check on the Physical or Mental Saves as well if those were changed.

SKILL, TRADE, & LANGUAGE POINTS

Check your Player Character Progression Table and see if you gain any Skill Points or Trade Points.

- If you do, spend them to increase your Mastery Levels and increase those modifiers.

DC Tip: Remember not to exceed the “Mastery Limit” depending on what level you are. Level 5 is Adept, Level 10 is Expert, Level 15 is Master, and Level 20 is Grandmaster.

HEALTH

These are the categories that you could gain HP in:

- Every PC’s Health increases by 1 when they level up.
- Check to see if your Class Table grants any additional “Bonus HP”.
- If you increase your Might Attribute, then you also increase your HP by 1 for each point of Might you gain.
- You may also gain an Ancestry Trait or other Talent that grants bonus HP.

DC Tip: Since part of the formula for PC Health includes your level, this means everyone always gains at least 1 HP.

DEFENSE

Physical Defense: Agility is part of your Defense Formula, so for each +1 to Agility you get, increase your PD by +1.

Mystical Defense: For each +1 to Charisma and Intelligence you get, increase your MD by 1.

ADDITIONAL OPTIONS

MAX LEVEL 10 + PRESTIGE LEVELS

The “max level” for each Class in DC20 is Level 10, but there’s a Prestige Path that unlocks at level 11. You can choose the Martial Path, Spellcaster Path, or Hybrid Path. These Prestige Paths grant additional bonuses, points, and Talents and will let you level up to level 20. This can be repeated again if the group wants to continue their story.



TALENTS

When a PC is granted a Talent, they can spend it on any Talent that they meet the requirements for. There are 3 different kinds of Talents.

Example: A Barbarian at 2nd level could use the Talent they get to gain a General Talent, a Barbarian Class Talent, or a Multiclassing Talent.

GENERAL TALENTS

These are Talents that ANY Class can pick up and usually only have a level requirement to get.

More General Talents will be released in other resources, but these are a few that you can pick up to keep things simple.

ATTRIBUTE INCREASE

You gain 1 Attribute Point to put into any Attribute of your choice.

SKILL OR TRADE INCREASE

You gain 2 Skill or Trade Points to put into any Skill or Trade of your choice.

SPELLCASTING EXPANSION

You can only take this Talent once.

You unlock access to magics that were previously out of reach. You gain the following benefits:

- You gain Spellcasting Mastery.
- Your Maximum Mana Points increase by 2.
- You gain access to your choice of any Spell List.
- You learn 2 additional Spells (from Spell Lists that you have access to).
- You learn 1 additional Cantrip Spell (from Spell Lists that you have access to).

MARTIAL EXPANSION

You can only take this Talent once.

You are able to push yourself to new limits and perform new heroic feats. You gain the following benefits:

- You gain Mastery in all Weapons, Armors, and Shields.
- You gain access to all Maneuvers and Weapon Style Passives.
- You learn 2 Maneuvers.
- You learn 2 Techniques (from a Technique List you have access to).
- Your Stamina Point Maximum increases by 1.

RANGED PRECISION

You can only take this Talent once.

When you make a Ranged Attack with a Weapon, you gain a +5 bonus on the Attack Check against targets who haven't moved or dodged since the beginning of their last turn.

CLASS TALENTS

These are Talents that are specific to a certain class. Those classes will be able to pick these up sooner since other classes would have to use Multiclassing Talents (see below) to obtain them.

Each Class will have Class Talents for Level 2 and beyond, but currently, we aren't releasing any yet so that people can playtest Multiclassing Talents or keep it simple with the General Talents. More will be released in the beta.

MULTICLASSING TALENTS

These Talents represent the Multiclassing System in DC20. These Talents allow you to take Features from other Classes outside of your own Class. The Feature you gain from this Talent will be of a lower level than your own class, but allow you to pick up powerful abilities from other Classes, and even Subclasses, if you meet the requirements.

Class Flavor Features: You aren't able to select a Class's Flavor Feature with a Multiclassing Talent, but once you take 2 Class Features from a single Class, you automatically gain that Class's Flavor Feature. This represents your PC becoming more like that class, with the Flavor Features helping that along.

MULTICLASS

Requirement: 2nd Level or Higher

You can choose a 1st-level class feature from any class.

ADEPT MULTICLASS

Requirement: 4th Level or Higher

You can choose a 1st or 2nd-level class feature from any class.

EXPERT MULTICLASS

Requirement: 7th Level or Higher

You can choose 1 of the following options:

- a 1st, 2nd, or 5th-level Class Feature from any class.
- a 3rd-level Subclass Feature from a Class you have at least 1 Class Feature from.

MASTER MULTICLASS

Requirement: 10th Level or Higher

You can choose 1 of the following options:

- a 1st, 2nd, or 5th-level class feature from any class.
- a 3rd-level Subclass Feature from a Class you have at least 1 Class Feature from.
- a 6th-level Subclass Feature from a Subclass you have at least 1 Subclass Feature from.



GRANDMASTER MULTICLASS

Requirement: 13th Level or Higher

You can choose 1 of the following options:

- a 1st, 2nd, or 5th-level class feature from any class.
- a 3rd-level Subclass Feature from a Class you have at least 1 Class Feature from.
- a 6th-level Subclass Feature from a Subclass you have at least 1 Subclass Feature from.
- an 8th-level Class Capstone Feature from any Class you have at least 2 Class Features from.

LEGENDARY MULTICLASS

Requirement: 17th Level or Higher

You can choose 1 of the following options:

- a 1st, 2nd, or 5th-level class feature from any class.
- a 3rd-level Subclass Feature from a Class you have at least 1 Class Feature from.
- a 6th-level Subclass Feature from a Subclass you have at least 1 Subclass Feature from.
- an 8th-level Class Capstone Feature from any Class you have at least 2 Class Features from.
- a 9th-level Subclass Capstone Feature from any Subclass you have at least 2 Subclass Features from.



MULTICLASS & PRESTIGE SYSTEMS

In DC20 there are two more advanced systems for character progression: Multiclass Characters and Prestige Characters.

MULTICLASSING

MULTICLASSING TALENTS

You can gain Features from other Classes by selecting the Multiclassing Talents listed in the Talents chapter. When you do, you follow the rules for Multiclassing in this chapter.

MULTICLASS CHARACTERS

Classes are defined as Martial Classes or Spellcaster Classes. Martial Classes start with Martial Mastery, and Spellcaster Classes start with Spellcasting Mastery. Some classes start with both Martial Mastery and Spellcasting Mastery, such as the Spellblade. These classes are still defined as either a Martial Class or a Spellcaster Class for the purposes of Multiclassing rules.

Martial Classes: Barbarian, Fighter, Commander, Rogue, Ranger, Monk, Spellblade*

Spellcaster Classes: Wizard, Sorcerer, Cleric, Druid, Bard, Warlock

DC Tip: When a Class refers to their “Class Table,” that’s only in reference to the Class you choose at Level 1. Anything you gain from multiclassing will be referred to in the Multiclass Tables below.

MULTICLASS FLAVOR FEATURES

If you take 2 Class or Subclass Features from the same Class, you automatically get that Class’s “Flavor Feature” for free.

MULTICLASSING EXCEPTIONS

When a Martial Class gains a Martial Feature using a Multiclassing Talent, they don’t gain any benefits from the Multiclassing Martial Table. When a Spellcaster Class gains a Spellcasting Feature using a Multiclassing Talent, they don’t gain any benefits from the Multiclass Spellcasting Table.

DIVINE DAMAGE

The first time you gain a feature that says “Divine damage” you must choose Radiant or Umbral. That now becomes your Divine damage type for all instances of Divine damage.

MARTIAL CLASSES THAT MULTICLASS INTO A SPELLCASTING CLASS

When a Martial Class spends a Talent on a Multiclassing Talent to pick up a Feature from a Spellcasting Class, they also gain “Multiclass Spellcasting Mastery”. You gain additional

benefits (shown on the table below) as you continue to spend more Talents to gain more Spellcaster Class Features. These don’t have to be from the same Spellcasting Class as the first one.

Each time you gain a Feature from a Spellcasting Class, the Spells that you can learn from your Multiclassing Spellcasting Table are only Spells that the Class you just took the Feature from would have access to. This restriction happens each time that you learn a new Spell.

Example: If you pick up a Bard Feature with a Multiclassing Talent at Level 2, then the 1 Spell you learn must be on the Bard Spell List (Spells with the Charm Spell Tag or from specific Spell Schools). Then at Level 4 if you pick up a Cleric Feature with a Multiclassing Talent, the 1 Spell you learn must be on the Cleric Spell List (Divine Spell List).

DC Tip: Basically when you take the Feature, it’s THAT Class’s Spell List that you can learn the Spell from.



MULTICLASS SPELLCASTING MASTERY

Spell List: When you learn a new Spell, you can choose any Spell on the Spell List granted by the Spellcasting Class you're taking this Feature from. You must follow any restrictions imposed by the Spellcasting Mastery you gained that Spell List from.

Cantrips Learned: You learn a number of Spells with the Cantrip Spell Tag as shown in the Cantrips Learned column of the Multiclass Spellcasting Table.

Spells Learned: You learn an additional number of Spells (with or without the Cantrip Spell Tag) as shown in the Spells Known column of the Multiclass Spellcasting Table.

Mana Points: You have a maximum number of Mana Points equal to your Prime Modifier. Additionally, your maximum increases by an amount as shown in the Mana Points column of the Multiclass Spellcasting Table.

Multiclass Spellcasting Table

Spellcaster Features Taken	Mana Points Gained	Cantrips Learned	Spells Learned
1	+2	+1	+1
2	+2	+1	+1
3	+3	+1	+2
4	+3	+1	+2
TOTAL:	10	4	6

SPELLCASTER CLASSES THAT MULTICLASS INTO A MARTIAL CLASS

When a Spellcaster Class uses a Talent for Multiclassing to pick up a Feature from a Martial Class they also gain the "Multiclass Martial Feature". You gain additional benefits (shown on the table below) as you continue to spend more Talents to gain more Martial Class Features. These do not have to be from the same Martial Class as the first one.

MULTICLASS MARTIAL MASTERY

Weapon Passive: You gain the benefits of Weapon Style Passives.

Maneuvers Learned: You learn all Attack & Weapon Maneuvers plus additional Maneuvers as shown in the Maneuvers Learned column of the Multiclass Martial Table.

Techniques Learned: You learn a number of Techniques as shown in the Techniques Learned column of the Multiclass Martial Table.

Stamina Points: Your maximum number of Stamina Points increases by an amount as shown in the Stamina Gained column of the Multiclass Martial Table.

Multiclass Martial Table

Martial Features Taken	Stamina Gained	Maneuvers Learned	Techniques Learned
1	+1	+3	+1
2	+0	+1	+1
3	+1	+1	+1
4	+0	+1	+1
TOTAL:	2	6	4

PRESTIGE PATHS

When you want to continue your PCs level progression past 10th level, you maintain your original Class but gain a "Prestige Path". This lets you increase your PC to 20th level. When your GM says that you are now 11th level, you get a few extra features listed below based on which Prestige Path you choose.

DC Tip: This Prestige Path is now considered your "Class Table" for instances where the rules reference your Class Table

There are 3 different Prestige Paths. You can choose any Prestige Path that you want, but choose wisely because once you make this choice, it's permanent. This will be the Path you progress down until level 20.

The following Prestige Paths are identical except for the following categories: HP, SP, MP, Techniques, and Spells.



PRESTIGE LEVELING TABLE

This is the Table you'll be referencing when you increase your level.

Prestige Leveling Chart

Char Level	Features
1	Class Features
2	Class Feature Talent
3	Subclass Feature
4	Talent Ancestry Trait
5	Class Feature
6	Subclass Feature
7	Talent Ancestry Trait
8	Class Capstone Feature
9	Subclass Capstone Feature
10	Epic Boon Talent
11	Choose Prestige Path Talent
12	Talent
13	Talent
14	Talent
15	Talent
16	Talent
17	Talent
18	Talent
19	Talent
20	Epic Boon Talent

MARTIAL PATH

When you choose the Martial Path, you gain the following benefits:

Additional HP: Your HP maximum increases by an amount shown in the HP column of the Martial Path Table.

Additional Attribute Points: You gain additional Attribute Points as shown in the Attribute Points column of the Martial Path Table.

Additional Skill Points: You gain additional Skill Points as shown in the Attribute Points column of the Martial Path Table.

Maneuvers Learned: You learn a number of Maneuvers as shown in the Maneuvers Learned column of the Martial Path Table.

Techniques Learned: You learn a number of Techniques as shown in the Techniques Known column of the Martial Path Table.

- **Stamina Points:** You gain a maximum number of Stamina Points as shown in the Stamina Points column of the Martial Path Table.

Additionally, you gain **Martial Path Mastery** unless you already have a Martial Mastery. If you already have a Martial Mastery, you gain a Talent instead.

MARTIAL PATH MASTERY

Combat Masteries: All Weapons, All Armors, and All Shields

Weapon Passive: You gain the benefits of Weapon Style Passives.

Maneuvers: You learn all Attack & Weapon Maneuvers.

Stamina Recovery: On your turn, you can spend 1 AP to regain 1 SP. You also regain all spent SP when Combat ends.

MARTIAL PATH TABLE

Lvl	HP	SP	Man	Tech	CM	Max Skill Mod	Max Attribute Mod	Skill Points	Attribute Points	
11	+1	+1	+1	+1	6	+6	+5	+1		Talent
12	+1				6	+6	+5		+1	Talent
13	+1	+1	+1	+1	7	+6	+5	+1		Talent
14	+1				7	+6	+5		+1	Talent
15	+1	+1	+1	+1	8	+8	+6	+2	+1	Talent
16	+1				8	+8	+6	+1		Talent
17	+1	+1	+1	+1	9	+8	+6		+1	Talent
18	+1				9	+8	+6	+1		Talent
19	+1	+1	+1	+1	10	+8	+6		+1	Talent
20	+1				10	+10	+7	+2	+1	Epic Boon Talent



SPELLCASTER PATH

When you choose the Spellcaster Path, you gain the following benefits:

Additional HP: Your HP maximum increases by an amount shown in the HP column of the Spellcaster Path Table.

Additional Attribute Points: You gain additional Attribute Points as shown in the Attribute Points column of the Spellcaster Path Table.

Additional Skill Points: You gain additional Skill Points as shown in the Attribute Points column of the Spellcaster Path Table.

Cantrips Learned: You learn a number of Spells with the Cantrip Spell Tag as shown in the Cantrips Known column of the Spellcaster Path Table.

Spells Learned: You learn an additional number of Spells (with or without the Cantrip Spell Tag) as shown in the Spells Known column of the Spellcaster Path Table.

Additionally, you gain **Spellcaster Path Mastery** unless you already have a Spellcasting Mastery. If you already have a Spellcasting Mastery, you gain a Talent instead.

SPELLCASTER PATH MASTERY

Combat Masteries: Spellcasting

Spell List: You gain access to a Spell List of your choice. When you learn a new Spell, you can choose any Spell on a Spell List you have access to. You must follow any restrictions imposed by the Spellcasting Mastery you gained that Spell List from.

Mana Points: You have a maximum number of Mana Points equal to your Prime Modifier. Additionally, your maximum increases by an amount as shown in the Mana Points column of the Spellcaster Path Table.

SPELLCASTER PATH TABLE

Lvl	HP	MP	Cantrips Known	Spells Known	CM	Max Skill Mod	Max Attribute Mod	Skill Points	Attribute Points	
11		+5	+1	+1	6	+6	+5	+1		Talent
12		+5		+1	6	+6	+5		+1	Talent
13	+1	+5		+1	7	+6	+5	+1		Talent
14		+5		+1	7	+6	+5		+1	Talent
15		+5	+1	+1	8	+8	+6	+2	+1	Talent
16	+1	+5		+1	8	+8	+6	+1		Talent
17		+5		+1	9	+8	+6		+1	Talent
18		+5		+1	9	+8	+6	+1		Talent
19	+1	+5		+1	10	+8	+6		+1	Talent
20		+5	+1	+1	10	+10	+7	+2	+1	Epic Boon Talent



HYBRID PATH

When you choose the Hybrid Path, you gain the following benefits:

Additional HP: Your HP maximum increases by an amount shown in the HP column of the Hybrid Path Table.

Additional Attribute Points: You gain additional Attribute Points as shown in the Attribute Points column of the Hybrid Path Table.

Additional Skill Points: You gain additional Skill Points as shown in the Attribute Points column of the Hybrid Path Table.

Maneuvers Learned: You learn a number of Maneuvers as shown in the Maneuvers Learned column of the Hybrid Path Table.

Cantrips Learned: You learn a number of Spells with the Cantrip Spell Tag as shown in the Cantrips Known column of the Hybrid Path Table.

Spells Learned: You learn an additional number of Spells (with or without the Cantrip Spell Tag) as shown in the Spells Known column of the Hybrid Path Table.

Techniques Learned: You learn a number of Techniques as shown in the Techniques Known column of the Hybrid Path Table.

Stamina Points: You gain a maximum number of Stamina Points as shown in the Stamina Points column of the Hybrid Path Table.

HYBRID PATH MASTERY

Combat Masteries: All Weapons, All Armors, All Shields, and Spellcasting

Weapon Passive: You gain the benefits of Weapon Style Passives.

Maneuvers: You learn all Attack & Weapon Maneuvers.

Spell List: You gain access to a Spell List of your choice. When you learn a new Spell, you can choose any Spell on a Spell List you have access to. You must follow any restrictions imposed by the Spellcasting Mastery you gained that Spell List from.

Mana Points: You have a maximum number of Mana Points equal to your Prime Modifier. Additionally, your maximum increases by an amount as shown in the Mana Points column of the Hybrid Path Table.

HYBRID PATH TABLE

Lvl	HP	SP	Man	Tech	MP	Cantrips Known	Spells Known	CM	Max Skill Mod	Max Attribute Mod	Skill Points	Attribute Points	
11	+1	+1	+1	+1	+3	+1	+1	6	+6	+5	+1		Talent
12					+3			6	+6	+5		+1	Talent
13	+1				+3		+1	7	+6	+5	+1		Talent
14					+3			7	+6	+5		+1	Talent
15	+1	+1	+1	+1	+3	+1	+1	8	+8	+6	+2	+1	Talent
16					+3			8	+8	+6	+1		Talent
17	+1				+3		+1	9	+8	+6		+1	Talent
18					+3			9	+8	+6	+1		Talent
19	+1	+1	+1	+1	+3	+1	+1	10	+8	+6		+1	Talent
20					+3			10	+10	+7	+2	+1	Epic Boon Talent



ANCESTRIES SYSTEM

During character creation, you must choose your character's Ancestry, which represents the physical form your character takes in the world, such as Human, Elf, Dwarf, Halfling and Gnome. Each Ancestry has a list of Ancestry Traits, which you can gain by spending Ancestry Points.

ANCESTRY TRAITS

Ancestry Traits give your Character physiological properties or abilities based on your Ancestry. You can choose various combinations of Ancestry Traits to customize your Character to express the type of fantasy race you want to play.

ANCESTRY POINTS

Ancestry Points can be spent to gain Ancestry Traits. Most Traits cost between 1 and 3 Points, however, some Traits have a Point value of 0 or lower: Minor Traits and Negative Traits.

GAINING ANCESTRY POINTS

When first creating your Character, you have 5 Ancestry Points. You gain additional Ancestry Points when you reach Levels 4 and 7.

TYPES OF ANCESTRY TRAITS

Each Ancestry has 4 kinds of Ancestry Traits.

MINOR ANCESTRY TRAITS

These Traits cost 0 Ancestry Points and provide minor benefits that are respective of each Ancestry's unique abilities and origins. You can only choose 1 Minor Trait.

NEGATIVE ANCESTRY TRAITS

These are Traits that have a negative Point value due to a penalty it gives your Character. These give you additional Ancestry Points equal to the negative value of the Trait.

Example: If you choose the Negative Trait Reckless (-1), then you would gain the Trait (which reduces your PD by 1) and also gain 1 Ancestry Point (since the value of the Trait is worth -1). This now would technically give you 6 total Ancestry Points to spend now, but you will still end with a total of 5 (6 -1).

DEFAULT ANCESTRY TRAITS

These are a set of pre-defined Ancestry Traits that are worth a total 5 Ancestry Points. These include a Minor Trait and may also include a Negative Trait.

DC Tip: This is perfect for new players! They can just say, "I want to be an Elf" and they can get the "pre-made" list of the Elf Default Traits and be done with this step of Character Creation.

EXPANDED ANCESTRY TRAITS

These are optional Ancestry Traits that you can choose from to customize your Character's Ancestry for either mechanical or flavor reasons.

DC Tip: Some groups or GMs might choose to ignore these Expanded Ancestry Traits to speed up character creation (for new groups or for one shots) or if they want to have a "consistent" feel for all Ancestries.



ANCESTRY ORIGINS

ANCESTRY FLAVOR VS MECHANICS

SIDEBAR

Player Characters are unique in this aspect and with so many options, you are able to create a wide variety of Ancestry Origins. You can customize them and make them your own, either for mechanical reasons for certain traits you want to use, or for flavor / lore based reasons.

ANCESTRY FLAVOR

This is where you can say what your Character looks like based on their Ancestry. Maybe you choose Dwarf and Elf for your 2 Ancestries, now you get to decide how they look, which has nothing to do with game mechanics. Maybe you are a tall slender elf with a huge beard... or maybe you are a thick stocky dwarf with smooth hairless skin and pointy ears... or maybe you look 100% like a Dwarf... and all of those "Elven Traits" are more recessive and don't show themselves visually, you might have the EYES of an elf, but everything else looks Dwarvish.

DC Tip: *Maybe you love the Mechanics of a Gnome, but you really want to play a Halfling. Talk to your GM about if it is ok to 100% separate the mechanics of your character from what you visually look like. Work together and brainstorm how your Halfling Character gained the mechanics of a Gnome (either magically or through practice, etc.).*

If you wanted to play a Dwarf that had a backstory of being from a long line of Dwarves, you totally can! Pick Dwarf and then ask yourself "How else do I want to express my Character?". If you are going to be a Cleric, then maybe look into the Angel-born Traits? If you want to play a BRAVE Dwarf, then maybe look into a Halfling (they have a Halfling Bravery Trait). This does not mean that you ARE that Ancestry, or that one of your parents were, it just is a way to further express your character and let them have the Traits that best fit them.

DC Tip: *If your ideal Dwarf possess Traits only included in the Giantborn Ancestry list, pick some of those Traits for your "Dwarf" so you can create the type of Ancestry you have in mind. You can describe your Mixed Ancestry character as being a specific kind of Dwarf or a Dwarf/ Giantborn hybrid. You can express your Ancestry however you wish.*

ANCESTRY MECHANICS

This is where you choose your Ancestries based on the game mechanics of what Ancestry Traits they offer. Build out your character accordingly and then step back and see what your character would look like. I had a Player make a character that just wanted to make a BIG Barbarian, so he chose Giant-born and Orc. I asked him "what does that look like?" and we talked about it and decided that he was going to be an "Ogre-born" which ended up being a really cool enhancement to his backstory... even though the intent on his choices was based on game mechanics.

ANCESTRY APPEARANCE

The appearance of this new Ancestry is for the PC and GM to come up with together (also making sure it fits into the lore of the world setting). The Ancestry could look similar to an already existing Ancestry but be magically different for other reasons. The Ancestry could be an entirely new species that you want to bring into the world and mix and match Traits around to get the exact right feel for your PC.

DC Tip: *How I have always handled this is the visual is 100% "flavor" based and the Player can describe however they look. Then the Ancestry Points takes care of the "balance" and mechanics of what that Ancestry can do.*

ANCESTRY LORE & FLAVOR

Each Ancestry has unique biological and cultural pieces that combine with Background to create a very unique PC.

- Unique Biology Facts
- Ancestry Quirks Table
- Names List
- Ancestries Culture

This will be available at the release of the full game. The Playtest Rules are focused on the mechanics of the game, so the "flavor & lore" will be revealed in other resources.

ANCESTRY CREATION

Every Character starts with the Base Ancestry Traits below, and your Ancestry gives you a list of additional Traits that you can spend your 5 Ancestry Points on.

BASE ANCESTRY TRAITS

Size: Your Size is Medium.

Speed: You have a Speed of 5 Spaces.

Creature Type: Your Creature Type is Humanoid.

CHOOSE YOUR ANCESTRY

Pick 1 or 2 Ancestries to show where your Character comes from, what they look like, or how you want your Character to perform mechanically. This represents what Ancestry your Characters parents were. When you select an Ancestry you gain access to its Ancestry Traits List (Default and Expanded).

STARTING WITH 1 ANCESTRY

You gain access to its Ancestry List. You can choose a second Ancestry when you gain additional Ancestry Points at Levels 4 or 7.

DC Tip: *This does give you less options during Character Creation, but gives you more flexibility to choose a second Ancestry at later time as the direction you take your Character evolves.*



STARTING WITH 2 ANCESTRIES

You gain access to both Ancestry Lists of each chosen Ancestry.

DC Tip: *This option gives you more options during Character Creation, but less flexibility at higher levels when you gain additional Ancestry Points*

SPEND YOUR ANCESTRY POINTS

You have 5 Ancestry Points to spend on any Ancestry Traits from among your Ancestry Trait Lists. Your Ancestry needs to have a total of 5 Ancestry Points worth of Traits (including negative Traits). You can choose multiple Negative Traits, but you can only choose 1 Minor Trait. You must spend all your Ancestry points during Character Creation (you can't save them for later).

DUPLICATE ANCESTRY TRAITS

You can't choose a Trait of the same name multiple times, unless it says so otherwise.

Example: A PC chooses Dwarf and Giantborn as their 2 Ancestries. The Tough Ancestry Trait is available to both Ancestries. The PC could only choose the Tough Ancestry Trait once, even though it's available to both Ancestries.

ANCESTRY TRAIT REQUIREMENTS

If an Ancestry Trait has a requirement, such as a Level requirement, then you must meet that requirement to choose that Ancestry Trait.

ATTRIBUTE & MASTERY INCREASES

Certain Ancestry Traits grant increases to Attributes, Skills, and Trades. These Ancestry Traits can't exceed the Attribute Limit, Skill Mastery Limit, or Trade Mastery Limit, unless they say so otherwise.

REPEATED FEATURE REFUNDS

If you gain a Talent or Feature that grants you a benefit that's identical to (or a better version of) an Ancestry Trait you have, you can choose to immediately replace that Ancestry Trait with 1 or more other Ancestry Traits available to you that are worth the same amount of Ancestry Points.

Example 1: A Dwarf with the Natural Combatant Ancestry Trait (grants Mastery with Heavy Weapons, Heavy Armor, and all Shields) uses their 2nd Level Talent to pick the Martial Expansion Talent (grants Mastery with all Weapons, Armors, and Shields), then the Dwarf would be refunded the Ancestry Points they spent to gain Natural Combatant and would need to immediately use those Points to gain a different Ancestry Trait available to them.

Example 2: If you have an Ancestry Trait that grants you Water Breathing and Swim Speed, then later you gain a Class Feature that ONLY grants a Swim Speed (but not Water Breathing), that would NOT count and you would not get any Ancestry Points refunded to you (you would keep both). If you later get another feature that ONLY grants Water Breathing, you could now get a refund for the Ancestry Trait since you now have other Features or Talents granting you the exact same (or better) abilities.

DC Tip: *There might be a scenario where a Minor Trait is replaced by a Feature or Talent. In this case a GM could allow a Player to pick from another Minor Trait from another Ancestry (if it would make sense for that PC).*

VARIANT RULES

CUSTOM ANCESTRIES

If you want to create a PC with a completely custom Ancestry or want to combine 3 or more Ancestries together, you can create a Custom Ancestry. This gives Characters access to ALL Ancestry Lists at once but only gets 4 points to spend instead of 5. All other Ancestry Creation Rules still apply.

DC Tip: *This would be a Variant Rule within a Variant Rule. You could choose to have PCs get the full 5 Ancestry Points for creating their Custom Ancestry, but keep in mind this would be VERY strong and the default option for most everyone at the table (for both min maxing and RP reasons). If you are ok with this, then let them have the full 5 Points instead of 4.*

STRONGER OR WEAKER ANCESTRIES

Game Masters can choose to start the game off with higher or lower Ancestry Point totals (instead of 5). **Lower Points:** If you don't want there to be as much power that comes from Ancestries and want it to be more of a Subtle thing they get, you can lower it down to 4, 3, or 2. The PC would have to choose which Default Ancestry Traits (or Expanded Ancestry Traits) they get to equal that total.

Higher Points: if you want to give your players more power and customization at the start of the game you can give them more points here (or use the Free Starting Talent Variant Rule). This gives the PCs 6 or more points to build a stronger Ancestry with.

DC Tip: *I would be very careful with this, the game is balanced around PCs getting 5 points and there could be some very powerful combinations (especially if combined with other more powerful options for starting the game off).*

ANCESTRY ADOPTION

This option allows you to select one Ancestry Trait from any Ancestry available, then follow the rules as written for spending the rest of your Ancestry Points.

DC Tip: *You could be making this choice for tactical combat reasons, roleplay reasons or anything in between. Talk to your GM (and even the rest of your party) to show what unique twist you have added to your PC.*



ANCESTRY “MAGIC ITEMS”

This option allows you to “think outside the box” on why your PC can do what they can do and where they got these “powers” from. With this rule, you can choose from ANY of the Ancestry Traits and give yourself a “magic item” that represents that power. You can do this multiple times for multiple points worth of traits. You can tie all these points into a single item or into multiple items.

Example: You want to play a “normal” Human PC, but you REALLY want to have a Breath Weapon (from the Dragonborn Ancestry) and you DON’T want to say that you are “part Dragonborn”. You can create a Human with 3 points spent in the Human Ancestry and with the other 2 points, you can get the Dragonborn’s Breath Weapon, but you could describe that it comes from a “magic ring” on your finger. This allows you to play the fantasy of a human, while still having the “magical abilities” that you want.

DC Tip: I have done this myself with Class Features before. I had a PC who was a complete commoner... but he happen to find a magic sword and as soon as he picked it up he was granted the powers of a Spellblade. If I ever lost the sword, then those powers were gone. Its a very unique way to make a unique PC.

GM AND PC NOTES

Keep in mind that this “feature” is now being represented by an object that is not part of the PC. This means that it could be stolen or possibly work differently if the PCs go to an area that cancels all magic items (then the ring would not work). So have an open dialogue with each other about this and how it might look at your table.

ANCESTRIES

HUMAN

DEFAULT TRAITS

(2) **Attribute Increase:** Choose an Attribute. The chosen Attribute increases by 1 (up to the Attribute Limit).

(2) **Resilience:** Choose an Attribute. The chosen Attribute gains Save Mastery.

(1) **Human Resolve:** Your Death’s Door Threshold value is expanded by 1.

(0) **Undying:** You have ADV on Saves against the Doomed Condition.

EXPANDED TRAITS

(2) **Skill Expertise:** Choose a Skill. Your Mastery Cap and Mastery Level in the chosen Skill both increase by 1. You can only benefit from 1 Feature that increases your Skill Mastery Limit at a time.

(1) **Trade Expertise:** Choose a Trade. Your Mastery Cap and Mastery Level in the chosen Trade both increase by 1. You can only benefit from 1 Feature that increases your Trade Mastery Limit at a time.

(1) **Human Determination:** Once per Combat, you can give yourself ADV on an Attack Check or Spell Check while Bloodied.

(1) **Unbreakable:** You have ADV on Death Saves.

(-1) **Attribute Decrease:** Choose an Attribute. You decrease the chosen Attribute by 1 (to a minimum of -2).



DEFAULT TRAITS

(1) **Elven Will:** You have ADV on Checks and Saves against being Charmed and put to Sleep.

(2) **Nimble:** When you take the Dodge Action, you instead gain the benefits of the Full Dodge Action.

(2) **Agile Explorer:** You are not affected by Difficult Terrain.

(0) **Discerning Sight:** You have ADV on Checks and Saves made to discern through visual illusions.

EXPANDED TRAITS

(1) **Peerless Sight:** You don't have DisADV as a result of making an Attack with a Weapon at Long Range.

(1) **Climb Speed:** You gain a Climb Speed equal to your Movement Speed.

(2) **Speed Increase:** Your Speed increases by 1 Space.

(1) **Trade Expertise:** Choose a Trade. Your Mastery Cap and Mastery Level in the chosen Trade both increase by 1. You can only benefit from 1 Feature that increases your Trade Mastery Limit at a time.

(1) **Plant Knowledge:** While within forests, jungles, and swamps, you have ADV on Survival Checks. Additionally, you have ADV on Nature Checks made to recall information about plants.

(-1) **Might Attribute Decrease:** You decrease your Might by 1 (to a minimum of -2).

(-1) **Frail:** Your HP maximum decreases by 2.

DEFAULT TRAITS

(1) **Tough:** Your HP maximum increases by 1.

(2) **Toxic Fortitude:** You have Poison Resistance (Half) and ADV on Saves against being **Poisoned**.

(2) **Physically Sturdy:** You have ADV on Saves against being **Impaired, Deafened, or Petrified**.

(0) **Iron Stomach:** You have ADV on Saves against effects that come from consuming food or liquids.

EXPANDED TRAITS

(1) **Thick-Skinned:** Your PD increases by 1 while you're not wearing Heavy Armor.

(1) **Natural Combatant:** You gain Mastery with Heavy Weapons, Heavy Armors, and all Shields.

(1) **Stone Blood:** You have ADV on Saves against **Bleeding**. Additionally, you can spend 1 AP to end a Bleeding Condition on yourself.

(1) **Minor Tremorsense:** You have Tremorsense 3 Spaces.

(2) **Stubborn:** You have ADV on Saves against being **Taunted** and against being forcibly moved.

(1) **Trade Expertise:** Choose a Crafting or Services Trade. Your Mastery Cap and Mastery Level in the chosen Trade both increase by 1.

(1) **Earthen Knowledge:** While within mountainous and subterranean environments, you have ADV on Survival Checks. Additionally, you have ADV on Nature Checks made to recall information about rocks, soil, crystals, and gems.

(-1) **Charisma Attribute Decrease:** You decrease your Charisma by 1 (to a minimum of -2).

(-1) **Short-Legged:** Your Speed decreases by 1 Space.

HALFLING

DEFAULT TRAITS

(-1) **Small Sized:** Your Size is considered Small.

(2) **Elusive:** When you take the Disengage Action, you instead gain the benefits of the Full Disengage Action.

(2) **Halfling Bravery:** You have ADV on Saves against being **Intimidated, Rattled, or Frightened**.

(1) **Halfling Endurance:** You have ADV on Saves made to resist gaining **Exhaustion**.

(1) **Deft Footwork:** You can move through the space of a hostile creature 1 size larger than you as if it were Difficult Terrain.

(0) **Beast Whisperer:** You can speak to Beasts in a limited manner. They can understand the meanings of simple words, concepts, or states of emotion. You have no special ability to understand them in return.

EXPANDED TRAITS

(1) **Beast Insight:** You can understand Beasts in a limited manner. You can understand the meaning of their noises and behaviors, though they have no special ability to understand you in return.

(1) **Burst of Bravery:** Once per Combat, you can end the **Intimidated, Rattled, or Frightened** Condition on yourself for free at any time.

(1) **Trade Expertise:** Choose a Trade. Your Mastery Cap and Mastery Level in the chosen Trade both increase by 1. You can only benefit from 1 Feature that increases your Trade Mastery Limit at a time.

(1) **Critter Knowledge:** You have ADV on Nature, Survival, and Animal Checks involving creatures that are Small or smaller.

(-1) **Intelligence Attribute Decrease:** You decrease your Intelligence by 1 (to a minimum of -2).

(-2) **Short Legged:** Your Speed decreases by 1 Space.

GNOME

DEFAULT TRAITS

(-1) **Small-Sized:** Your Size is considered Small.

(2) **Escape Artist:** You have ADV on Checks and Saves to avoid or escape being **Grappled** or **Restrained**.

(1) **Magnified Vision:** You have ADV on Investigation Checks made to inspect something you're holding or touching.

(2) **Mental Clarity:** You have ADV on Saves against being **Dazed** or **Stunned**.

(1) **Strong-Minded:** Your MD increases by 1.

(0) **Predict Weather:** You can naturally tell what the weather is going to be in the next hour in the area within 1 mile of you. You don't have DisADV on Checks or Saves as a result of naturally occurring weather.

EXPANDED TRAITS

(1) **Mana Increase:** Your MP maximum increases by 1.

(1) **Trapper:** You have ADV on Investigation Checks to spot traps and on Trickery Checks to Hide traps.

(2) **Lightning Insulation:** You have Lightning Resistance (Half) and can't be struck by natural lightning.

(1) **Trade Expertise:** Choose a Crafting or Subterfuge Trade. Your Mastery Cap and Mastery Level in the chosen Trade both increase by 1.

(1) **Storm Knowledge:** While within rainy, snowy, or stormy environments, you have ADV on Survival Checks. Additionally, you have ADV on Knowledge Checks made to recall information about rain, snow, and storms.

(-1) **Agility Attribute Decrease:** You decrease your Agility by 1 (to a minimum of -2).

(-1) **Short-Legged:** Your Speed decreases by 1 Space.



DEFAULT TRAITS

(-1) **Cursed Mind:** Your MD decreases by 1.

(2) **Orc Rush:** Once per Combat, when you willingly move toward an enemy, you can spend 1 AP to gain Temp HP equal to your Prime Modifier.

(2) **Brutal Strikes:** You deal +1 damage when you score a Brutal or Critical Hit with a Melee Weapon or Unarmed Strike.

(1) **Tough:** Your HP maximum increases by 1.

(1) **Orcish Resolve:** You can now spend up to 2 AP while on Death's Door instead of 1.

(0) **Already Cursed:** You have ADV on Saves against Curses.

EXPANDED TRAITS

(2) **Intimidating Shout:** Once per Combat, you can spend 1 AP to let out an Intimidating Shout. All creatures within 5 Spaces that can hear you must make a Charisma Save contested by your Attack Check. **Failure:** A target is **Hindered** on the next Attack Check or Spell Attack it makes before the start of your next turn.

(1) **Orc Dash:** Once per Combat, you can use your Minor Action to move, as long as that movement is towards an enemy.

(1) **Finishing Blow:** You deal +1 damage to creatures who are **Well-Bloodied**.

(1) **Imposing Presence:** Once per Combat, when a creature makes an Attack against you, you can force them to make a Charisma Save. **Save Failure:** They must choose a new target for the Attack. If there are no other targets, then the Attack is wasted.

(-1) **Provocation:** You have DisADV on Checks and Saves against being **Taunted**.

(-1) **Reckless:** Your PD decreases by 1.

DRACONIC ORIGIN

Choose a Draconic Origin from the list below. All future choices within this Ancestry must use the chosen Draconic Origin. The type of damage associated with your Draconic Origin is your Draconic damage.

Elemental Origin: Corrosion, Cold, Fire, Lightning, or Poison.

Mystic Origin: Psychic, Radiant, Sonic, or Umbral.

DEFAULT TRAITS

(1) **Darkvision:** You have Darkvision 10 Spaces.

(2) **Draconic Resistance:** You gain Resistance (Half) to your Draconic damage type.

(2) **Draconic Breath Weapon:** You gain a Breath Weapon based on your Draconic Origin. You can Spend 2 AP to exhale in a 3 Space Cone or a 6 Space Line. Alternatively, you can choose to make an Attack against a single target within 6 Spaces, increasing the damage by 1. You can use this ability once between Long Rests. When you Roll for Initiative, or meet some other unique criteria at the GM's discretion, this ability recharges.

- **Elemental Breath Weapon:** Make a Spell Check against every target's PD within the area. **Hit:** The target takes 2 Draconic damage. Before you make your Spell Check, you can spend 1 SP to increase the damage by 1, or 1 MP to increase it by 2.

- **Mystic Breath Weapon:** Make a Spell Check against every target's MD within the area. **Hit:** The target takes 1 Draconic damage. Before you make your Spell Check, you can spend 1 SP to increase the damage by 1, or 1 MP to increase it by 2.

(0) **Reptilian Superiority:** You have ADV on Intimidation Checks against reptilian creatures of Medium or smaller (not including other Dragonborn).

EXPANDED TRAITS

(1) **Mana Increase:** Your MP maximum increases by 1.

(1) **Thick-Skinned:** Your PD increases by 1 while you're not wearing Heavy Armor.

(1) **Second Breath:** (requires Draconic Breath Weapon) You can now use your Draconic Breath Weapon twice per Combat. Additionally, whenever you use your Draconic Breath Weapon, you can spend 2 uses to increase its damage by 1.

(1) **Concussive Breath:** (requires Draconic Breath Weapon) When you use your Draconic Breath Weapon, you can force all targets to make a Physical Save. **Save Failure:** The target is pushed 1 Space away +1 additional Space for every 5 it fails its Save by.

(1) **Draconic Affinity:** When you take damage of the same type as your Draconic damage, your next Draconic Breath Weapon deals +1 bonus damage.



(1) **Dying Breath:** (requires Draconic Breath Weapon) Once per Combat, when you enter Death's Door, you regain a use of your Draconic Breath Weapon and can immediately use it as a Reaction for free (0 AP).

(1) **Draconic Ward:** Once per Combat, when you enter Death's Door, you gain 2 Temp HP. Whenever you're hit by a Melee Attack while you have this Temp HP, your Attacker takes 1 Draconic damage.

(1) **Draconic Protection:** Once per Combat, when an ally within 20 Spaces is on Death's Door, you begin to surge with an ancient power. While they remain on Death's Door their PD and MD increases by 5 till Combat ends.

(2) **Glide Speed:** You have a set of wings that you can use to horizontally glide and slow your descent. Provided you aren't **Incapacitated** you gain the following benefits while in the air:

- **Controlled Falling:** You suffer no damage from Controlled Falling.
- **Altitude Drop:** If you end your turn midair, you Controlled Fall 4 Spaces.
- **Glide Speed:** You can use your movement to glide horizontally.

(-1) **Guardians Bond:** Once per Combat, when an ally enters Death's Door within 20 Spaces of you, you take an amount of True damage equal to your Prime Modifier.

GIANTBORN

DEFAULT TRAITS

(1) **Tough:** Your HP maximum increases by 1.

(2) **Powerful Build:** You increase by 1 size, but you occupy the Space of a creature 1 size smaller.

(1) **Unstoppable:** You have ADV on Saves against being **Slowed** or **Stunned**.

(1) **Giant's Resolve:** While on Death's Door, you reduce all damage taken by 1.

(0) **Unyielding Movement:** You are immune to being **Slowed** 2 (or higher).

EXPANDED TRAITS

(2) **Giant's Fortitude:** (requires Giant's Resolve) You gain the benefits of your Giant's Resolve Trait while **Well-Bloodied**.

(2) **Strong Body:** Once per Combat, when you take damage that targets your PD, you can reduce the damage taken by an amount equal to your Might or Agility (your choice).

(1) **Mighty Hurl:** You throw creatures 1 Space farther than normal, and objects (including Weapons) 5 Spaces farther than normal.

(1) **Titanic Toss:** You have ADV on Checks made to throw creatures. You don't have DisADV as a result of making an Attack with a Weapon with the Thrown Property at Long Range.

(1) **Mighty Leap:** You can use your Might instead of Agility to determine your Jump Distance and the damage you take from Falling.

(1) **Brute:** Once per Combat, you can take the Shove or Grapple Action as a Minor Action.

(-1) **Heavy Riser:** You have to spend 4 Spaces of movement to stand up from Prone.

(-1) **Clumsiness:** You have DisADV on Agility Checks.

(-1) **Intelligence Attribute Decrease:** You decrease your Intelligence by 1 (to a minimum of -2).



ANGELBORN

FALLEN ANGELBORN

If you choose to play an Angelborn and go down a darker path, you can choose to be a Fallen Angelborn. This can happen at character creation from evil acts done in your backstory, or this can happen mid-campaign after a large change in your character.

You gain the following Ancestry Trait:

(0) Fallen: You can now spend your Ancestry Points on Fiendborn Traits.

DC Tip: You are not considered to be a Fiendborn, you just gain access to its Traits. You can only have one "o Point" Ancestry Trait when creating your character, so if you want to start the game with this feature you must swap it out with Divine Glow.

DEFAULT TRAITS

(1) Radiant Resistance: You have Resistance (Half) to Radiant damage.

(2) Celestial Magic: You learn 1 Spell of your choice from the Divine Spell List (Holy & Restoration in this document). Once per Long Rest, you can cast the chosen Spell spending 1 less MP than normal (minimum of 0 MP). The Spell's total MP cost (before all reductions) still can't exceed your Mana Spend Limit.

(2) Healing Touch: Once per Combat, you can spend 1 AP to touch a creature and heal it. Make a **DC 10** Spell Check. **Success:** You can restore up to **2 HP**. **Success (each 5): +1 HP**. **Failure:** You only restore **1 HP**.

(0) Divine Glow: Your body can emit Bright Light in a 5 Space radius around you at will.

EXPANDED TRAITS

(1) Mana Increase: Your MP maximum increases by 1.

(1) Celestial Clarity: You have ADV on Saves against being **Blinded** or **Deafened**.

(1) Angelic Insight: Once per Long Rest you can grant yourself ADV on an Insight Check to see if someone is lying.

(2) Gift of the Angels: Once per Combat you can spend **1 AP** and **1 MP** and touch a creature to heal them over time. The creature recovers **1 HP** at the start of each of their turns for 1 minute (5 Rounds).

(1) Blinding Light: Once per Combat, you can spend **1 AP** to choose a creature within 5 Spaces and make a Spell Check contested by its Physical Save. **Success:** The target is **Blinded** until the end of your next turn.

(2) Glide Speed: You have a set of wings that you can use to horizontally glide and slow your descent. Provided you aren't **Incapacitated** you gain the following benefits while in the air:

- **Controlled Falling:** You suffer no damage from Controlled Falling.
- **Altitude Drop:** If you end your turn midair, you Controlled Fall 4 Spaces.
- **Glide Speed:** You can use your movement to glide horizontally.

(-1) Pacifist: Your divine call is to put others before yourself and resist doing harm. You suffer a -1 penalty to all Checks & Saves made during the first round of Combat.

(-1) Umbral Weakness: You have Umbral Vulnerability (1).



FIENDBORN

FIENDISH ORIGIN

Choose a Fiendish Origin from the following list: Cold, Corrosion, Fire, Poison, and Umbral. All future choices within this Ancestry must use the chosen Fiendish Origin. The type of damage associated with your Fiendish Origin is your Fiendish damage.

FIENDBORN REDEMPTION

If you choose to play a Fiendborn and go down a path of redemption, you can choose to be a Redeemed Fiendborn. This can happen at character creation from good acts done in your backstory, or this can happen mid-campaign after a large change in your character.

You gain the following Ancestry Trait:

(0) **Redeemed:** You can now spend your Ancestry Points on Angelborn Traits.

DC Tip: You are not considered to be an Angelborn, you just gain access to its Traits. You can only have one "o Point" Ancestry Trait when creating your character, so if you want to start the game with this feature you must swap it out with *Light's Bane*.

DEFAULT TRAITS

(2) **Fiendish Resistance:** You gain Resistance (Half) to your Fiendish damage type.

(2) **Fiendish Magic:** You learn 1 Spell of your choice from the Arcane Spell List from the Destruction or Enchantment Spell Schools. If the Spell deals damage, then it must be the same damage type as your Fiendish damage. Once per Long Rest, you can cast the chosen Spell spending 1 less MP than normal (minimum of 0 MP). The Spell's total MP cost (before all reductions) still can't exceed your Mana Spend Limit.

(1) **Darkvision:** You have Darkvision 10 Spaces.

(0) **Light's Bane:** You can spend 1 AP to snuff out a mundane light source within 5 Spaces of you.

EXPANDED TRAITS

(1) **Mana Increase:** Your MP maximum increases by 1

(1) **Silver-Tongued:** Once per Long Rest, you can grant yourself ADV on an Influence Check when trying to deceive someone.

(1) **Fiendish Aura:** You learn the Sorcery Cantrip, but you must choose the type of energy that is the same as your Fiendish Origin.

(1) **Superior Darkvision (requires Darkvision):** Your Darkvision increases to 20 Spaces.

(1) **Infernal Bravery:** You have ADV on Saves against being Intimidated.

(1) **Intimidator:** Once per Combat, you can take the Intimidate Action as a Minor Action.

(1) **Charming Gaze:** You can spend 1 AP to gaze upon a creature you can see within 10 Spaces that can also see you. Make a Spell Check contested by the target's Repeated Charisma Save. **Success:** The creature becomes **Charmed** by you for 1 minute. You can use this ability once between Long Rests. When you Roll for Initiative, or meet some other unique criteria at the GM's discretion, this ability recharges.

(2) **Glide Speed:** You have a set of wings that you can use to horizontally glide and slow your descent. Provided you aren't **Incapacitated** you gain the following benefits while in the air:

- **Controlled Falling:** You suffer no damage from Controlled Falling.
- **Altitude Drop:** If you end your turn midair, you Controlled Fall 4 Spaces.
- **Glide Speed:** You can use your movement to glide horizontally.

(-1) **Radiant Weakness:** You have Radiant Vulnerability (1).

(-1) **Divine Dampening:** You recover 1 less HP when healed from divine sources.

BEASTBORN

This is a unique Ancestry in that it doesn't have ANY Default Traits. Instead, Beastborn get access to a category of Expanded Traits called Beast Traits. You can spend your Ancestry Points on any of the Beast Traits below.

BEASTBORN ORIGIN

Choose a type of Beast you are modeled after, such as a frog, elephant, lion, spider, rabbit, dog, or something else. You're a Humanoid creature with an appearance based on the chosen Beast.

You gain the following Ancestry Trait:

(0) Beastkind: You can understand and speak to (in a limited capacity) the species of Beast your Beastborn is modeled after. You can understand the meaning of their noises and behaviors, and they understand the meanings of simple words, concepts, or states of emotion.

DC Tip: It's up to the GM how far the category of the beast you choose can be applied. If you chose turtle, for example, it might reference ONLY turtles or might include other reptiles as well. If you chose to be a "hybrid creature" of sorts, you'd have to choose just 1 type of Beast unless your GM makes an exception for you.

BEAST TRAITS

Below is a list of Beast Traits. You can only choose a Beast Trait once unless it says otherwise.

SENSES

(1) Darkvision: You have Darkvision 10 Spaces.

(1) Echolocation: You can spend 1 AP to roar, scream, or screech to gain Blindsight in a 10 Space radius that lasts until the start of your next turn. The sound can be heard from up to 100 Spaces away. You gain no benefit from this Trait in an area of Silence.

(1) Keen Sense: Choose 1 of the following senses: hearing, sight, or smell. You make Awareness Checks with ADV using the chosen sense. You can choose this trait multiple times, choosing a different sense each time.

(-2) Sunlight Sensitivity: While you or your target is in sunlight, you have DisADV on Attacks and Awareness Checks that rely on sight.

MOBILITY

(1) Climb Speed: You gain a Climb Speed equal to your Ground Speed.

(1) Spider Climb: (requires Climb Speed) You can walk normally without falling or needing to Climb along vertical surfaces and upside down (such as on ceilings).

(1) Web Walk: You can walk along and through webs unimpeded. Additionally, you know the location of any creature that's in contact with the same web.

(1) Water Breathing: You can breathe underwater.

(1) Swim Speed: You gain a Swim Speed equal to your Ground Speed. Additionally, your Breath Duration increases by 3.

(2) Speed Increase: Your Speed increases by 1 Space.

(2) Sprint: You can use your Minor Action to take the Move Action. Once you use this Trait, you can't use it again until you take a turn without taking the Move Action.

(2) Charge: If you move at least 2 Spaces in a straight line before making a Melee Attack, the damage of the Attack increases by 1.

(2) Burrow Speed: You gain a Burrow Speed equal to half your Movement Speed.

JUMPING

(1) Jumper: Your Jump Distance increases by 2, and you can take the Jump Action as a Minor Action.

(1) Strong Jumper: You no longer need to move 2 Spaces before performing a Running Jump, and you take 0 damage from Controlled Falling 5 Spaces or less.



FLYING

(2) **Glide Speed:** You have a set of wings that you can use to horizontally glide and slow your descent. Provided you aren't Incapacitated you gain the following benefits while in the air:

- **Controlled Falling:** You suffer no damage from Controlled Falling.
- **Altitude Drop:** If you end your turn midair, you Control Fall 4 Spaces.
- **Glide Speed:** You can use your movement to glide horizontally.

(2) **Limited Flight:** (requires Glide Speed) You have a set of wings that grant you limited flight. Provided you aren't Incapacitated, you gain the following benefits:

- **Vertical Ascent:** You can spend 2 Spaces of movement to ascend 1 Space vertically.
- **Hover:** When you end your turn in the air, you maintain your altitude.

(2) **Full Flight:** (requires Limited Flight) You have a Fly Speed equal to your Ground Speed.

(1) **Flyby:** (requires Limited Flight) You don't provoke Opportunity Attacks when you Fly out of an enemy's reach.

(2) **Stealth Feathers:** (requires Limited Flight) You have ADV on Stealth Checks while Flying.

(-1) **Winged Arms:** (requires any Flying Beast Trait) Your arms are also your wings. You can't hold anything in your hands when using a Glide Speed or Fly Speed.

BODY

(1) **Tough:** Your HP maximum increases by 1.

(1) **Thick-Skinned:** Your PD increases by 1 while you're not wearing Heavy Armor.

(2) **Powerful Build:** You increase by 1 Size, but you occupy the Space of a creature 1 Size smaller.

(3) **Long-Limbed:** When you make a Melee Martial Attack, your reach is 1 Space greater than normal.

(1) **Secondary Arms:** You have 2 slightly smaller secondary arms below your primary pair of arms. They function just like your primary arms, but they can't wield Heavy Weapons or any Shields.

(1) **Prehensile Appendage:** You have a prehensile tail or trunk that has a reach of 1 Space and can lift up an amount of pounds equal to your Might times 5 (or half as many kilograms). You can use it to lift, hold, or drop objects, and to push, pull, or grapple creatures. It can't wield Weapons or Shields, you can't use tools with it that require manual precision, and you can't use it in place of Somatic Components for Spells.

(1) **Hazardous Hide:** You have spikes, retractable barbs, poisonous skin, or some other form of defense mechanism to keep creatures from touching you. Choose 1 of the following damage types: Corrosion, Piercing, or Poison. While you are **Grappled**, your Grappler takes 1 damage of the chosen type at the start of each of its turns. Creatures that start their turn **Grappled** by you also take this damage.

(2) **Natural Armor:** (requires Thick-Skinned) While not wearing Heavy Armor, you gain +1 Physical Damage Reduction.

(1) **Hard Shell:** (requires Thick-Skinned) You have a large shell around your body for protection. Your PD increases by 1 (while you're not wearing Heavy Armor), your Movement Speed decreases by 1, and you're immune to being Flanked.

(1) **Shell Retreat:** (requires Hard Shell) Your body has a shell that you can retreat into. You can spend 1 AP to retreat into or come back out of your shell. While in your shell, you gain +5 PD, Resistance (Half) to Physical and Elemental damage, and ADV on Might Saves; you're also **Prone**, you can't move, you have DisADV on Agility Saves, and you can't take Reactions.

(2) **Camouflage:** You can change the color and pattern of your body. While motionless you have ADV on Stealth Checks

(1) **Prowler:** You have ADV on Stealth Checks while in Darkness.

(2) **Cold Resistance:** You have Cold Resistance (Half) and ADV on Saves against Exhaustion from cold temperatures

(2) **Fire Resistance:** You have Fire Resistance (Half) and ADV on Saves against Exhaustion from hot temperatures

(-1) **Short-Legged:** Your Speed decreases by 1 Space.

(-1) **Small-Sized:** Your Size is considered Small.

(-1) **Reckless:** Your PD decreases by 1.



NATURAL WEAPONS

(1) **Natural Weapon:** You have up to 2 Natural Weapons (claws, horns, fangs, tail, etc.) which you can use to make Unarmed Strikes that deal 1 Bludgeoning, Piercing, or Slashing damage (your choice upon gaining this Trait). You can perform Attack Maneuvers with your Natural Weapons.

The following Traits require the **Natural Weapon** trait:

(2) **Extended Natural Weapon:** Your Natural Weapon now has the **Reach** Property.

(1) **Natural Projectile:** You can use your Natural Weapon to make a Ranged Martial Attack with a Range of 10 Spaces. The Natural Weapon might produce a spine, barb, fluid, or other harmful projectile (your choice).

(1) **Natural Weapon Passive:** You can choose 1 Weapon Style that fits your desired Natural Weapon. You can benefit from the chosen Weapon Style's passive with your Natural Weapon.

(1) **Rend:** You can spend 1 AP when making an Attack Check with your Natural Weapon to force the target to make a Physical Save. **Failure:** The target begins **Bleeding**.

(1) **Retractable Natural Weapon:** Your Natural Weapon is able to be concealed or retracted and gains the **Concealable** Property (gain ADV the first Attack Check you make in Combat).

(1) **Venomous Natural Weapon:** When you Hit a creature with your Natural Weapon, they make a Physical Save against your Save DC. **Failure:** The target becomes **Impaired** until the start of your next turn.

MISCELLANEOUS

(2) **Fast Reflexes:** You gain ADV on Initiative Checks and on the first Attack Check you make in Combat.

(1) **Mimicry:** You can mimic simple sounds that you have heard (such as a baby's crying, the creak of a door, or single words) and repeat short 3 word phrases that sound identical to what you heard. A creature can make an Insight Check contested by your Trickery Check to determine if this sound is real.

(2) **Intimidating Shout:** Once per Combat, you can spend 1 AP to let out an Intimidating Shout. All creatures within 5 Spaces that can hear you must make a Charisma Save contested by your Attack Check. **Failure:** A target is **Hindered** on the next Attack Check or Spell Attack it makes before the start of your next turn.

(2) **Toxic Fortitude:** You have Poison Resistance (Half) and ADV on Saves against being **Poisoned**.

(2) **Shoot Webs:** You can spend 1 AP to make a Ranged Attack Check against a target within 5 Spaces. The target makes a Physical Save contested by your Ranged Attack Check. **Save Failure:** The target is **Restrained** by webbing and can spend 1 AP on their turn to attempt to escape (Martial Check vs your Save DC). The webbing can also be attacked and destroyed (PD 10; 2 HP; Immunity to Bludgeoning, Poison, and Psychic damage).



CLASSES

BARBARIAN

Barbarians charge into battle with reckless abandon, ignoring their own safety as they brush off damage and deal even more in return. They trade defense for more offense and let out blood-crazed battle cries.

Source of Power: Barbarians become overtaken by a surge of strength called Rage. This can manifest as rage, possession, primal power, or something else entirely. A protective Barbarian could tap into his power if their friends are in danger. A frightened Barbarian could lash out when they're scared. There are many possibilities for where a Barbarian's power of Rage comes from.

DC Tip: Or of course an ANGRY Barbarian might want to smash everything in sight!

STARTING EQUIPMENT

- 2 of the following: Light Weapons, Heavy Weapons, Shields
- 1 Ranged Weapon with 20 Ammo OR 3 Throwing Weapons
- 1 set of Novice Light Armor or Novice Heavy Armor
- X or Y "Packs" (Adventuring Packs coming in Beta)

BARBARIAN MARTIAL MASTERY

Combat Masteries: All Weapons, All Armors, and All Shields

Weapon Passive: You gain the benefits of Weapon Style Passives.

Maneuvers: You learn all Attack & Weapon Maneuvers plus additional Maneuvers as shown in the Maneuvers Known column of the Barbarian Class Table.

Techniques: You learn a number of Techniques as shown in the Techniques Known column of the Barbarian Class Table.

Stamina Points: You have a maximum number of Stamina Points as shown in the Stamina Points column of the Barbarian Class Table.

BARBARIAN CLASS TABLE

Char Level	Bonus HP	Attribute Points	Skill Points	Stamina Points	Maneuvers Known	Techniques Known	Features
1	+1			1	4	0	Class Features
2	+1	+1		2	5	1	Class Feature Talent
3	+1		+1	2	5	1	Subclass Feature
4	+1	+1		3	6	2	Talent Ancestry Trait
5	+1	+1	+2	3	6	2	Class Feature
6	+1		+1	4	7	3	Subclass Feature
7	+1	+1		4	7	3	Talent Ancestry Trait
8	+1		+1	5	8	4	Class Capstone Feature
9	+1	+1		5	8	4	Subclass Capstone Feature
10	+1	+1	+2	6	9	5	Epic Boon Talent



BARBARIAN CLASS FEATURES

LEVEL 1 CLASS FEATURES

BARBARIAN STAMINA

When you score a Heavy or Critical Hit against a creature (or one is scored against you), you regain **1 SP**, provided you don't spend SP as part of that action.

RAGE

During Combat, you can spend **1 AP** and **1 SP** to enter a Rage for 1 minute. For the duration, you're subjected to the following effects:

- You deal **+1** damage on Melee Attacks.
- You have ADV on Might Checks and Saves.
- Your PD decreases by 5.
- You gain Resistance (Half) to Elemental and Physical damage.

Ending Early: Your Rage ends early if you fall **Unconscious**, die, or you choose to end it for free on your turn.

DC Tip: The GM may allow you to Rage during stressful events, such as trying to lift a boulder to save an ally.

BERSERKER

Your primal savagery grants you the following benefits:

Charge: When you make a **Melee Martial Attack** on your turn, you can move up to 2 Spaces immediately before making the Attack.

Berserker Defense: You gain access to the following PD formula while not wearing **Armor**: 8 + Combat Mastery + (Agility or Might) + 2.

Fast Movement: You gain **+1** Speed while not wearing Armor.

Mighty Leap: You can use your Might instead of Agility to determine your Jump Distance and the damage you take from Falling.

SHATTERING FORCE (FLAVOR FEATURE)

When you hit a structure or mundane object with a Melee Attack, it's considered a Critical Hit.

LEVEL 2 CLASS FEATURES

BATTLECRY

You can spend **1 AP** and **1 SP** to release a shout of your choice listed below. Until the start of your next turn, you and creatures of your choice within 10 Spaces that can see or hear you are subjected to the effects of your shout. A creature can only benefit from the same type of shout once at a time.

- **Fortitude Shout:** Each creature gains Resistance (1) against the next source of Physical or Elemental damage.
- **Fury Shout:** Each creature deals **+1** damage on their next Attack against 1 target.
- **Urgent Shout:** Each creature gains **+1** Speed until the start of your next turn.

BRUTAL BLOWS

When you score a Brutal or Critical Hit against a creature, it must make a Physical Save against your Save DC. **Failure:** The creature suffers the following effects:

- It immediately loses its Breath and Concentration.
- It becomes **Impaired** and can't Speak until the end of its next turn.

TALENT

You gain 1 Talent of your choice. If the Talent has any prerequisites, you must meet those prerequisites to choose that Talent.



BARD

Bards utilize artistic expression through various forms to connect with the emotions and heart of magic. This includes a wide range of mediums such as, musical instruments, singing, dancing, drawing, painting, sculpting, poetry, storytelling, inspirational speech, and more. They are great at bringing the best out in those around them through both helping and performing, showcasing high proficiency across multiple disciplines. Bards are remarkably flexible and adaptable spellcasters, capable of tapping into a wide array of magical abilities with the appropriate artistic expression.

Source of Power: Bards derive their power from harnessing their emotions and force of will, as well as those of others around them. The feeling you get when listening to a stirring song, hearing masterfully read poetry, or witnessing a captivating performance that gives you chills, elevates your heart rate, and provokes you to dance, that passion is what fuels their potential. A Bard's emotion, determination, and will power flows through their unique artistic expression, touching the hearts and minds of those around them and bringing their magic to life.

Bard Flavor: Bards compile a repertoire of artistic expressions that they manifest as Spells. Musician Bards utilize specific songs or instruments to cast Spells, while dancer Bards perform particular dance moves that represent different Spells. Storyteller Bards initiate combat by narrating tales of wonder and adventure, seamlessly weaving Spells into key points of the story. Painter Bards fluidly and freely paint images, each triggering a specific Spell.

STARTING EQUIPMENT

- 2 Light Weapons
- 1 Musical Instrument, Theatre Kit, or Art Kit
- 1 set of Novice Light Armor
- X or Y "Packs" (we'll have a list of adventuring packs to put here)

BARD SPELLCASTING MASTERY

Combat Masteries: Light Weapons, Light Armor, Light Shields, and Spellcasting

Spell List: When you learn a new Spell, you can choose any Spell with the Charm Spell Tag or from the following Spell Schools: Conjuraton, Divination, Enchantment, Illusion, and Restoration.

Playtest Note: This means that the following Spells are what you would have access to:

- **Cantrips:** Befriend, Close Wounds, Guidance, Light, Mage Hand, Message, Minor Illusion
- **1 MP Spells:** Bane, Bless, Command, Find Familiar, Fog Cloud, Grease, Heal, Psychic Fear, Silent Image, Sleep, Tethering Vines

Cantrips Known: You learn a number of Spells with the Cantrip Spell Tag as shown in the Cantrips Known column of the Bard Class Table.

Spells Known: You learn an additional number of Spells (with or without the Cantrip Spell Tag) as shown in the Spells Known column of the Bard Class Table.

Mana Points: You have a maximum number of Mana Points equal to your Prime Modifier. Additionally, your maximum increases by an amount as shown in the Mana Points column of the Bard Class Table.

BARD CLASS TABLE

Char Level	Bonus HP	Attribute Points	Skill Points	Mana Points	Cantrips Known	Spells Known	Features
1			+2	3	2	3	Class Features
2		+1	+1	6		4	Class Feature Talent
3			+2	9	3		Subclass Feature
4	+1	+1	+1	12		5	Talent Ancestry Trait
5		+1	+2	15		6	Class Feature
6			+1	18	4		Subclass Feature
7		+1	+2	21		7	Talent Ancestry Trait
8	+1		+1	24		8	Class Capstone Feature
9		+1	+1	27			Subclass Capstone Feature
10		+1	+2	30	5	9	Epic Boon Talent



BARD CLASS FEATURES

LEVEL 1 CLASS FEATURES

BARDIC PERFORMANCE

You can spend **1 AP** and **1 MP** to start a performance that grants you a 10 Space Aura for 1 minute. Choose 1 of the performances below. While creatures of your choice are within your Aura (and can see or hear you) they benefit from your performance. A creature can only benefit from one instance of each performance at a time.

- **Battle Ballad:** The chosen creatures deal **+1** damage against 1 target of their choice on an Attack they make once on each of their turns.
- **Fast Tempo:** The chosen creatures gain **+1** Speed.
- **Inspiring:** The chosen creatures gain **1 Temp HP** at the start of each of their turns.
- **Emotional:** Choose 1 of the following Conditions: **Charmed**, **Frightened** (includes **Rattled** & **Intimidated**), or **Taunted**. The chosen creatures have ADV on Saves to resist and end the chosen Condition. If a target is affected by the chosen Condition at the start of its turn, it can immediately attempt to end the Condition on itself by repeating its Save.

Changing Performances: Once on each of your turns, you can spend **1 AP** to change your performance to a different one.

Ending Early: The performance ends early if you become **Incapacitated**, you die, or choose to end it for free.

FONT OF INSPIRATION

You are an ever present source of aid for your allies. You gain the following benefits:

Ranged Help Attack: The range of your Help Action when aiding an Attack increases to 10 Spaces.

Help Reaction: When a creature that you can see makes a Check, you can take the Help Action as a Reaction to aid them with their Check, provided you're within range to do so

DC Tip: Helping with a Skill or Trade Check doesn't have a default range limitation. The GM determines the range of the type of help required.

REMARKABLE REPERTOIRE

You learn any 2 Spells of your choice from any Spell List, provided 1 of them is a Cantrip.

You learn to express your art in a unique manner, granting you the ability to alter how you cast Spells. Choose the manner of your expression: Visual or Auditory.

- **Visual:** Through acrobatics, dancing, juggling, painting, drawing, or miming, you can ignore the Verbal Components of a Spell you cast, but you must provide a Somatic Component instead.
- **Auditory:** Through singing, playing music, poetry, comedy, or storytelling, you can ignore the Somatic Components of a Spell you cast, but you must provide a Verbal Component instead.

CROWD PLEASER (FLAVOR FEATURE)

- When you spend at least 5 minutes performing an Artistry Trade for one or more people who are actively watching or listening to your performance, you can make an Artistry Trade Check Contested by the targets' Charisma Save. **Success:** You gain ADV on Charisma Checks against the target for 1 hour or until you become hostile. Creatures have ADV on the Save if they're considered hostile towards you.

DC Tip: If the performance is in front of a lot of people, the GM might decide to roll for ALL "commoners" in one single Save. For example, a group of commoners' Charisma Save would probably only be a +1 or so. If there are also important NPCs within the crowd, then they could roll for those individually as well.

LEVEL 2 CLASS FEATURES

INSPIRING REST

During a Long Rest, you can give an inspiring performance, such as a song, dance, story, short play, illustration, or other type of performance. When you do, you and your allies that have seen or heard your performance gain an amount of Temp HP equal to your Prime Modifier at the end of the Rest.

COUNTER CHARM

When a creature you can see fails a Save against being **Charmed**, **Intimidated**, **Taunted**, **Rattled**, or **Frightened**, you can spend **1 AP** as a Reaction to attempt to counter the effect. Make a Spell Check against the effect's Save DC or the opposing creature's Contested Check. **Success:** You prevent the target creature from gaining the Condition.

TALENT

You gain 1 Talent of your choice. If the Talent has any prerequisites, you must meet those prerequisites to choose that Talent.



CLERIC

Clerics can reach out and call upon the power of a deity to aid them in battle and to support them and their allies. Clerics can range from a knowledgeable priest to a knight in holy armor. They reach out to their deity to empower their magic in ways mortals normally cannot.

Source of Power: Clerics have a relationship with a powerful deity, or deities, that they're in service to. Through their faith, they're granted magical power by their deity. They could serve a good god of life that grants them healing magic or an evil god of death that grants them abilities to end life.

STARTING EQUIPMENT

- 2 Light Weapons or 1 Light Weapon and a Light Shield (or Heavy Weapon / Heavy Shield if you choose the Protector Holy Order, see below)
- 1 set of Novice Light Armor (or Heavy Armor if you choose the Protector Holy Order, see below)
- X or Y "Packs" (we'll have a list of adventuring packs to put here)

CLERIC SPELLCASTING MASTERY

Combat Masteries: Light Weapons, Light Armor, Light Shields, and Spellcasting

Spell List: When you learn a new Spell, you can choose any Spell on the Divine Spell List.

Playtest Note: You get access to the "Premade List" of Holy & Restoration.

Cantrips Known: You learn a number of Spells with the Cantrip Spell Tag as shown in the Cantrips Known column of the Cleric Class Table.

Spells Known: You learn an additional number of Spells (with or without the Cantrip Spell Tag) as shown in the Spells Known column of the Cleric Class Table.

Mana Points: You have a maximum number of Mana Points equal to your Prime Modifier. Additionally, your maximum increases by an amount as shown in the Mana Points column of the Cleric Class Table.

CLERIC CLASS TABLE

Char Level	Bonus HP	Attribute Points	Skill Points	Mana Points	Cantrips Known	Spells Known	Features
1				3	3	4	Class Features
2		+1		6		5	Class Feature Talent
3			+1	9	4		Subclass Feature
4	+1	+1		12		6	Talent Ancestry Trait
5		+1	+2	15		7	Class Feature
6			+1	18	5		Subclass Feature
7		+1		21		8	Talent Ancestry Trait
8	+1		+1	24		9	Class Capstone Feature
9		+1		27			Subclass Capstone Feature
10		+1	+2	30	6	10	Epic Boon Talent



CLERIC CLASS FEATURES

LEVEL 1 CLASS FEATURES

CLERIC ORDER

Your religious teachings grant you an affinity to a type of Divine Damage and a Sacred Role.

Divine Damage: Choose a Divine Damage type: Radiant or Umbral. When you make a Spell Attack with a Divine Spell, you can choose to change its damage to the chosen Divine Damage type.

Sacred Role: Choose a Sacred Role: Priest, Scribe, or Templar.

Priest. When you spend MP to cast a Spell that restores HP to at least 1 creature, you can restore 1 HP to a creature within 1 Space of you (including yourself) that wasn't healed by the spell.

Scribe. You have ADV on all Knowledge Skill Checks. Additionally, you gain 1 Skill Point to put into an Intelligence Skill of your choice.

Templar. You gain Mastery with Heavy Weapons, Heavy Shields, and Heavy Armor.

DIVINE BLESSING

You can spend **1 AP** to say a prayer and petition your deity for their divine blessing. Choose 1 of the blessings listed below. Each blessing has a listed MP cost that you must spend to gain the blessing. Once during the next minute, you can apply the blessing to a Spell you cast. If your Spell targets more than 1 creature, the blessing only applies to 1 target of your choice.

- **Destruction:** (1 MP) The target takes 3 Divine damage, provided that the result of your Spell Check is equal to or higher than the target's MD. If the Spell doesn't normally require a Spell Check, then you must make one when you apply this blessing.
- **Guidance:** (1 MP) The target gains a **d8** Help Die that they can add to 1 Check of their choice they make within the next minute.
- **Restoration:** (1 MP) The target regains **3 HP**.

Unused Blessing: You can only have 1 blessing at a time. If you petition your deity for a blessing while you already have a blessing, the first blessing immediately ends without granting any benefit. If the blessing ends without granting any benefit, you regain the MP spent to gain the blessing.

DIVINE OMEN (FLAVOR FEATURE)

Once per Long Rest, you can spend 10 minutes to commune with your Deity.

Question

You can ask them 1 question, which must be posed in a way that could be answered with a yes or no.

Response

The deity responds to the best of their knowledge and intentions in one of the following responses: Yes, No, or Unclear.

A response of Unclear could come from the deity not knowing the answer, wanting to purposefully keep it a secret, the question being phrased in a confusing or complicated way, or maybe there isn't an answer to that question (it's complicated).

Example: The response could be audible (a formless voice), visual (words in the sky or on appear on a book), symbolic (images and shapes telling a story). The answer could be delivered by a creature (random animal or human becomes possessed and starts talking), a formless voice (talking flames), within your own mind (a dream or vision), or any other means they want.

DC Tip: Regardless of how the answer is given, it should be clear to the PLAYER what the answer was.

Casting this Spell Again: If you cast the Spell more than once per Long Rest, you must make a **DC 15** Spell Check. **Failure:** You receive no answer. Each time you cast this Spell again before you complete a Long Rest, the DC increases by 5.



LEVEL 2 CLASS FEATURES

DIVINE INTERVENTION

Once per Long Rest, you can spend **3 AP** to call on your deity to intervene on your behalf when your need is great to replenish you and your allies. Make a **DC 10** Spell Check.

Success: You gain a pool of healing equal to twice your Prime Modifier that you can use to restore HP to any number of creatures within 5 Spaces, distributing the HP among them. Additionally, you regain an amount of MP equal to your Prime Modifier.

Failure: Your pool of healing is equal to your Prime Modifier and you only regain **1 MP**.

CHANNEL DIVINITY

You gain the ability to channel the direct power of your deity once per Short Rest. When you use this Feature, choose 1 of the following options:

Censure Undead

You can spend 2 AP to censure all Undead creatures who can see or hear you within 5 Spaces. Make a Spell Check contested by each target's Repeated Mental Save. **Save Failure:** The target is **Stunned** for 1 minute or until it takes damage.

Censure Divine

You can spend 2 AP to censure all Celestials and Fiends of your choice who can see or hear you within 5 Spaces. Make a Spell Check against each target's MD, and each target makes Repeated Mental Save against your Spell Check. **Attack Hit:** The target takes 3 Divine Damage. **Save Failure:** The target becomes **Intimidated** of you for 1 minute or until it takes damage.

TALENT

You gain 1 Talent of your choice. If the Talent has any prerequisites, you must meet those prerequisites to choose that Talent.



COMMANDER

Commanders are the leaders of the battlefield, inspiring their allies and leading them to victory. They can command their allies to attack or move around the battlefield, and can even “heal” allies by making them dig deep within themselves to push forward in combat.

Source of Power: Commanders utilize their extensive leadership skills and tactical battle knowledge. This could come from being a war veteran, inspiring leader, or a tactical mastermind.

STARTING EQUIPMENT

2 of the following: Light Weapons, Heavy Weapons, Shields

- 1 Ranged Weapon with 20 Ammo OR 3 Throwing Weapons
- 1 set of Novice Light Armor or Novice Heavy Armor
- X or Y “Packs” (Adventuring Packs coming in Beta)

COMMANDER MARTIAL MASTERY

Combat Masteries: All Weapons, All Armors, and All Shields

Weapon Passive: You gain the benefits of Weapon Style Passives.

Maneuvers: You learn all Attack & Weapon Maneuvers plus additional Maneuvers as shown in the Maneuvers Known column of the Commander Class Table.

Techniques: You learn a number of Techniques as shown in the Techniques Known column of the Commander Class Table.

Stamina Points: You have a maximum number of Stamina Points as shown in the Stamina Points column of the Commander Class Table.

COMMANDER CLASS FEATURES

LEVEL 1 CLASS FEATURES

COMMANDER STAMINA

You regain **1 SP** each time you grant a creature a Help Die.

INSPIRING PRESENCE

Whenever you spend SP while in Combat, you can restore an amount of HP equal to the SP spent. Choose any creatures within 5 Spaces that can see or hear you, and divide the HP among them.

COMMANDER’S CALL

You can spend **1 AP** and **1 SP** to command a creature that you can see within 5 Spaces that can also see or hear you. The chosen creature can immediately take 1 of the following Actions of your choice as a Reaction for free. You can only use each of the following commands once on each of your turns.

- **Attack:** The creature makes an Attack with ADV. They can’t spend any resources on this Attack, such as AP, SP, or MP.
- **Dodge:** The creature takes the Full Dodge Action.
- **Move:** The creature moves up to their Speed without provoking Opportunity Attacks.

VETERAN (FLAVOR FEATURE)

You have ADV on Checks made to recall information about commonly known military organizations, ranks, procedures, battle tactics, armaments, histories, terms, and phrases. Additionally, you have ADV on the first Charisma Check made to interact with non-hostile members of those military groups (such as soldiers, guards, etc).

COMMANDER CLASS TABLE

Char Level	Bonus HP	Attribute Points	Skill Points	Stamina Points	Maneuvers Known	Techniques Known	Features
1	+1			1	4	0	Class Features
2	+1	+1		2	5	1	Class Feature Talent
3	+1		+1	2	5	1	Subclass Feature
4	+1	+1		3	6	2	Talent Ancestry Trait
5		+1	+2	3	6	2	Class Feature
6	+1		+1	4	7	3	Subclass Feature
7	+1	+1		4	7	3	Talent Ancestry Trait
8	+1		+1	5	8	4	Class Capstone Feature
9	+1	+1		5	8	4	Subclass Capstone Feature
10		+1	+2	6	9	5	Epic Boon Talent



LEVEL 2 CLASS FEATURES

COMBAT LEADER

Whenever you roll for Initiative, you immediately gain the following benefits. Any Actions are resolved before the first creature's turn.

- You can grant a creature of your choice a **d8 Help Die** which they can add to their Initiative Check.
- You can take the Analyze Creature or Combat Insight Action for free.

COMMANDING AURA

You're surrounded by a 5 Space Aura. You can target any creature within your Aura to grant one of the following effects below, provided the target can see or hear you.

- **Bolster:** (1 AP) You take the Help Action to aid the target with an Attack. You can also do so as a Reaction whenever a valid target makes an Attack.
- **Rally:** (1 AP) You grant creatures of your choice (including yourself) **1 Temp HP**.
- **Reinforce:** (1 AP) When a creature in your aura is targeted by an Attack, you can impose DisADV on the Attack against the creature as a Reaction.

TALENT

You gain 1 Talent of your choice. If the Talent has any prerequisites, you must meet those prerequisites to choose that Talent.



DRUID

Druids tap into the power of nature, drawing upon the energies that flow through the world and creatures around them. and connect to plants, animals, and the plane itself. They can channel both the restorative and destructive forces of nature and shapeshift into wild beasts.

Source of Power: Druids' connection to nature can come from a deep respect, love, and appreciation of the natural world. Some Druids are blessed by a god or spirit of nature, granting them innate magical abilities. Others immerse themselves in nature by living in the wild, communing with the land and creatures to gain power and insight. They can sense and connect to nature and use its magic as their own.

DRUID SPELLCASTING MASTERY

Combat Masteries: Light Weapons, Light Armor, and Spellcasting

Spell List: When you learn a new Spell, you can choose any Spell on the Primal Spell List.

Playtest Note: You can choose from the following Spells when picking your Cantrips and Spells Known:

- **Cantrips:** *Poison Bolt, Lightning Bolt, Frost Bolt, Fire Bolt, Close Wounds, Gust, Dancing Flames*
- **1 MP Spells:** *Heal, Crackling Lightning, Return Shock, Ice Knife, Grease, Fire Shield, Fog Cloud, Burning Flames, Tethering Vines*

Cantrips Known: You learn a number of Spells with the Cantrip Spell Tag as shown in the Cantrips Known column of the Druid Class Table.

Spells Known: You learn an additional number of Spells (with or without the Cantrip Spell Tag) as shown in the Spells Known column of the Druid Class Table.

Mana Points: You have a maximum number of Mana Points equal to your Prime Modifier. Additionally, your maximum increases by an amount as shown in the Mana Points column of the Druid Class Table.

DRUID CLASS TABLE

Char Level	Bonus HP	Attribute Points	Skill Points	Mana Points	Cantrips Known	Spells Known	Features
1				3	3	4	Class Features
2		+1		6		5	Class Feature Talent
3			+1	9	4		Subclass Feature
4	+1	+1		12		6	Talent Ancestry Trait
5		+1	+2	15		7	Class Feature
6			+1	18	5		Subclass Feature
7		+1		21		8	Talent Ancestry Trait
8	+1		+1	24		9	Class Capstone Feature
9		+1		27			Subclass Capstone Feature
10		+1	+2	30	6	10	Epic Boon Talent

STARTING EQUIPMENT

- 1 Light Weapon
- 1 set of Novice Light Armor
- X or Y "Packs" (we'll have a list of adventuring packs to put here)

DRUID CLASS FEATURES

LEVEL 1 CLASS FEATURES

DRUID DOMAIN

You can spend 1 AP and 1 MP to create your own Druid Domain that includes small plant life, sand, shallow water, or other naturally occurring features. You create up to 8 Domain Spaces along the ground or walls. The first Domain Space must be within 1 Space of you, and each additional Domain Space must be adjacent to another Domain Space.

Domain Spaces: The area is considered to be Difficult Terrain for creatures of your choice, and when you cast a Spell, you can do so as if you were standing in any Space within your Domain.

Losing Domain Spaces: A Domain Space also disappears if you end your turn farther than 15 Spaces away from it or you die.

Domain Actions

While you have Domain Spaces, you can take any of the following Domain Actions:

Nature's Grasp: You can spend 1 AP to force a creature of your choice within your Domain to make a Repeated Physical Save against your Save DC. **Save Failure:** The target is **Grappled** for 1 minute or until your Druid Domain ends.

Move Creature: You can spend 1 AP to move a creature **Grappled** by this feature up to 2 Spaces within your Domain.



Move Object: You can take the Object Action to use this feature to interact with any object within your Domain as if you were standing in any of your Domain Spaces. When you do, you can move the object up to 5 Spaces within your Domain .

Wild Growth: You can spend 1 AP and 1 MP to make a DC 10 Spell Check to heal a target within your Domain. **Success:** The target immediately regains 1 HP. For the next minute, they regain an additional 1 HP each time they end their turn within your Domain. **Success (each 5):** They immediately regain +1 HP. **Failure:** The target only regains 1 HP immediately.

WILD FORM

You can spend 1 AP and 1 MP to transform into a Wild Form of your choice. You can spend 1 AP on your turn to shift back and forth between your True Form and any Wild Forms you currently have available.

True Form

When you transform from your Wild Form to your True Form, your statistics return to normal. You immediately revert to your True Form when your Wild Form HP is reduced to 0 or you die.

Wild Form

When you transform from your True Form into your Wild Form, you gain the Wild Form's current Wild Form HP (see Wild Form HP below), retaining any HP losses.

Duration: Each Wild Form remains available for a number of hours equal to your Combat Mastery or until its Wild Form HP is reduced to 0.

Multiple Forms: You can have up to 2 Wild Forms at a time, but each one must have different Traits (see Traits below). If you use this Feature while you already have 2 Wild Forms available, you must choose which of them the new Wild Forms replaces.

Equipment: Your equipment falls to the ground or merges into your Wild Form (your choice for each item). You gain the benefits of Magic Items merged with your Wild Form, but you can't activate them or spend their charges.

Statistics

While in your Wild Form, you are subjected to the following changes (unless otherwise stated):

Stat Block: You use the Wild Form Stat Block below to determine your statistics.

Identity: You maintain your personality, intellect, and ability to speak.

Wild Form HP: You gain a secondary pool of Wild Form Health Points, which is 2 with a maximum of 2. Damage and healing effects target your Wild Form HP before your True Form HP, and any excess damage or healing carries over to your True Form HP.

Natural Weapon: You have Natural Weapons (claws, horns, fangs, etc.) which you can use to make Unarmed Strikes that deal 1 Bludgeoning, Piercing, or Slashing damage (your choice when you use this Feature).

Features & Talents: You don't benefit from Talents or Class Features, except Druid Class Features. Additionally, you can't cast Spells or perform Techniques.

Traits: You don't benefit from your Ancestry Traits, but you gain 3 Trait Points to spend on Beast Traits or Wild Form Traits of your choice. When you use this Feature, you can spend additional MP (up to your Mana Spend Limit) to gain 2 additional Trait Points per MP spent.

DC Tip: Most animals can be modeled by giving them the Keen Senses and Skillful Traits.

WILD FORM STAT BLOCK

Small or Medium Beast (your choice)

HP	2	AP	Same
PD	8+CM+PM	PDR	0
MD	Same	MDR	Same
Speed	5	Checks	Same
Masteries	Same	Saves	Same
Prime	Same	Save DC	Same
MIG	1	CHA	Same
AGI	1	INT	Same

DC Tip: Shapeshifting presents a unique problem for players, they can have Mastery in something that is physically difficult or even impossible for them. Fish don't pick locks and slugs can't intimidate but maybe a monkey can. Consider changing DCs for Checks in some animal forms.

WILD SPEECH (FLAVOR)

You learn the *Druidcraft* Cantrip and can choose 1 of the following options:

- **Animals:** You can understand and speak with Beasts in a limited manner. You can understand the meaning of their movements, sounds, and behaviors, and they can understand the meanings of simple words, concepts, and emotions.
- **Plants:** You can understand and speak with Plants in a limited manner. You can understand the meaning of their swaying, folding, unfolding of their leaves and flowers, and they can understand the meanings of simple words, concepts, and emotions.
- **Weather:** You can reach out to nature and cast the *Commune with Nature* Spell as a Ritual once per Long Rest.



LEVEL 2 CLASS FEATURES

NATURE'S REST

When a creature completes a Short Rest while within 10 Spaces of you, they regain 1 Rest Point, provided they are in an area of naturally occurring terrain (or your Druid Domain).

NATURE'S VEIL

You can spend 2 AP and 1 MP to change the weather for 10 minutes in a 5 Space Sphere centered on yourself. The area doesn't move with you. Choose 1 of the weather types below:

Clear: The area becomes subtly illuminated by sunlight or moonlight (your choice) and any naturally occurring effects (such as rain and fog) in the area disappear. You and your allies have ADV on Awareness Checks to see things within the area.

Elements: The area becomes saturated with a weather element of your choice. Creatures within the area gain Vulnerability (1) to 1 of the following damage types of your choice: Cold, Fire, or Lightning.

Obscure: The area becomes obscured with light fog, dust, smoke, or another naturally occurring effect. Everything in the area becomes Partially Concealed. Creatures within 1 Space of each other can see each other normally.

DC Tip: Creatures have DisADV on Awareness Checks to see things that are Partially Concealed.

Windy. The area becomes buffeted by winds. Ranged Attacks that target PD within the area have DisADV and all fires within the area that aren't fueled by magic become extinguished.

TALENT

You gain 1 Talent of your choice. If the Talent has any prerequisites, you must meet those prerequisites to choose that Talent.

WILD SPEECH SIDEBAR

One thing to keep in mind when communicating with plants and animals is that they have a very different worldview than people.

COMMUNICATING WITH ANIMALS

- **The World:** An animal might know a lot about the region it lives in, such as local sources of food and water, the presence of other animals, and the location of roads and shelters of nearby savage and civilized societies.
- **Other Inhabitants:** An animal might only recognize the existence of creatures as prey (deer, sheep, and rabbits) and predators (bears, tigers, and wolves).
- **Quirks:** If asked a question, an animal would respond with words rather than sentences, such as "cold", "hungry", "scared", and "safe". They are instinctual creatures that operate on emotion.

COMMUNICATING WITH PLANTS

- **The World:** A plant might not be able to understand the possibility of other locations, and may describe creatures as having appeared then disappeared with no notion of where they came from or went to.
- **Other Inhabitants:** A plant might only recognize the existence of creatures as friends (bees, birds, and frogs) and enemies (rabbits, deer, and lumberjacks).
- **Passing of Time:** A seedling might consider a recent event something that happened a moment ago and an ancient event something that happened yesterday. An ancient oak tree might consider a recent event something that happened 10 years ago and an ancient event something over 100 years ago.
- **Expertise:** A plant may be able to describe in keen detail the different kinds of rains, storms, quality of soil, and various local bugs and herbivores.

WILD FORM TRAITS

Below is a list of repeatable and unique Wild Form Traits. You can choose repeatable traits multiple times, but unique traits only once.

UNIQUE TRAITS

(2) **Size:** Your size changes to Tiny or Large (your choice).

REPEATABLE TRAITS

(1) **Attribute Increase:** You gain +2 to Might or Agility (your choice), up to your Attribute Limit.

(1) **Defensive:** Your PD or MD increases by 2 (your choice).

(1) **Healthy:** You gain +1 maximum HP.

(1) **Resistance (1):** Choose a Physical or Elemental damage type. You gain **Resistance 1** to the chosen damage type.

(1) **Skillful:** You gain Skill Mastery in 2 of the following Skills of your choice, up to your Skill Mastery Cap: Acrobatics, Animal, Athletics, Awareness, Intimidation, Stealth, or Survival. If your Mastery with the chosen Skill is already equal to your Skill Mastery Cap, you instead gain ADV on the Check.

(1) **Swift:** Its Speed is increased by 1 Space (you can choose this Trait up to 2 times).



FIGHTER

Fighters are weapon and armor specialists that push themselves to the limit in combat. They're able to master a wide variety of weapon types and learn their enemies as they fight them.

Source of Power: Fighters train intensely to master all types of weapons and armor. They could be outfitted in heavy armor and a shield, swing a greatsword with ease, or become a highly trained archer.

STARTING EQUIPMENT

- 3 of the following: Light Weapons, Heavy Weapons, Shields
- 1 Ranged Weapon with 20 Ammo OR 3 Throwing Weapons
- 1 set of Novice Light Armor or Novice Heavy Armor
- X or Y "Packs" (Adventuring Packs coming in Beta)

FIGHTER MARTIAL MASTERY

Combat Masteries: All Weapons, All Armors, and All Shields

Weapon Passive: You gain the benefits of Weapon Style Passives.

Maneuvers: You learn all Attack & Weapon Maneuvers plus additional Maneuvers as shown in the Maneuvers Known column of the Fighter Class Table.

Techniques Known: You learn a number of Techniques as shown in the Techniques Known column of the Fighter Class Table.

Stamina Points: You have a maximum number of Stamina Points as shown in the Stamina Points column of the Fighter Class Table.

FIGHTER CLASS TABLE

Char Level	Bonus HP	Attribute Points	Skill Points	Stamina Points	Maneuvers Known	Techniques Known	Features
1	+1			1	4	0	Class Features
2	+1	+1		2	5	1	Class Feature Talent
3	+1		+1	2	5	1	Subclass Feature
4	+1	+1		3	6	2	Talent Ancestry Trait
5		+1	+2	3	6	2	Class Feature
6	+1		+1	4	7	3	Subclass Feature
7	+1	+1		4	7	3	Talent Ancestry Trait
8	+1		+1	5	8	4	Class Capstone Feature
9	+1	+1		5	8	4	Subclass Capstone Feature
10		+1	+2	6	9	5	Epic Boon Talent



FIGHTER CLASS FEATURES

LEVEL 1 CLASS FEATURES

FIGHTER STAMINA

You regain **1 SP** when you perform 1 or more Maneuvers as part of an Action, provided you don't spend **SP** as part of that Action.

Example: If you spend 1 AP to make a Martial Attack and then spend 3 AP to perform 3 Maneuvers on the Attack, you would only regain **1 SP**.

TECHNIQUE MASTER

You learn 1 Technique of your choice. Once per Combat, when you perform a Technique you can reduce its SP cost by 1.

ADAPTIVE ARSENAL

You are highly trained with all forms of combat weaponry and gain the following benefits:

Quick Swap: In Combat at the start of each of your turns, you can freely swap any Weapon you are currently wielding in each hand for any other Weapon.

Fighting Styles: You gain the following benefits while fighting with each different Weapon Style.

Dueling

Requires: 1-Handed Melee Weapon + Free Hand

When a Melee Attack Misses you, you gain ADV on the next Attack you make with the Weapon against the Attacker before the end of your next turn.

DC Tip: While **Dueling** you can wield a mundane item in your off hand, such as a torch.

Great Weapon

Requires: 2-Handed Melee Weapon

Once per turn, when you Hit a target with the Weapon, you gain ADV on the next Attack you make with the Weapon against the same target before the end of your next turn.

Marksman

Requires: Ranged Weapon

Once per turn, when you Miss a target with the Weapon, you gain ADV on the next Attack you make with the Weapon against the same target before the end of your next turn.

Shielded

Requires: Shield

Once per turn, when an Attack Hits you, the next Attack made against you before the start of your next turn has DisADV.

Two Weapon

Requires: Dual Wielding Melee Weapons

Once per turn, when you Hit a target with one Weapon, you gain ADV on the next Attack you make with the other Weapon against a different target before the end of your next turn.

KNOW YOUR ENEMY (FLAVOR FEATURE)

You can spend 1 minute observing or interacting with a creature out of Combat (or spend 1 AP in Combat) to learn information about its physical capabilities compared to your own. Choose one of the following stats of the creature to assess: Might, Agility, PD, PDR, and HP. Make a **DC 10** Knowledge or Insight Check (your choice).

Success: You learn if the chosen stat is higher, lower, or the same as yours.

DC Tip: If a creature is better than most at disguising or concealing their "true power" then the GM can increase the DC for this Feature to be used against it. The GM will not tell you if the DC is higher or if you roll higher than a 10 and still fail... they can lie about what information you gather.

LEVEL 2 CLASS FEATURES

ACTION SURGE

Once on each of your turns, you can spend 1 or more **SP** at any time to regain an amount of **AP** equal to the **SP** spent.

SECOND WIND

Once per Combat, when you take damage that would reduce you to **Bloodied** or lower, you immediately regain **2 SP** and an amount of HP equal to your Prime Modifier. You regain this HP before the triggering damage.

TALENT

You gain 1 Talent of your choice. If the Talent has any prerequisites, you must meet those prerequisites to choose that Talent.



MONK

Monks are master martial artists that perfect their mind and bodies utilizing the ebb and flow of their inner energy. They use their body as a weapon and can enter into different stances that drastically change their combat abilities.

Source of Power: Monks have become enlightened and are aware and in touch with their inner Ki energy, which they use to hone their bodies and minds. The journey to become a Monk could be through their own deep meditation, from being trained in a monastery, or from being mentored by a mysterious figure.

STARTING EQUIPMENT

- 2 Light Weapon
- 3 Throwing Weapons
- 1 set of Novice Light Armor
- X or Y “Packs” (Adventuring Packs coming in Beta)

MONK MARTIAL MASTERY

Combat Masteries: Light Weapons & Light Armor

Weapon Passive: You gain the benefits of Weapon Style Passives.

Maneuvers: You learn all Attack & Weapon Maneuvers plus additional Maneuvers as shown in the Maneuvers Known column of the Monk Class Table.

Techniques: You learn a number of Techniques as shown in the Techniques Known column of the Monk Class Table.

Stamina Points: You have a maximum number of Stamina Points as shown in the Stamina Points column of the Monk Class Table.

MONK CLASS TABLE

Char Level	Bonus HP	Attribute Points	Skill Points	Stamina Points	Maneuvers Known	Techniques Known	Features
1	+1			1	4	0	Class Features
2	+1	+1		2	5	1	Class Feature Talent
3			+1	2	5	1	Subclass Feature
4	+1	+1		3	6	2	Talent Ancestry Trait
5		+1	+2	3	6	2	Class Feature
6	+1		+1	4	7	3	Subclass Feature
7	+1	+1		4	7	3	Talent Ancestry Trait
8			+1	5	8	4	Class Capstone Feature
9	+1	+1		5	8	4	Subclass Capstone Feature
10		+1	+2	6	9	5	Epic Boon Talent



MONK CLASS FEATURES

LEVEL 1 CLASS FEATURES

MONK STAMINA

You can regain 1 SP when you hit a target with a **Melee Martial Attack**. You don't regain SP in this way if you spend SP on the Attack.

MONK TRAINING

Your martial arts training grants you greater offense, defense, and movement.

Iron Palm: Your Unarmed Strikes deal 2 damage and are considered Melee Light Weapons with the Impact Property.

Patient Mystical Defense: You gain access to the following MD formula: $8 + \text{Combat Mastery} + \text{Charisma} + \text{Intelligence} + 2$.

Patient Physical Defense: While you aren't wearing Armor, you gain access to the following PD formula: $8 + \text{Combat Mastery} + \text{Agility} + 2$.

Step of the Wind: While you aren't wearing Armor, you gain the following benefits:

- You gain +1 Speed and Jump Distance.
- You can move a number of Spaces up to your Speed along vertical surfaces and across liquids without falling during your move.
- You can use your Prime Modifier instead of Agility to determine your Jump Distance and the damage you take from Falling.

MONK STANCE

You learn 2 Monk Stances from the list below.

Entering & Exiting: Upon entering Combat you can choose which stance you start in, then on your turn you can spend 1 SP swap to a different stance. You can end your Stance at any moment for free. You can only be in 1 Monk Stance at a time.

Bear Stance (Big Hits)

- +1 damage when you score a Heavy, Brutal, or Critical Hit with a **Melee Martial Attack**.
- When you Miss an Attack with a **Melee Martial Attack**, you gain ADV on the next **Melee Martial Attack** you make before the end of your turn.

Bull Stance (Knockback)

- You deal +1 Bludgeoning damage whenever you Succeed on a Physical Check to push a target or knock them back.
- When you take the Shove Action or Knockback Maneuver, the target is knocked back 1 additional space. Additionally, you can choose to move in a straight line with the target an amount of spaces equal to how far they were knocked back. This movement requires no AP and does not provoke Opportunity Attacks.

Cobra Stance (Counter)

- +1 damage with **Melee Martial Attack** against creatures that have damaged you since the start of your last turn.
- When a creature within your Melee Range misses you with a Melee Attack, you can spend 1 AP as a Reaction to make an Attack against it using a **Melee Martial Attack**.

Gazelle Stance (Nimble)

While not wearing Heavy Armor you gain the following benefits:

- +1 Movement Speed and Jump Distance.
- Ignore Difficult Terrain.
- ADV on Agility Saves and Acrobatics Checks.

Mantis Stance (Grapple)

- ADV on all Martial Checks to initiate, maintain, or escape Grapples.
- If you have a creature Grappled at the start of your turn you get +1 AP to use on a Grapple Maneuver against the Grappled creature.

Mongoose Stance (Multi)

- Your **Melee Martial Attacks** deal +1 damage while you're Flanked.
- When you make a **Melee Martial Attack** against a target, you can make another **Melee Martial Attack** for free against a different target within your Melee Range. You can only make this bonus **Melee Martial Attack** once on each of your turns. Make a single Attack Check and apply the number rolled to each target's Physical Defense. **Attack Hit:** You deal your **Melee Martial Attack** damage.

Scorpion Stance (Quick Strike)

- When a creature enters your Melee Range, you can make an Opportunity Attack against them with a **Melee Martial Attack**.
- When you make a **Melee Martial Attack**, you can spend 1 AP to deal +1 damage and force the target to make a Physical Save against your Save DC. **Failure:** The target is **Impaired** (DisADV on Physical Checks) on the next Physical Check it makes before the end of your next turn.

Turtle Stance (Sturdy)

- Your Speed becomes 1 (unless it is already lower).
- You gain 1 Physical Damage Reduction and 1 Mystical Damage Reduction.
- You have ADV on Might Saves and Saves against being moved or knocked **Prone**.

Wolf Stance (Hit & Run)

- After you make an Attack with an Unarmed Strike, you can immediately move up to 1 Space for free.
- You have ADV on Opportunity Attacks with Unarmed Strikes, and creatures have DisADV on Opportunity Attacks made against you.



MEDITATION (FLAVOR)

You can enter a state of meditation during a Short Rest (1 hour) or longer. Choose 1 Charisma or Intelligence Skill. When you complete the Rest, your Skill Mastery level increases by 1 (up to your Skill Mastery Cap) for the chosen Skill until you complete another Short or longer Rest. While meditating, you remain alert to danger.

LEVEL 2 CLASS FEATURES

FLURRY OF BLOWS

Once per turn, when you make a Melee Martial Attack, you can spend 1 SP to immediately make an Unarmed Strike against a creature within range. This Unarmed Strike isn't subjected to the Multiple Check Penalty and doesn't advance that penalty.

SPIRITUAL BALANCE

You gain the power to harness your inner spirit as a counterbalance against your physical energy.

Ki Points

You have a maximum number of Ki Points equal to your Stamina Points. When your Stamina Point maximum increases, your Ki Point maximum also increases equally.

Regaining Ki: When you spend a Stamina Point on your turn, you regain a Ki Point. You regain all spent Ki Points when Combat ends. While out of combat, any Ki Points you spend replenish immediately.

Ki Actions

You can spend 1 Ki Point at any time to perform 1 of the activities listed below:

- **Deflect Attack:** When a creature misses you with a Ranged Attack using a physical projectile that targets your PD, you can catch the projectile with a free hand. Additionally, you can immediately redirect the Attack as part of the same action at a different creature you can see within 5 Spaces. Make an Attack Check against the new target. **Hit:** The target takes the projectile's normal damage.
- **Slow Fall:** Reduce damage you take from falling by an amount equal to your level.
- **Uncanny Dodge:** When a creature makes an Attack against you, you can impose DisADV on the Attack.

TALENT

You gain 1 Talent of your choice. If the Talent has any prerequisites, you must meet those prerequisites to choose that Talent.



RANGER

Rangers are expert hunters, master survivalists, and natural explorers. They mark their targets to better track and kill them with their use of terrain, traps, and weapons.

Source of Power: Rangers use their experience and knowledge of the dangers of nature and the creatures that live within it. They can adapt to all sorts of environments and use what they learn to their advantage.

STARTING EQUIPMENT

- 2 of the following: Light Weapons, Heavy Weapons, Shields
- 1 Ranged Weapon with 20 Ammo OR 3 Throwing Weapons
- 1 set of Novice Light Armor
- X or Y "Packs" (Adventuring Packs coming in Beta)

RANGER MARTIAL MASTERY

Combat Masteries: All Weapons, Light Shields, and Light Armor

Weapon Passive: You gain the benefits of Weapon Style Passives.

Maneuvers: You learn all Attack & Weapon Maneuvers plus additional Maneuvers as shown in the Maneuvers Known column of the Ranger Class Table.

Techniques Known: You learn a number of Techniques as shown in the Techniques Known column of the Ranger Class Table.

Stamina Points: You have a maximum number of Stamina Points as shown in the Stamina Points column of the Ranger Class Table.

RANGER CLASS TABLE

Char Level	Bonus HP	Attribute Points	Skill Points	Stamina Points	Maneuvers Known	Techniques Known	Features
1	+1			1	4	0	Class Features
2	+1	+1		2	5	1	Class Feature Talent
3			+1	2	5	1	Subclass Feature
4	+1	+1		3	6	2	Talent Ancestry Trait
5		+1	+2	3	6	2	Class Feature
6	+1		+1	4	7	3	Subclass Feature
7	+1	+1		4	7	3	Talent Ancestry Trait
8			+1	5	8	4	Class Capstone Feature
9	+1	+1		5	8	4	Subclass Capstone Feature
10		+1	+2	6	9	5	Epic Boon Talent



RANGER CLASS FEATURES

LEVEL 1 CLASS FEATURES

RANGER STAMINA

You regain **1 SP** when:

- You take the Search Action and successfully locate a Hidden creature.
- You succeed on a Knowledge Check to recall information about a creature.
- Once per round, when you Hit the target of your Hunter's Mark with a Martial Attack.
- The target of your Hunter's Mark is reduced to **0 HP** or dies.

HUNTER'S MARK

You can spend **1 AP** and **1 SP** to focus on and mark a creature you can see within 15 Spaces as your quarry. Alternatively, you can mark a creature by studying its tracks for at least 1 minute. While a creature is marked, you gain the following benefits:

- You have ADV on Awareness and Survival Checks made to find the target.
- The first Martial Attack against your target on your turn has ADV and ignores PDR.
- When you score a Heavy or Critical Hit against the target, you automatically grant a **d8** Help Die to the next Attack made against the target before the start of your next turn.

The target is marked as long as it's on the same Plane of Existence as you, and vanishes early if you complete a Long Rest, fall **Unconscious**, or use this Feature again to mark another creature.

FAVORED TERRAIN

You are particularly familiar with two types of environments and are adept at the skills unique to the region. Choose 2 types of Favored Terrain listed below.

- **Coast:** You gain a Swim Speed equal to your Speed (your Weapon Attacks no longer have DisADV as a result of being underwater), you can hold your breath twice as long as normal, and you have ADV on Awareness Checks while underwater.
- **Desert:** You gain Resistance to Fire damage and you have ADV on Saves against **Exhaustion** from hot temperatures.
- **Forest:** You gain 1 Skill Point in 2 of the following Skills: Animal, Awareness, Nature, Survival, and Stealth.
- **Grassland:** Your Speed and Jump Distance increases by 1.
- **Jungle:** You ignore Difficult Terrain and gain ADV on Saves against being Poisoned and contracting Diseases.
- **Mountain:** You gain a Climb Speed equal to your Movement Speed. You have ADV on Saves against **Exhaustion** from high altitudes. Additionally, you gain Resistance to damage from Falling.
- **Swamp:** You gain Resistance to Poison damage, have ADV on Saves against being **Poisoned** and contracting Diseases.
- **Tundra:** You gain Resistance to Cold damage and you have ADV on Saves against **Exhaustion** from cold temperatures.
- **Subterranean:** You gain Darkvision 10 Spaces. If you already have Darkvision, its range is increased by 5 Spaces. Additionally, you also gain a Tremorsense of 3 Spaces. If you already have a Tremorsense, it increases by 2 Spaces.
- **Urban:** You gain 1 Skill Point in 2 of the following Skills: Influence, Insight, Investigation, History, and Trickery.

Additionally, while you're in one of your Favored Terrains, you have ADV on Stealth and Survival Checks and can't be **Surprised**.

HUNTER BESTIARY (FLAVOR FEATURE)

You have developed a trove of knowledge hunting creatures which you've recorded in your Bestiary. Your Bestiary can take the form of a book or a memory vault within your mind. You have ADV on Checks made to learn or recall information about any creature recorded in your Bestiary.

Starting Entries: Choose a Creature Type: Aberration, Beast, Celestial, Construct, Dragon, Elemental, Fey, Fiend, Giant, Humanoid, Monstrosity, Ooze, Plant, or Undead. Your Bestiary includes pre-recorded notes about various creatures of the chosen type.

Making New Entries: You can spend 10 minutes, which can coincide with a Quick Rest, recording information into your Bestiary about a specific creature you have seen within the last 24 hours.



LEVEL 2 CLASS FEATURES

NATURAL HUNTER

You gain the following benefits:

- **Expert Forager:** When you forage and succeed on the Survival Check, you find twice as much food and water as you normally would. If you fail, you still find half as much food and water as you normally would.
- **Expert Tracker:** While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.
- **Beast Insight:** You have the ability to understand Beasts in a limited manner. You can understand the meaning of their noises and behaviors, though they have no special ability to understand you in return.

HUNTER'S STRIKE

You have an assortment of unique oils, tools, and weapon accessories that you can use to modify a Weapon (or piece of ammunition) when making an Attack.

Hunter's Strike: You can spend **1 SP** as part of a Weapon Attack to add 1 of the effects listed below. You can only use 1 of these effects per Attack Check. If an effect forces the target to make a Save, it does so against your Save DC.

- **Piercing:** 2 Piercing damage and Physical Save against **Bleeding**.
- **Snare:** 2 Bludgeoning damage and Physical Save against **Grappled**.
- **Acid:** 2 Corrosion damage and Agility Save against **Slowed** until the end of your next turn.
- **Toxin:** 2 Poison damage and Might Save against **Impaired** until the end of your next turn.
- **Flash Bang:** 2 Sonic damage and Mental Save against **Dazed** until the end of your next turn.
- **Fire Oil:** 2 Fire damage and Physical Save against **Burning**.

DC Tip: It's assumed that the Ranger always has these supplies available to them and they've prepared them ahead of time or quickly made them on-the-fly during Combat. It can be however the PC and GM want to describe it.

TALENT

You gain 1 Talent of your choice. If the Talent has any prerequisites, you must meet those prerequisites to choose that Talent.



ROGUE

Rogues are skilled, evasive, and cunning. They impose conditions onto enemies, then exploit those weaknesses to inflict even more harm.

Source of Power: Rogues can pinpoint and take advantage of the weaknesses of their enemies and use their nimbleness and cunning to get what they want, in combat and out. They could learn this from being a petty thief, a former noble, or an assassin in training.

STARTING EQUIPMENT

- 2 Light Weapons
- 1 Ranged Weapon with 20 Ammo OR 3 Throwing Weapons
- 1 set of Novice Light Armor
- X or Y “Packs” (Adventuring Packs coming in Beta)

ROGUE MARTIAL MASTERY

Combat Masteries: Light Weapons, Light Armor, and Light Shields

Weapon Passive: You gain the benefits of Weapon Style Passives.

Maneuvers: You learn all Attack & Weapon Maneuvers plus additional Maneuvers as shown in the Maneuvers Known column of the Rogue Class Table.

Techniques: You learn a number of Techniques as shown in the Techniques Known column of the Rogue Class Table.

Stamina Points: You have a maximum number of Stamina Points as shown in the Stamina Points column of the Rogue Class Table.

ROGUE CLASS TABLE

Char Level	Bonus HP	Attribute Points	Skill Points	Stamina Points	Maneuvers Known	Techniques Known	Features
1	+1			1	4	0	Class Features
2		+1	+1	2	5	1	Class Feature Talent
3	+1		+1	2	5	1	Subclass Feature
4		+1	+1	3	6	2	Talent Ancestry Trait
5		+1	+2	3	6	2	Class Feature
6	+1		+1	4	7	3	Subclass Feature
7		+1	+1	4	7	3	Talent Ancestry Trait
8			+1	5	8	4	Class Capstone Feature
9	+1	+1	+1	5	8	4	Subclass Capstone Feature
10		+1	+2	6	9	5	Epic Boon Talent



ROGUE CLASS FEATURES

LEVEL 1 CLASS FEATURES

ROGUE STAMINA

You regain 1 SP when you:

- Hit a **Flanked** target.
- Hit a target that's affected by a Condition.
- Once per turn, when you use Cunning Action.

CUNNING ACTION

You gain 2 Spaces of movement when you take the Disengage, Feint, or Hide Actions. You can use this movement immediately before or after you take the Action.

DEBILITATING STRIKE

When you make an Attack with a Light Weapon, you can spend 1 SP to force the target to make a Physical Save against your Save DC. **Save Failure:** Until the start of your next turn, the target suffers 1 of the following effects of your choice: **Deafened**, **Exposed**, **Hindered**, or **Slowed 2**. A target can't be affected by the same option more than once at a time.

SKILL EXPERTISE

Your Skill Mastery Limit increases by 1, up to Grandmaster (+10). You can only benefit from 1 Feature that increases your Skill Mastery Limit at a time. Additionally, you gain 1 Skill Point.

THIEVES' CANT (FLAVOR FEATURE)

You become Fluent in another Mortal Language of your choice. Additionally, you know how to communicate in a secret mix of code words, slang, signs, and symbols called Thieves' Cant. Communicating in this way allows you to hide secret messages in normal conversation and writing. Using Thieves' Cant you can leave simple messages, such as marking the location of a cache, a secret passageway, a safehouse, or an area of danger.

LEVEL 2 CLASS FEATURES

CHEAP SHOT

You deal +1 damage on Martial Attacks against creatures that are **Flanked** or subjected to at least 1 Condition.

DC Tip: While Unseen, creatures are **Exposed** to you (your Attacks against them have ADV) and **Hindered** against you (they have DisADV on Attacks).

EVASION

While not wearing Heavy Armor or wielding a Heavy Shield, when an effect that you can see deals damage to you, you can spend 1 AP as a Reaction to halve the damage against you. If the triggering effect deals half damage on a Miss (or when you succeed a Save), you take no damage instead.

TALENT

You gain 1 Talent of your choice. If the Talent has any prerequisites, you must meet those prerequisites to choose that Talent.



SORCERER

Sorcerers tap into the raw magic in their own bodies as a conduit to harness, manipulate, and sculpt magic with wild resolve. They can overload themselves and even cast Spells without Mana, pushing the limits of magic and their own bodies.

Source of Power: A Sorcerer's magic is in their blood, allowing them to tap into it naturally and use it in ways others can't. This could come from a lineage of angels, dragons, demons, or something else. Some Sorcerer's power could come from an incident that caused their body to be suffused with magic (such as a magical explosion, a blessing, or curse).

STARTING EQUIPMENT

- 1 Light Weapon
- 1 set of Novice Light Armor
- X or Y "Packs" (we'll have a list of adventuring packs to put here)

SORCERER SPELLCASTING MASTERY

Combat Masteries: Light Weapons, Light Armor, and Spellcasting

Spell List: You choose 1 Spell List (Arcane, Divine, or Primal). When you learn a new Spell, you can choose any Spell from the chosen Spell List.

Playtest Note: You get access to the following "Premade List" that have had their Spells pre-selected for you: Fire & Flames, Ice & Illusions, Lightning & Teleportation, or Psychic & Enchantment

Cantrips Known: You learn a number of Spells with the Cantrip Spell Tag as shown in the Cantrips Known column of the Sorcerer Class Table.

Spells Known: You learn an additional number of Spells (with or without the Cantrip Spell Tag) as shown in the Spells Known column of the Sorcerer Class Table.

Mana Points: You have a maximum number of Mana Points equal to your Prime Modifier. Additionally, your maximum increases by an amount as shown in the Mana Points column of the Sorcerer Class Table.

SORCERER CLASS TABLE

Char Level	Bonus HP	Attribute Points	Skill Points	Mana Points	Cantrips Known	Spells Known	Features
1				3	3	3	Class Features
2		+1		6		4	Class Feature Talent
3			+1	9	4		Subclass Feature
4	+1	+1		12		5	Talent Ancestry Trait
5		+1	+2	15		6	Class Feature
6			+1	18	5		Subclass Feature
7		+1		21		7	Talent Ancestry Trait
8	+1		+1	24		8	Class Capstone Feature
9		+1		27			Subclass Capstone Feature
10		+1	+2	30	6	9	Epic Boon Talent



SORCERER CLASS FEATURES

LEVEL 1 CLASS FEATURES

INNATE POWER

Choose a Sorcerous Origin that grants you a benefit: Intuitive Magic, Resilient Magic, or Unstable Magic. Additionally, you gain the following benefits:

- Your Maximum MP increases by 1.
- Once per Long Rest, you can use a 1 MP Spell Enhancement without spending any MP. You regain the ability to use this benefit when you roll for Initiative.

Sorcerous Origins

Intuitive Magic: You learn an additional Spell and Cantrip from your Sorcerer Spell List.

Resilient Magic: You have ADV on Concentration Checks.

Unstable Magic: When you Critically Succeed or Fail on a Spell Check, roll on the Wild Magic Table. If it's a Critical Success you roll with ADV, if it's a Critical Failure you roll with DisADV. The effect lasts until the end of your next turn, unless otherwise stated. When you do, you gain ADV on the next Spell Check you make before the end of your next turn.

OVERLOAD MAGIC

You can spend **2 AP** in Combat to channel raw magical energy for 1 minute, or until you become **Incapacitated**, die, or choose to end it early at any time for free. For the duration, your magic is overloaded and you are subjected to the following effects:

- You gain **+5** to all Spell Checks you make.
- You must immediately make an Attribute Save (your choice) against your Save DC upon using this Feature, and again at the start of each of your turns. **Failure:** You gain **Exhaustion**. You lose any **Exhaustion** gained in this way when you complete a Short Rest.

SORCERY (FLAVOR FEATURE)

You learn the *Sorcery* Spell.

WILD MAGIC TABLE

d20	Result
1	You turn into a small creature with the stats of a Sheep (HP 2, PD 5, Melee Attack +2, Damage 1).
2	You explode with a magical blast wave. You take True damage equal to your Prime Modifier and creatures within 5 Spaces must succeed a Physical Save against your Save DC or take the same amount of damage.
3	You are Stunned .
4	You feel lethargic and lose a number of Rest Points equal to your Prime Modifier and have DisADV on all Checks.
5	A strong gravitational pull originates from you. All creatures within 5 Spaces must make a Might Save or be pulled 4 Spaces towards you.
6	Your maximum AP is decreased by 1 and you lose 1 AP (min of 0 AP).
7	You are Blinded and Deafened .
8	All living creatures are Invisible to you.
9	You become affected by the <i>Bane</i> spell.
10	You grow by 1 size, become 2 times heavier, and your Speed is reduced by 2.
11	You grow by 1 size, are one and a half times as heavy, and your Speed increases by 2.
12	You become affected by the <i>Bless</i> Spell.
13	You gain a Truesight of 10 Spaces.
14	You become Invisible .
15	Your maximum AP increases by 1 and you gain 1 AP.
16	Forceful winds shoot out from you in all directions. All creatures within 5 Spaces (except you) must make a Might Save or be pushed 4 Spaces away from you.
17	You feel empowered and regain a number of Rest Points equal to your Prime Modifier and have ADV on all Checks.
18	You gain a surge of power, granting you +5 to all Spell Checks you make.
19	You overflow with life energy. You and creatures within 5 Spaces regain HP equal to your Prime Modifier.
20	You turn into a large creature with the stats of a Young Purple Dragon, but without a Breath Weapon (HP 30, PD 16, Attack +10, Damage 4, Fly Speed 6).



LEVEL 2 CLASS FEATURES

FONT OF MAGIC

Your magical vitality grants you the following benefits:

You can use Rest Points in place of MP for Spell Enhancements and all Sorcerer Class Features.

You gain the following Rest Point Formula: Rest Points = Level + Prime Modifier

META MAGIC

You gain 2 unique Spell Enhancements from the list below. You can only use 1 of these Spell Enhancements per Spell you cast. MP spent on these Spell Enhancements doesn't count against your Mana Spend Limit.

Careful Spell

When you Cast a Spell that targets an Area of Effect, you can choose to protect some of the creatures from the Spell's full force.

Spend **1 MP** and choose a number of creatures up to your Prime Modifier. All chosen creatures automatically succeed on any Saves against the Spell, and have Resistance (Half) to any damage dealt by it.

Alternatively, you can spend **2 MP** instead to make the chosen creatures Immune to the Spell's damage and effects.

Heightened Spell

When you cast a Spell that forces a creature to make a Save to resist its effects, you can spend **1 MP** to give 1 target DisADV on its first Save against the Spell.

Quickened Spell

You can spend **1 MP** to reduce the AP cost of a Spell by 1 (minimum of **1 AP**).

Subtle Spell

When you cast a Spell, you can spend **1 MP** to cast it without any Somatic or Verbal Components.

Transmuted Spell

When you cast a Spell that deals a type of damage from the following list, you can spend **1 MP** to change that damage type to one of the other listed types: Cold, Corrosion, Fire, Lightning, Poison, or Sonic.

TALENT

You gain 1 Talent of your choice. If the Talent has any prerequisites, you must meet those prerequisites to choose that Talent.



WARLOCK

Warlocks make a pact with a powerful entity that grants them magic. Their body and soul are a part of this contract and as such, they can tap into their own life force to enhance and amplify their magic and capabilities as well as drain the life force of other living creatures as well. They also choose a type of pact to be made giving even more benefits based on the pact chosen.

Source of Power: Warlocks gain their power through a pact with a powerful entity. By making a deal with this entity (and following the conditions), they gain access to magic that they can channel as their own. Unlike a Cleric (who believes in, follows, and has a true relationship with their deity), Warlocks simply make a deal and have more of a transactional or business relationship with their patron. Pacts can be made with all sorts of entities of all ranges of power levels as well, such as gods, devils, fey creatures, other worldly beings, dragons, and even other powerful Warlocks.

Warlock Flavor: A Warlock pact could be made by choice or by force, could be demanding or simple, and could be made with a good, neutral, or evil entity (which might be unknown by the Warlock). The Character might have to accomplish certain tasks in order to keep their powers, or the entity might take a more passive role and not ask much from them.

STARTING EQUIPMENT

- 1 Light Weapon
- 1 set of Novice Light Armor
- X or Y "Packs" (Adventuring Packs coming in Beta)

WARLOCK SPELLCASTING MASTERY

Combat Masteries: Light Weapons, Light Armor, and Spellcasting

Spell List: You choose 4 Spell Schools (Astromancy, Chronomancy, Conjunction, Divination, Enchantment, Destruction, Illusion, Necromancy, Protection, Restoration, or Transmutation). When you learn a new Spell, you can choose any Spell from the chosen Spell Schools.

Playtest Note: The Warlock works in a unique way with Spell Schools, so in this document you just get access to any of the "Premade Lists" that have been released. You could pick 4 Spell Schools and then grab Spells from across all the Prepared Lists if you want to, but it will be difficult with the current number of Spells.

Cantrips Known: You learn a number of Spells with the Cantrip Spell Tag as shown in the Cantrips Known column of the Warlock Class Table.

Spells Known: You learn an additional number of Spells (with or without the Cantrip Spell Tag) as shown in the Spells Known column of the Warlock Class Table.

Mana Points: You have a maximum number of Mana Points equal to your Prime Modifier. Additionally, your maximum increases by an amount as shown in the Mana Points column of the Warlock Class Table.

WARLOCK CLASS TABLE

Char Level	Bonus HP	Attribute Points	Skill Points	Mana Points	Cantrips Known	Spells Known	Features
1	+1			3	3	4	Class Features
2		+1		6		5	Class Feature Talent
3	+1		+1	9	4		Subclass Feature
4		+1		12		6	Talent Ancestry Trait
5		+1	+2	15		7	Class Feature
6	+1		+1	18	5		Subclass Feature
7		+1		21		8	Talent Ancestry Trait
8			+1	24		9	Class Capstone Feature
9	+1	+1		27			Subclass Capstone Feature
10		+1	+2	30	6	10	Epic Boon Talent



WARLOCK CLASS FEATURES

LEVEL 1 CLASS FEATURES

SACRIFICIAL BOND

You gain the ability to sacrifice your health to enhance your power. You can spend an amount of HP up to your Prime Modifier to enhance your Spells in the following ways:

- **Sacrificial Damage:** When you make an Attack, you can spend **1 HP** to increase the damage by 1 against 1 target of your choice.
- **Sacrificial Healing:** When you produce an effect that restores HP, you can spend **1 HP** to increase the HP restored by 1 toward 1 target of your choice.
- **Hasty Bargain:** When you make an Attack Check or Spell Check, you can spend **1 HP** to gain ADV on the Check.

PACT BOON

You gain a Pact Boon from your Patron. Choose 1 of the following options: Weapon, Armor, Cantrip, and Familiar.

Pact Weapon

You can choose a Weapon in your possession and bond with it, making it your Pact Weapon. You can only have 1 Pact Weapon at a time. If the Weapon has the Ammo property, it manifests its own Ammo when you load it, which immediately vanishes once the Attack is resolved. You gain the following benefits while wielding the Weapon:

- **Weapon Mastery:** You're considered to have Mastery with your Pact Weapon.
- **Maneuvers:** You gain access to Attack Maneuvers, and learn 2 additional Save Maneuvers of your choice. Additionally, you're able to use the Weapon Maneuver of your Pact Weapon.
- **Weapon Style Passive:** While wielding your Pact Weapon, you benefit from that Weapon Style Passive.

Pocket Dimension: Using a Minor Action, you can dismiss the Weapon into a pocket dimension, summon it from that pocket dimension, or summon it from anywhere on the same plane of existence. If you don't have a free hand when you summon it, or you choose not to grab it, it appears at your feet in your Space.

New Pact Weapon: Over the course of a Quick Rest, you can touch a Weapon in your possession, bond with it, and make it your new Pact Weapon, ending your bond with your previous Pact Weapon.

Pact Armor

You can choose an Armor in your possession and bond with it, making it your Pact Armor. You can only have 1 Pact Armor at a time. You gain the following benefits while wearing the **Armor**:

- **Armor Mastery:** You're considered to have Mastery with your Pact Armor.
- **Maneuvers:** You gain access to all Defensive Maneuvers.
- **Mystical Armor:** You gain **+1 MD** and **+1 MDR**.

Pocket Dimension: Using a Minor Action, you can dismiss the Armor into a pocket dimension, summon it from that pocket dimension, or summon it from anywhere on the same plane of existence. If you aren't able to wear the Armor when you summon it, or you choose not to wear it, it appears in your Space at your feet.

New Pact Armor: Over the course of a Quick Rest, you can touch an Armor in your possession, bond with it, and make it your new Pact Armor, ending your bond with your previous Pact Armor.

Pact Cantrip

Choose a Spell you know with the Cantrip Spell Tag. The chosen Spell becomes your Pact Cantrip. When you cast your Pact Cantrip, you gain the following benefits:

- If the Spell deals damage, it deals an extra **+1** damage to **Bloodied** targets.
- If the Spell's range is Touch, it becomes 3 Spaces, otherwise it increases by 5 Spaces.

Once per Round, when you cast your Pact Cantrip you can grant your self ADV on the Spell Check.

Choosing a New Pact Cantrip: When you complete a Long Rest, you can choose a different Spell following the same restrictions. When you do, the new Spell becomes your new Pact Cantrip. You can only have 1 Pact Cantrip at a time.

Pact Familiar

You can cast the *Find Familiar* Spell without spending MP. When you cast the Spell, your Familiar gains 3 additional Familiar Traits of your choice for free.



BESEECH PATRON (FLAVOR FEATURE)

During a Long Rest, while sleeping or meditating, you can access an Inner Sanctum within your mind. Its appearance is influenced by your psyche and is subject to change. While inside your Inner Sanctum, you can attempt to contact your Patron.

If they choose to respond, they enter your mind and you might possibly be able to see or hear them. While connected to your Patron in this way, you are aware of your surroundings, but you can't take actions or move. Your Patron chooses when to end the connection or you can make a Mental Save against your own Save DC to force the connection to end.

Things visually look different depending on your Patron, they could be in a foggy blackness, wreathed in flames, or emitting a blinding light. Your Patron has full control over your dream state and can shape the environment, create landscapes, objects, creatures, and images.

DC Tip: This is a narrative driven feature where the GM can roleplay the Warlock's Patron to grant information or even mechanical boons to the Character. GMs could choose to give out situational or temporary duration Advantage or Disadvantage, Spell effects like Bless / Bane, or even Inspiration depending on your conversation with your Patron.

LEVEL 2 CLASS FEATURES

LIFE TAP

You can attempt to cast a Spell without spending any MP. The Spell can include MP Enhancements, but the total MP you would normally spend can't exceed your Mana Spend Limit. Compare the Spell Check you make to cast the Spell against the Life Tap DC. If the Spell doesn't normally require a Spell Check, then you must make one to perform the Life Tap.

Life Tap DC: Your Save DC + the amount of MP you would normally spend to cast the Spell. Your Life Tap DC increases by 5 after each attempt and the DC resets after a Long Rest.

Life Tap Outcomes

Success: The Spell takes effect and you take True damage equal to the amount of MP you would normally spend.

Failure: The Spell fails, has no effect.

LIFE DRAIN

Your Patron grants you the following benefits for bringing down their enemies:

- When you deal damage to a **Bloodied** creature, you can spend 1 Rest Point as a Reaction to regain 2 HP.
- When a creature drops to 0 HP or dies within 5 Spaces, you can spend 1 AP as a Reaction to regain 2 HP, provided the creature's maximum HP is 5 or higher. You can only use this action once per creature per Combat.

TALENT

You gain 1 Talent of your choice. If the Talent has any prerequisites, you must meet those prerequisites to choose that Talent.



WIZARD

Wizards learn to master each of the Spell Schools to control them in a structured and efficient way. They utilize sigils on the ground to enhance certain types of magic while they push spells to their limits.

Source of Power: Wizards learn to use magic from a dedicated studying of the arcane through practicing lessons and reading tomes. This knowledge could come from a Wizard School they attend, a family tome that has been passed down generations, or even from a Spell Book they stole and just kept practicing with.

STARTING EQUIPMENT

- 1 Light Weapon
- 1 set of Novice Light Armor
- X or Y “Packs” (we’ll have a list of adventuring packs to put here)

WIZARD SPELLCASTING MASTERY

Combat Masteries: Light Weapons, Light Armor, and Spellcasting

Spell List: When you learn a new Spell, you can choose any Spell on the Arcane Spell List.

Playtest Note: You get access to the following “Premade List” that have had their Spells pre-selected for you: Fire & Flames, Ice & Illusions, Lightning & Teleportation, or Psychic & Enchantment

Cantrips Known: You learn a number of Spells with the Cantrip Spell Tag as shown in the Cantrips Known column of the Wizard Class Table.

Spells Known: You learn an additional number of Spells (with or without the Cantrip Spell Tag) as shown in the Spells Known column of the Wizard Class Table.

Mana Points: You have a maximum number of Mana Points equal to your Prime Modifier. Additionally, your maximum increases by an amount as shown in the Mana Points column of the Wizard Class Table.

WIZARD CLASS TABLE

Char Level	Bonus HP	Attribute Points	Skill Points	Mana Points	Cantrips Known	Spells Known	Features
1				3	3	4	Class Features
2		+1		6		5	Class Feature Talent
3			+1	9	4		Subclass Feature
4		+1		12		6	Talent Ancestry Trait
5		+1	+2	15		7	Class Feature
6			+1	18	5		Subclass Feature
7		+1		21		8	Talent Ancestry Trait
8			+1	24		9	Class Capstone Feature
9		+1		27			Subclass Capstone Feature
10		+1	+2	30	6	10	Epic Boon Talent



WIZARD CLASS FEATURES

LEVEL 1 CLASS FEATURES

SPELL SCHOOL INITIATE

Choose a Spell School. You gain the following benefits:

- You learn 1 extra Spell from this Spell School.
- When you cast a Spell from the chosen Spell School, you can reduce its MP cost by 1. Its total MP cost before the reduction still can't exceed your Mana Spend Limit. You can use this Feature once per Long Rest, but regain the ability to use it again when you roll for Initiative.

ARCANE SIGIL

You can spend **1 AP** and **1 MP** to create a 1 Space diameter Arcane Sigil on the ground beneath you that lasts for 1 minute. When you create an Arcane Sigil choose 1 Spell School (Enchantment, Necromancy, Protection, etc.) or 1 Spell Tag (Fire, Cold, Teleportation, etc.). The Arcane Sigil radiates magic of the chosen type.

Using a Sigil: While a creature is within the area of your Arcane Sigil, it has ADV on Spell Checks to cast or produce the effects of Spells with the chosen Spell School or Spell Tag.

Moving a Sigil: You can spend 1 AP to teleport one of your Sigils within 10 spaces to your current space, but multiple Sigils can't coexist in the same Space.

SPELLBOOK (FLAVOR FEATURE)

You have a Spellbook containing all the Spells you know inscribed within it. You can learn additional Arcane Spells by inscribing them into your Spellbook. These additional Spells do not count toward your Spells Known limit in your Class Table. To inscribe a Spell into your Spellbook, you must either have a Spell Scroll or a page from another Spellbook that has that Spell inscribed on it.

Inscribing Spells

Inscribing a Spell into your Spellbook requires 1 hour of Light Activity per MP required to cast it at its base MP cost.

Once you inscribe a Spell you know into your Spellbook, you can inscribe again into a different book provided you have writing tools and ink. Any book containing a Spell you inscribed within it is considered one of your Spellbooks.

If a Wizard loses their Spellbook, they can still cast the Spells they have already learned before losing it, however they can't learn new Spells using their Spellbook Feature until they obtain a new Spellbook that they can inscribe new Spells into it.

DC Tip: A good rule of thumb for GMs is to allow a Wizard to learn a new Spell in this way once each level. They could find it on enemies, treasure rewards, downtime tasks, purchased from shops, etc. This time delay can both serve to balance this feature and to show that it takes time to learn and practice these new Spells added to their Spellbook.

LEVEL 2 CLASS FEATURES

PREPARED SPELL

When you complete a Long Rest, choose 1 Spell you know. The chosen Spell becomes your Prepared Spell until your next Long Rest. Your Prepared Spell gains the following benefits:

- **Mana Limit Break:** When you cast this Spell, you can increase your Mana Spend Limit by 1. You can use this Feature once per Long Rest, but you regain the ability to use it when you roll for Initiative.
- During a Spell Duel, Challengers have DisADV on Spell Checks to stop your Spell.

ARCANE POINTS

You gain **2** Arcane Points, which you can spend in the following ways:

- You can spend any number of Arcane Points when you create an Arcane Sigil to add an equal number of Spell Schools or Spell Tags to the sigil (regardless of Mana Spend Limit).
- You can use Arcane Points in place of Mana Points for the Spell School that you chose from your Spell School Initiate Feature.

Mana Spend Limit: When you spend Arcane Points, the total number of Arcane Points and Mana Points spent can't exceed your Mana Spend Limit.

Regaining Arcane Points: You regain half of your Arcane Points when you complete a Short Rest. You also regain all spent Arcane Points when you complete a Long Rest.

Additional Arcane Points: You gain 3 additional Arcane Points when you gain a Wizard Class Feature. You can only gain this benefit once per Level, up to a maximum of 8 Arcane Points.

TALENT

You gain 1 Talent of your choice. If the Talent has any prerequisites, you must meet those prerequisites to choose that Talent.



PREMADE SPELL LISTS

PLAYTEST SPELLCASTING PREMADE SPELL LISTS

These are premade and curated Spell Lists that Classes can choose from. This is designed to be a placeholder for the FULL Spell Lists that were described in the Spellcasting section of the rules and in the Spellcasting Classes Mastery Features.

How this will work in the Beta Update is that you will pick Spells from your Spell List based on how many your Class Table allows you to get.

Additionally, the following Spells are placeholders for the Spells that will be released later as well. These are iconic Spells that you should recognize and were chosen to feel familiar as you learn how to play DC20. These will be updated and expanded upon in new and exciting directions, but I just wanted to make sure you can see the basics of what Spells will look and feel like.

Above each list are the Classes that can choose that list.

FIRE & FLAMES LIST

Available Classes: Wizard, Sorcerer

FIRE BOLT

Destruction (Cantrip)

Cost: 1 AP

Range: 10 Spaces

Duration: Instant

You can produce 1 of the following effects:

Spell Attack: You can make a Spell Check against the PD of a target within range. **Hit:** The target takes 2 Fire damage.

Fire Orb: A flickering flame appears in your hand. The flame can remain there for 10 minutes and harms neither you nor your equipment. The flame sheds Bright Light in a 5 Space radius. The Spell ends early if you dismiss it for free, if you cast it again, or spend 1 AP to make a Spell Attack with it.

Cantrip Passive: You deal +1 damage against creatures that are **Burning**.

Action Point Enhancements

Damage: (1 AP) You deal +1 Fire damage.

Range: (1 AP) You increase the range by +5 Spaces.

Burning: (1 AP) The target makes a Physical Save. **Failure:** Target begins **Burning** until a creature (including itself) within 1 Space spends 1 AP to put it out.

MINOR FLAME BLADE

Destruction (Cantrip)

Cost: 1 AP

Range: Self

Duration: Instant

You imbue a Melee Weapon you are wielding with flames. Until the end of your next turn, the next successful Attack Check with this weapon deals an additional 1 Fire damage to your target or to a creature within 1 Space of the target.

Mana Point Enhancements

Flame Strike: Spend 1 MP to add an additional +2 Fire damage to your Attack Check (must be done before the Attack is made) **Miss:** Deal 1 Fire damage to the target.

Flame Bound: Spend 1 MP to add +1 Fire damage to the target and secondary target.

DANCING FLAMES

Destruction (Cantrip)

Cost: 1 AP

Range: 20 Spaces

Duration: 1 min (Concentration)

Make a DC 10 Spell Check. **Success:** You create up to 3 torch-sized Flames within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. **Success (each 5):** +1 Flame. **Failure:** 2 Flames.

You can also combine 4 lights into 1 glowing vaguely humanoid form of Medium size. Whichever form you choose, each light sheds Light in a 2 Space radius.

You can spend 1 AP to move the lights up to 10 Spaces to a new spot within range. Each light must be within 5 Spaces of another light created by this spell, and be within 20 Spaces of you or it winks out of existence.

Mana Point Enhancements

Detonate: Spend 2 AP and 1 MP to detonate the Flames. Make a Spell Check against the PD of all targets sharing a space with a Flame. **Hit:** Each Flame deals 1 Fire damage but does not benefit from Heavy, Brutal, or Critical Hits.



BURNING FLAMES

Destruction

Cost: 2 AP + 1 MP

Range: Self (10 Spaces)

Duration: Instantaneous

A brilliant flame manifests around you.

Choose a type of area: Line, Cone, or Sphere. You are the Spell's Point of Origin.

- **Line:** The Spell affects every target in a 1 Space wide and 10 Space long line.
- **Cone:** The Spell creates a 3 Space long Cone.
- **Sphere:** The Spell affects every target within a 2 Space range of you.

Make a Spell Check against every target's PD within the Spell's area. **Hit:** The target takes 2 Fire damage.

Mana Point Enhancements

Burning: Spend 1 MP to force all targets to Save against Burning for 1 minute.

Range: Spend 1 MP to change the origin point of the Spell to 15 Spaces (instead of Self).

FOG CLOUD

Conjuration

Cost: 2 AP + 1 MP

Range: 20 Spaces

Duration: 1 hour (Concentration)

Make a **DC 10** Spell Check. **Success:** You create a sphere of fog with up to a 4 Space radius, centered on a point within range. **Success (each 5):** Radius +1 Space. **Failure:** 3 Space radius.

The sphere spreads around corners, and its area is **Fully Concealed**. Creatures within 1 Space of each other see each other normally. It lasts for the duration or until a wind of moderate or greater speed disperses it.

Mana Point Enhancements

Area of Effect: Spend 1 MP to increase the radius of the spell's effect by 3 Spaces

FIRE SHIELD

Protection

Cost: 2 AP + 1 MP

Range: Self

Duration: 1 hour

A protective magical force surrounds you, manifesting as spectral flames that cover you and your gear. You emit Light in a 2 Space Radius.

Make a **DC 15** Spell Check. **Success:** You gain 3 Temp HP. **Success (each 5):** +1 Temp HP. **Failure:** 2 Temp HP. If a creature hits you with a Melee Attack while you have this Temp HP, the creature takes 1 Fire damage for each Temp HP it consumes with its Attack. The Spell ends once the Temp HP is consumed.

Mana Point Enhancements

Fire Protection: Spend 3 MP to gain Fire Resist and add 10 more Temp HP.

Investiture of Fire: Spend 5 MP and 1 AP to gain Fire Immunity and add 15 more Temp HP. Additionally, while you have this Temp HP you can spend 2 AP to shoot out flames in a 3 Space Cone. Make a Spell Check against the PD of all creatures in the spell's range. **Hit:** The target takes 5 Fire damage.

GREASE

Conjuration

Cost: 2 AP + 1 MP

Range: 10 Spaces

Duration: 1 min

Make a **DC 10** Spell Check. **Success:** Slick grease covers the ground in 4 Spaces of your choosing. **Failure:** Only 3 Spaces.

The Spaces must connect to each other and all be within range of the spell. These Spaces are now considered to be Difficult Terrain for the duration and are flammable. If Fire touches these Spaces it ignites and deals 1 Fire damage to any creature within the Space instantly and again to any creature who ends their turn in this Space.

If a creature is standing in Grease when the spell initially appears, when they end their turn, or if they enter an area with Grease, they must succeed on an Agility Save or fall Prone.

Mana Point Enhancements

More Grease: Spend 1 MP to add on 4 more Spaces

More Fire: Spend 1 MP to make the Fire damage it deals if on fire increase by 1.



ICE & ILLUSIONS LIST

Available Classes: Wizard, Sorcerer

FROST BOLT

Destruction (Cantrip)

Cost: 1 AP

Range: 10 Spaces

Duration: Instant

You can produce 1 of the following effects:

Spell Attack: You can make a Spell Check against the PD of a target within range. **Hit:** The target takes 2 Cold damage.

Ice Orb: A flurry of ice appears in your hand. The ice can remain there for 10 minutes and harms neither you nor your equipment, cooling the area within 5 Spaces. The Spell ends early if you dismiss it for free, if you cast it again, or spend 1 AP to make a Spell Attack with it.

Cantrip Passive: You deal +1 damage against creatures that are **Slowed**.

Action Point Enhancements

Damage: (1 AP) You deal +1 Cold damage

Range: (1 AP) You increase the range by +5 Spaces

Slow: (1 AP) The target makes a Physical Save. **Failure:** Target becomes Slowed until the end of your next turn.

MINOR ILLUSION

Illusion (Cantrip)

Cost: 1 AP

Range: 5 Spaces

Duration: 1 min

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again.

If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than 1 Space. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion because things can pass through it.

Discerning the Illusion: If the illusion is an image, any physical interaction with the image reveals it to be an illusion. Alternatively, a creature can spend 1 AP to examine the sound or image to attempt to determine if the illusion is real. The creature makes an Investigation Check against your Save DC. **Success:** The creature discerns the illusion for what it is, revealing the illusion to be false. If the illusion is an image, the illusion becomes transparent to the creature.

Mana Point Enhancements

Sight and Sound: Spend 1 MP to have the image create both sight and sound.

MAGE HAND

Conjuration (Cantrip)

Cost: 1 AP

Range: 5 Spaces

Duration: 1 min

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as a Free Action. The hand vanishes if it ever moves outside of the Spell's range or if you cast this spell again.

When you cast the Spell or when you spend 1 AP, you can control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 5 Spaces each time you use it.

The hand can't attack, activate magic items, or carry more than 10 pounds.

Mana Point Enhancements

Spell Hand: When you cast another spell, you spend 1 MP to allow yourself to cast it from your Mage Hand's Space.

Range Hand: Spend 1 MP to extend the range to 20 spaces

Lasting Hand: Spend 1 MP to increase the duration to 1 hour



CATAPULT

Destruction

Cost: 2 AP + 1 MP

Range: 10 Spaces

Duration: Instantaneous

Choose one object weighing 1 to 5 pounds within range that isn't being worn or carried. The object flies in a straight line up to 15 Spaces in a direction you choose before falling to the ground, stopping early if it impacts against a solid surface. If you attempt to strike a creature, make a Spell Check against the target's PD. **Hit:** 3 Bludgeoning damage.

Mana Point Enhancements

Damage: Spend 1 MP to increase the damage by 2.

MAGIC MISSILE

Destruction

Cost: 2 AP + 1 MP

Range: 10 Spaces

Duration: Instantaneous

You attempt to fire out glowing darts of magical force. Make a DC 10 Spell Check. **Success:** You create 2 Missiles. **Success (each 5):** +1 Missile. **Failure:** only 1 Missile. Each Missile automatically deals 1 True damage to its target. Each missile may have the same or different targets.

Mana Point Enhancements

Damage: Spend 1 MP for 1 more Missile.

Range: Spend 1 MP to increase the range to 15 Spaces.

ICE KNIFE

Destruction

Cost: 2 AP + 1 MP

Range: 10 Spaces

Duration: Instantaneous

You create a shard of ice and fling it at one creature within range. Make a Spell Check against the target's PD. **Hit:** The target takes 2 Cold damage and then explodes. Compare your same Spell Check to the PD of each creature within 1 space of the original target (including the target). **Hit:** Deal 1 Cold damage. **Miss:** The spell does not explode and only deals half damage to the original target.

Mana Point Enhancements

Damage: Spend 1 MP to increase the damage of the hit and explosion by 1.

SILENT IMAGE

Illusion

Cost: 2 AP + 1 MP

Range: 10 Spaces

Duration: 10 min (**Concentration**)

You create the image of an object, a creature, or some other visible phenomenon in a 3 Space cube. The image appears at a spot within range and lasts for the duration. The image is purely visual; it isn't accompanied by sound, smell, or other sensory effects.

You can spend 1 AP to cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image.

Discerning the Illusion: Physical interaction with the image reveals it to be an illusion. Alternatively, a creature can spend 1 AP to examine the image to attempt to determine if the illusion is real. The creature makes an Investigation Check against your Save DC. **Success:** The creature discerns the illusion for what it is, revealing it to be false and making the illusion transparent to the creature.

Mana Point Enhancements

Sound and Smell: Spend 1 MP to give the Spell the ability to make sounds and have a smell to it.



LIGHTNING & TELEPORTATION LIST

Available Classes: Wizard, Sorcerer

LIGHTNING BOLT

Destruction (Cantrip)

Cost: 1 AP

Range: 10 Spaces

Duration: Instantaneous

You can produce 1 of the following effects:

Spell Attack: You can make a Spell Check against the PD of a target within range. **Hit:** The target takes 2 Lightning damage.

Lightning Orb: Crackling lightning appears between your hands. The electric energy can remain there for 10 minutes and harms neither you nor your equipment. The energy sheds Bright Light in a 10 Space radius. The Spell ends early if you dismiss it for free, if you cast it again, stop using both hands, or spend 1 AP to make a Spell Attack with it.

Cantrip Passive: You deal +1 damage against creatures that are wearing metal armor.

Action Point Enhancements

Damage: (1 AP) You deal +1 Lightning damage

Range: (1 AP) You increase the range by +5 Spaces

Chain: (1 AP) Choose 1 additional target within 2 Spaces of the original target. Compare your Spell Check against the new target. **Hit:** The additional target takes 2 Lightning damage, and is unaffected by features that allow you to deal more damage, including Heavy Hits and higher (except the Cantrip Passive). You can use this Enhancement multiple times, choosing an additional target within 2 Spaces of the previously chosen target.

LIGHTNING BLADE

Destruction (Cantrip)

Cost: 1 AP

Range: Self (5-foot radius)

Duration: 1 Round

You imbue a Melee Weapon you're wielding with crackling energy. The next Attack Check that hits with this weapon sheathes the target in booming energy. If the target leaves or is moved from the current Space they're in, they take 2 Sonic damage and the Spell ends.

This effect can be "stacked" multiple times from the same or different sources.

Mana Point Enhancements

Damage: Spend 1 MP to increase the damage dealt by 2.

Duration: Spend 1 MP to change the duration to 1 minute.

SHOCKING GRASP

Destruction (Cantrip)

Cost: 1 AP

Range: 1 Space

Duration: Instantaneous

Lightning springs from your hand to shock a creature within range. Make a Spell Check against the target's PD (You have ADV if they are wearing armor made of metal) while the target makes a Physical Save. **Hit:** 1 Lightning damage. **Failed Save:** Target can no longer spend AP until the start of its next turn.

Mana Point Enhancements

Lightning Lure: Spend 1 MP to increase the damage by 1 and change the range to 5 Spaces. Additionally, if the target fails their Save, you can pull them up to 3 spaces toward you.

GUST

Destruction (Cantrip)

Cost: 1 AP

Range: 5 Spaces

Duration: Instantaneous

You seize the air and compel it to create one of the following effects at a point you can see within range:

- Choose one Medium or smaller creature and make a Spell Check Contested by their Might Save. **Success:** Target is pushed 1 Space in a direction of your choice. **Success (each 5):** +1 Space
- Choose one object that is neither held nor carried and that weighs no more than 5 pounds. Make a DC 10 Spell Check. **Success:** The object is pushed up to 3 Spaces away from you. **Success (each 5):** +1 Space. **Failure:** Only 2 Spaces
- You create a harmless sensory effect using air, such as causing leaves to rustle, wind to slam shutters closed, or your clothing to ripple in a breeze.

Mana Point Enhancements

Wind Tunnel: Spend 1 MP to create a 10 Space long and 2 Space wide Line that lasts 1 minute and requires Concentration. The start of the Wind Tunnel must be within 5 Spaces of you, you choose the direction the Line goes in and what direction the wind is blowing. Creatures in the Wind Tunnel are Slowed 1 (spend 1 additional Move Speed to move 1 Space) moving against the wind, but can move 2 Spaces for every 1 Space spent moving the same direction as the wind. Any creature that starts their turn in the Wind Tunnel must succeed on a Might Save or be pushed 4 Spaces in the direction of the wind. You can spend 1 AP to reverse the direction of the wind in the tunnel.



RETURNING SHOCK

Destruction

Cost: 1 AP + 1 MP

Range: 15 Spaces

Duration: Instantaneous

You can electrocute creatures that damage you.

Trigger: You are damaged by a creature within range.

Reaction: Make a Spell Check against the target's PD. **Hit:** 3 Lightning damage.

Mana Point Enhancements

Chain: Spend 1 MP to choose 1 additional target within 2 Spaces of the original target. Compare your Spell Check against the new target. **Hit:** The additional target takes 3 Lightning damage, and is unaffected by features that allow you to deal more damage, including Heavy Hits and higher. You can use this Enhancement multiple times, choosing an additional target within 2 Spaces of the previously chosen target.

MISTY STEP

Astromancy

Cost: 1 AP + 1 MP

Range: Self

Duration: Instantaneous

You are briefly surrounded by a silvery mist and attempt to teleport to a new location.

Make a **DC 20** Spell Check. **Success:** You teleport up to 5 Spaces to an unoccupied space that you can see. **Success (each 5):** +2 Spaces. **Failure:** Only 3 Spaces.

Mana Point Enhancements

Far Step: Spend 1 MP to increase the distance of the teleport by 4 Spaces.

CRACKLING LIGHTNING

Destruction

Cost: 2 AP + 1 MP

Range: Self (10 Spaces)

Duration: Instantaneous

Crackling lightning forms around you.

Choose a type of area: Line, Cone, or Sphere. You are the Spell's Point of Origin.

- **Line:** The Spell affects every target in a 1 Space wide and 10 Space long line.
- **Cone:** The Spell creates a 3 Space long Cone.
- **Sphere:** The Spell affects every target within a 2 Space range of you.

Make a Spell Check against every target's PD within the Spell's area. **Hit:** The target takes 2 Lightning damage.

Mana Point Enhancements

Frazzled: Spend 1 MP to force all targets to Save against the **Dazed** Condition for 1 minute.

Range: Spend 1 MP to change the origin point of the Spell to 15 Spaces (instead of Self).



PSYCHIC & ENCHANTMENT LIST

Available Classes: Wizard, Sorcerer

PSI BOLT

Destruction (Cantrip)

Cost: 1 AP

Range: 10 Spaces

Duration: Instantaneous

You can produce 1 of the following effects:

Spell Attack: You can make a Spell Check against the MD of a target within range. **Hit:** The target takes 1 Psychic damage.

Headache: You tear into the mind of one creature you can see within range. You can cause a mild headache in a creature for 1 minute or spend 1 AP to make a Spell Attack.

Cantrip Passive: You deal +1 damage against creatures that are **Dazed**.

Action Point Enhancements

Damage: (1 AP) You deal +1 Psychic damage

Range: (1 AP) You increase the range by +5 Spaces

Dazed: (1 AP) The target makes a Mental Save. **Failure:** Target becomes **Dazed** (DisADV on Mental Checks) on the next Mental Check it makes before the end of your next turn.

MESSAGE

Divination (Cantrip)

Cost: 1 AP

Range: 10 Spaces

Duration: 1 Round (each way)

You point your finger toward a creature you can see within range and verbally whisper a message. The target hears the message in their head and can reply back with a whisper that you hear in your head.

If you are familiar with the target and know it is beyond a wall or barrier you can still cast the Spell, but the range is reduced by half.

Mana Point Enhancements

Range: Spend 1 MP to increase the range to 30 spaces.

BEFRIEND

Enchantment (Cantrip)

Cost: 1 AP

Range: 10 Spaces

Duration: 1 min (**Concentration**)

You attempt to Charm a creature within range. Choose a Non-Hostile creature that can see and hear you. Make a Spell Check contested by the target's Charisma Save. **Success:** You have ADV on all Charisma Checks made against this creature. When the spell effect ends or you fail the check the creature realizes that you used magic to influence its mood and may become hostile towards you.

Mana Point Enhancements

Hostile Charm: Spend 1 MP to cast this on any creature.

Clear Suspicion: Spend 2 MP and the target will no longer realize that magic has been cast on them.

More Friends: Spend 2 MP and add an additional target to the effect of this spell, and increase the range by 10 Spaces.

PSYCHIC FEAR

Enchantment

Cost: 2 AP + 1 MP

Range: 10 Spaces

Duration: Instantaneous

You whisper a discordant melody to one creature of your choice that you can see within range, wracking it with terrible pain.

Make a Spell Check against the target's MD while it makes an Intelligence Save. **Hit:** The target takes 2 Psychic damage. **Save Failure:** If it has any AP, the target spends 1 AP to move as far as its Speed allows away from you. The creature doesn't move into obviously dangerous ground, such as a fire or a pit.

Mana Point Enhancements

Loud Whispers: Spend 1 MP for the creature to lose an additional 1 AP (if available) and move that many more spaces away.



BANE

Enchantment

Cost: 2 AP + 1 MP

Range: 5 Spaces

Duration: 1 min (**Concentration**)

Choose 3 creatures that you can see within range. Make a Spell Check contested by their Mental Save. **Failure:** The target must roll a d4 and subtract the number from each Attack Check or Save they make until the Spell ends.

Mana Point Enhancements

Targets: Spend 1 MP to increase the number of targets by 1

Dread: Spend 2 MP to change the d4 to a d6 instead.

COMMAND

Enchantment

Cost: 2 AP + 1 MP

Range: 10 Spaces

Duration: 1 Round

You speak a command to a creature that you can see within range that can hear you. You don't have to be able to see the creature if you've seen them within the last minute. Make a Spell Check contested by the target's Charisma Save. **Success:** The creature immediately spends 2 AP to follow the command given, regardless of its usual AP cost. The creature also cannot spend any resources (AP, SP, or MP) to modify the Action it takes.

Ignoring a Command: The spell has no effect if the target doesn't understand your language, if it's unable to follow your command, or if your command is directly harmful to itself.

Choosing a Command: You can choose from the list of example commands below or improvise your own at the GM's discretion.

- **Move:** The target moves up to its Speed to a location (or in a direction) of your choice.
- **Prone:** The target falls **Prone**.
- **Drop:** The target drops anything it's holding.
- **Attack:** The target makes 1 Attack Check or Spell Check (your choice) that normally costs 1 AP. You choose the target of the Attack, which must be within the commanded creature's range.

Mana Point Enhancements

Duration: Spend 1 MP to increase the duration by 1 Round.

Targets: Spend 2 MP to add 1 additional target.

SLEEP

Enchantment

Cost: 2 AP + 1 MP

Range: 15 Spaces

Duration: 1 min

This spell sends creatures into a magical slumber. You attempt to force creatures within 4 Spaces of a point you choose within range to fall into a magic sleep.

Make a **DC 10** Spell Check. **Success:** This Spell can affect 10 HP worth of creatures. **Success (each 5):** +2 HP. **Failure:** 5 HP.

Starting with the creature with the lowest current HP, each creature affected by this Spell falls unconscious. Subtract each creature's HP from the total before moving on to the creature with the next lowest hit points. A creature's HP must be equal to or less than the remaining total for that creature to be affected. The sleep lasts until the spell ends or another creature spends 1 AP to shake or slap the sleeper awake.

Undead and creatures immune to sleep aren't affected by this spell.

Mana Point Enhancements

Slumber: Spend 1 MP to increase the HP effected by 10.



HOLY & RESTORATION LIST

Available Classes: Cleric

SACRED BOLT

Destruction (Cantrip)

Cost: 1 AP

Range: 10 Spaces

Duration: Instantaneous

You can produce 1 of the following effects:

Spell Attack: You can make a Spell Check against the MD of a target within range. **Hit:** The target takes **1** Radiant damage.

Bright beam of light descends on a creature that you can see within range. You can make a creature within range glow with a subtle light for 10 minutes or make a Spell Attack.

Cantrip Passive: You deal **+1** Radiant damage against Undead and **Exposed** creatures.

Action Point Enhancements

Damage: (1 AP) You deal +1 Radiant damage.

Range: (1 AP) You increase the range by +5 Spaces.

Holy Bolt: (1 AP) The target makes a Mental Save. **Failure:** Target becomes **Exposed** (Attack Checks against it have ADV) against the next Attack Check made against it before the end of your next turn.

GUIDANCE

Divination (Cantrip)

Cost: 1 AP

Range: 5 Spaces

Duration: 1 Round

You can grant a Help Die (d8) to an ally within range. The target can use this Help Die to add to any Check they make before the start of your next turn. Casting *Guidance* counts as taking the Help Action and still triggers the "Multiple Action Penalty (Help)." If you cast *Guidance* or take the Help Action again before the start of your next turn, the Help Die becomes a d6, then a d4, then you would not be able to use *Guidance* any more during that same round of Combat.

Mana Point Enhancement

Sustained: Spend **1 MP** to increase the duration to 1 minute but it requires **Concentration**.

Expand: Spend **1 MP** to grant an additional Help Die (of the same size you grant with the casting of the Spell).

LIGHT

Conjuration (Cantrip)

Cost: 1 AP

Range: Touch

Duration: 1 hour

You touch one object that is no larger than Medium in Size. Until the spell ends, the object sheds Light in a 5 Space radius. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The Spell ends if you cast it again or dismiss it as a Free Action.

If you target an object held or worn by a hostile creature, make an Attack Check contested by the target's Agility Save.

Success: You cast *Light* on the object.

Mana Point Enhancements

Blinding Light: Spend **1 MP** to make a Spell Check contested by a Physical Save from all targets within 2 Spaces of the Light source. **Failure:** The target is **Blinded** for 1 Round.

GUIDING BOLT

Destruction

Cost: 2 AP + 1 MP

Range: 15 Spaces

Duration: 1 Round

A flash of light streaks toward a creature of your choice within range, surrounding them in a holy glow. Make a Spell Check against the target's Mystical Defense. **Hit:** The target takes **3** Radiant damage and the next Attack Check made against the target before the end of your next turn has ADV.

Mana Point Enhancements

Guiding Damage: Spend **1 MP** to also add **3** Radiant damage to the next Attack Check. This damage does not come into effect if the Attack misses.

BLESS

Divination

Cost: 2 AP + 1 MP

Range: 5 Spaces

Duration: 1 min(**Concentration**)

Make a **DC 10** Spell Check. **Success:** You bless up to 3 creatures of your choice within range. **Success (each 10):** +1 additional creature. **Failure:** Only 2 creatures.

Whenever a target makes a Check or Save before the spell ends, the target can roll a d4 and add the number rolled to the total.

Mana Point Enhancements

Targets: Spend **1 MP** to increase the number of targets by 1.

Grace: Spend **2 MP** to change the d4 to a d6 instead.



HEAL

Restoration

Cost: 2 AP + 1 MP

Range: 10 Spaces

Duration: Instantaneous

Make a **DC 10** Spell Check. **Success:** You heal the target creature within range for 3 HP. **Success (each 5):** +1 HP. **Nat 20:** +2 HP. **Failure:** Only healed for 2 HP

Additionally, if you are touching a creature when you cast this spell they heal for an additional 1 HP.

Mana Point Enhancements

Quick Heal: Spend 1 MP to reduce the AP cost of this spell by 1.

Bolster: You can spend MP to increase the HP gained by 3 HP per 1 MP spent.

SHIELD OF FAITH

Protection

Cost: 1 AP + 1 MP

Range: 10 Spaces

Duration: 10 min (**Concentration**)

A shimmering field appears and surrounds a creature of your choice within range.

Make a **DC 10** Spell Check. **Success:** The target gains +2 PD for the duration. **Success (each 10):** +1 PD. **Failure:** The target gains 1 PD instead.

Mana Point Enhancements

Targets: You can spend 1 MP to increase the number of creatures you can affect by 1.



SPECIAL CLASS-SPECIFIC SPELLS

Some Spells are granted by certain Classes and they are listed here.

SORCERER CLASS FEATURE SPELLS

SORCERY

Transmutation (Cantrip)

Cost: 1 AP

Range: 1 Space

Duration: 1 min

You manifest a minor wonder (Divine), a sign of supernatural power (Primal), or arcane prowess (Arcane) depending on which Spell List you have access to. When you gain this spell, you are to make a choice from the following types of energy: Fire, Water, Lightning, Earth, Holy, Unholy, or Arcane (which manifests as energy of a specific color). This chosen type will be the form your spell's energy takes.

You create one of the following magical effects of your chosen energy type within range and can dismiss it by spending 1 AP:

- Your voice booms up to 3 times louder than normal.
- You can call upon non-harmful magic of your chosen energy type to swirl around you in a visual display.
- Your eyes glow with your chosen energy type.

Mana Point Enhancements

Multiple Effects: You can spend 1 MP to have all 3 of these effects going at once.

CLERIC CLASS FEATURE SPELLS

Close Wounds and Death Bolt could be chosen by the Clerics Divine Spellcaster Class Feature.

CLOSE WOUNDS

Restoration (Cantrip)

Cost: 1 AP

Range: 1 Space

Duration: Instantaneous

Spell Lists: Divine

You channel an ally creature's inner life force to cause a surge of natural healing. Touch an ally creature that has at least 1 HP and make a **DC 10** Spell Check. **Success:** The target can spend 1 Rest Point to regain 2 HP. **Failure:** The target spends 1 Rest Point to regain 1 HP.

Mana Point Enhancement

Range: Spend 1 MP to change the range to 10 Spaces.

DEATH BOLT

Destruction (Cantrip)

Cost: 1 AP

Range: 10 Spaces

Duration: Instant

You can produce 1 of the following effects:

Spell Attack: You can make a Spell Check against the MD of a target within range. **Hit:** The target takes 1 Umbral damage.

Black Orb: Black wispy magic swirls around your hands. You send chills down the spine of creatures you touch, and small plants wither. You can hold this dark energy in your hands for 1 minute or spend 1 AP to make a Spell Attack with it.

Cantrip Passive: You deal +1 damage against creatures that are **Bloodied**.

Action Point Enhancements

Damage: (1 AP) You deal +1 Umbral damage.

Range: (1 AP) You increase the range by +5 Spaces.

Dampen Heal: (1 AP) Creatures that take damage from this Spell can't regain HP until the start of their next turn.



FIENDBORN ANCESTRY TRAIT SPELLS

These Spells are options for some of the Fiendish Origin choices for Fiendborn. Other Spellcasters could choose to swap these Spells out for Spells on their Premade Spell Lists as long as their Class has access to the Spells Lists these are from.

POISON BOLT

Destruction (Cantrip)

Cost: 1 AP

Range: 10 Spaces

Duration: Instant

Spell Lists: Arcane, Primal

You can produce 1 of the following effects:

Spell Attack: You can make a Spell Check against the PD of a target within range. **Hit:** The target takes **2** Poison damage.

Cantrip Passive: You deal **+1** damage against creatures that are **Impaired**.

Action Point Enhancements

Damage: (1 AP) You deal **+1** Poison damage.

Range: (1 AP) You increase the range by **+5** Spaces.

Sicken: (1 AP) The target makes a Physical Save. **Failure:** Target becomes **Impaired** for 1 minute. A creature can spend **1 AP** to make a **DC 10** Medicine Check on itself or another creature within 1 Space to end the condition early.

ACID BOLT

Destruction (Cantrip)

Cost: 1 AP

Range: 10 Spaces

Duration: Instant

Spell Lists: Arcane, Primal

You can produce 1 of the following effects:

Spell Attack: You can make a Spell Check against the PD of a target within range. **Hit:** The target takes **2** Corrosion damage.

Cantrip Passive: You deal **+1** damage against creatures that are **Hindered**.

Action Point Enhancements

Damage: (1 AP) You deal **+1** Corrosion damage.

Range: (1 AP) You increase the range by **+5** Spaces.

Corrode: (1 AP) The target makes a Physical Save. **Failure:** Target becomes **Hindered** for 1 minute or until a creature (including itself) within 1 Space spends **1 AP** to clear off the acid.

NEW SPELLS FROM 0.6

DRUIDCRAFT

Transmutation (Cantrip), Primal

Cost: 1 AP

Range: 5 Spaces

Duration: Instantaneous

You reach out into nature and create one of the following effects that can happen within a 1 Space cube in range:

- You target an area within range and produce a harmless natural smell (such as flowers, faint odor of a skunk, etc) or sound (rustling leaves, a small animal, etc).
- You target a living mundane plant and instantly accelerate the growth of the plant (flowers bloom, seeds open, etc).
- You target a wounded or dead mundane plant (smaller than a 1 Space cube) and bring it back to life.

DC Tip: Some forms of more magical plant life might require a Spell Check if the GM feels that it would be appropriate.

Mana Point Enhancements

Nature's Wonder: TBD

TETHERING VINES

Conjuration, Primal

Cost: 2 AP + 1 MP

Range: 10 Spaces

Duration: 1 minute (**Concentration**)

Choose a Space within range. Vines and weeds sprout up from the ground in a 3 Space Radius from the chosen Space, making the area Difficult Terrain. Make a Spell Check Contested by a Physical Save from all creatures (other than you) within range. **Success:** The creature is **Tethered**.

Tethered: While Tethered, the creature can't leave the area. The creature can spend **1 AP** to make a Physical Check of your choice against your Save DC. **Success:** The target is no longer Tethered.

When the Spell ends, the conjured plants wilt away.

Mana Point Enhancements

Widen Vines: (1 MP) The Radius increases by 1 Space.



SHIELD

Protection (Cantrip), Arcane

Cost: 1 AP

Range: 1 Spaces

Duration: Instantaneous

You create a barrier of magic to protect yourself other around you.

Trigger: When a creature you can see within range (including yourself) is targeted by an Attack.

Reaction: You grant the target a +5 bonus to its PD and MD against the Attack.

Mana Point Enhancements

Increase Range: Spend 1 MP to increase the Range to 5 Spaces.

Multiple Targets: Spend 1 MP to target 1 additional creature in range from the same triggering Attack (such as an Area of Effect).

Increase Duration: Spend 1 MP to make the PD and MD bonus last until the start of your next turn.

FIND FAMILIAR

Conjuration (Ritual), Arcane & Divine

Cost: 1 AP + 1 MP

Range: 2 Spaces

Duration: Instantaneous

You summon a friendly spirit that enters your service. It takes the form of a Tiny creature of your choice, but with a Creature Type of your choice (except Giant and Humanoid). Your Familiar uses the stat block below:

Familiar

Level 1/8, Tiny (Chosen Type)			
HP	Shared	DDT	0
PD	8+CM	MD	8+CM
PDR	0	MDR	0
MIG	0	CHA	0
AGI	0	INT	0
Check	Shared	DC	Shared
AP	Shared	Speed	4

Recasting the Spell: You can't have more than 1 Familiar at a time. If you cast this Spell while you already have a Familiar, your Familiar can retain its form, adopt a new form of your choice, or it disappears and a new one takes its place. The new Familiar can be a previous one you summoned in the past or a new one altogether. In either case, you can reassign its Familiar Traits.

Familiar Traits

Your Familiar has the following Familiar Traits:

Familiar Bond: Your Familiar shares your HP and Death's Door Threshold. If you both take damage from the same source, you only take 1 instance of that damage. While your Familiar occupies the same Space as you, it can't be targeted by Attacks.

Shared Telepathy: While within 20 Spaces, you and your Familiar can speak Telepathically with each other.

Spell Delivery: While within 10 Spaces of your Familiar, you cast a Spell with a range of Touch as if you were standing in your Familiar's Space.

Additional Traits: When you cast this Spell, you can spend additional MP (up to your Mana Spend Limit) to grant your Familiar 2 additional Traits per MP spent. You can choose Traits from the Familiar Traits or Beast Traits (you can't choose Negative Traits).

Spell Actions

Pocket Dimension: You can spend a Minor Action to dismiss the Familiar into a pocket dimension, summon it from that pocket dimension, or summon it from anywhere on the same plane of existence. When dismissed, any items it was carrying are left behind. When summoned, it appears in the nearest unoccupied Space of your choice.

Shared Senses: While your Familiar is within 20 Spaces, you can spend 1 AP to connect your senses to the Familiar's senses until the end of your next turn. For the duration, you are **Deafened** and **Blinded** to your own senses, but you can see what your Familiar sees and hear what it hears. The connection ends early if either of you moves farther than 20 Spaces from each other.

Managing the Familiar

Combat: The Familiar shares your Initiative, acting on your turn. You can spend 1 AP to command the Familiar to use an Action. It can't take the Attack Action or Spell Action unless it has a Familiar Feature that allows it to. When you take an Action, your Familiar can move up to its Speed immediately before or after the Action. When you take the Move Action, your Familiar can take the Move Action for free. If you don't command it, it takes the Dodge Action.

Shared MCP: When the Familiar makes a Check, it shares your Multiple Check Penalty.

Death & Resurrection: Your Familiar dies when you die. When it does, its body disappears and its spirit returns from which it came. If you are resurrected, the Familiar doesn't return to life until the next time you cast this Spell. When it does, you follow the normal rules for recasting the Spell.



Familiar Traits

Below is a list of repeatable and unique Familiar Traits. You can choose repeatable traits multiple times, but unique traits only once.

Repeatable Traits:

(1) **Attribute Increase:** It gains 2 Attribute points which it can use to increase 2 Attributes by 1, or 1 Attribute by 2 (up to your Attribute Limit).

(1) **Defensive:** Its PD or MD increases by 2 (your choice).

(2) **Resistance:** It gains **Resistance 1** to a damage type of your choice.

(1) **Swift:** Its Speed is increased by 1 Space (you can choose this Trait up to 5 times).

Unique Traits:

(2) **Avian:** It gains a Fly Speed equal to its Ground Speed.

(1) **Masterful:** It benefits from your Skill and Trade Masteries.

(2) **Chameleon:** You can spend 1 AP to cause your Familiar to become **Invisible** for 1 minute or until it takes any Action beside the Dodge or Hide Actions.

(1) **Distant Link:** The range of your Shared Telepathy increases to 100 Spaces, and you always know the exact location of your Familiar provided you are both on the same plane of existence.

(1) **Extended Spell Delivery:** While within 10 Spaces of your Familiar, you can cast Spells as if you were standing in its Space.

(1) **Familiar Attack:** The Familiar can spend 1 AP to make an Attack Check using your Attack Check bonuses instead of its own. The Attack has a range of 10 Spaces, and deals +1 damage if the target is within 1 Space. Choose a damage type when you summon the familiar.

- **Elemental or Physical:** The Attack targets PD and deals 2 damage.
- **Mystic:** The Attack targets MD and deals 1 damage.

(1) **Predator:** Requires Familiar Attack. The familiar has ADV on Attacks against Bloodied creatures, and on Survival Checks to track them.

(1) **Prey:** The Familiar has ADV on Stealth Checks and can attempt to Hide even when it's only Partially Concealed.

(1) **Friendly Fire:** The Familiar is Immune to effects and damage you produce, unless you choose otherwise.

(1) **Limited Telepathy:** The Familiar can communicate telepathically with any creature it can see within 5 Spaces. If the Familiar can't speak, it communicates using only simple ideas, emotions, and images.

(2) **Malleable:** The Familiar can move through a space as narrow as 1 inch wide without squeezing.

(1) **Evasive:** The Familiar doesn't provoke Opportunity Attacks when it leaves an enemy's reach.

(1) **Quiet as a Mouse:** While moving at a Stealthy pace (1/2 Speed), the Familiar makes no sound, leaves no noticeable trail, and can't be tracked by mundane means.

(1) **Speech:** The Familiar gains the ability to speak and knows all languages you know.

(1) **Strong-Willed:** The Familiar has ADV on Saves to avoid being **Charmed** or **Frightened** (including **Rattled** and **Intimidated**).

