Attributes

Primary Attributes:

Character's have four primary attributes that describe their physical and mental talents. Primary attributes play a key role in determining a character's potential for success in various actions.

- **Body** - a character's strength, stamina, and toughness.
- **Reflexes** - how quickly a character moves or reacts.
- **Perception** - how well tuned the character's senses are.
- **Mind** - a character's learning and mental discipline.

Secondary Attributes:

These statistics and resources are derived from the character's strain, primary attributes, and skills.

- **Size** - determined by a character's strain and traits.
- **Reach** - equal to the character's size.
- **Melee defense bonus** - added to a character's defense against melee attacks they are aware of. This bonus is equal to a character's ranks in melee combat and the parry/block secondary skill.
- **Ranged defense bonus** - added to a character's defense against ranged attacks they are aware of. This bonus is equal to the sum of a character's ranks in alertness and the dodge secondary skill.
- **Max. Wounds** - a character with this many wounds will soon die without medical attention. Max wounds is equal to the average(round up) of the character's body stat and size.
- **Movement** - equal to 3 + the character's size + their ranks in personal movement.

Resources:

These attributes can be depleted, the maximum amount of the resource a character can have is the listed stat.

- **Defense** - a measure of how hard a character is to hit. A character's defense is equal to 10 + reflexes + perception + twice their rank in personal defense - their size.
- **Stamina** - a measure of how much energy a character has. A character's stamina is equal to 10 + body + ranks in Endurance + ranks in the stamina secondary skill.
- **Initiative** (optional) - a measure of how quickly the character acts. Initiative is equal to the sum of a character's current defense and current stamina.

Skills

Primary Skills:

Primary skills are broad categories of learned or trained abilities a character has accumulated. The number of ranks a character has in a primary skill is used to add dice or successes to a skill check, some secondary attributes are also affected by the number of ranks a character possesses in certain primary skills.

Secondary Skills:

Secondary skills individually represent subsets of, or specializations in, a primary skill it is associated with. Ranks in secondary skills have not static effect but are referenced in many other areas to add bonus dice to skill rolls, increase secondary attributes, and otherwise enhance the results of an action.

Basic Skill	Example Secondary Skills
Awareness	Alertness, Investigate, Search, Sense Motive
Animal Handling	Animal type, Befriend, Command, Drive, Herd, Joust, Read Emotions, Ride, Subdue, Train
Craft/Profession	ex. Smith (black, armor, gold, weapon), Builder (house, stone, bridge, siege weapon)
Discipline	Command, Concentrate, Resist fear
Endurance	Hold breath, Lifting, Remain Conscious, Stamina
Knowledge	Physics, Biology, Nation's history, National politics, Geography, etc.
Magical Aptitude	Individual Arcane Powers or Themes
Melee Combat	Axes, Bludgeons, Brawling, Long Blades, Pole Arms, Short Blades
Personal Defense	Armor, Dodge, Parry, Regain Composure, Shields
Personal Movement	Balance, Climb, Fly, Jump, Run, Swim, Tumbling
Ranged Combat	Aim, Bows, Crossbows, Pistols, Reload(weapon type), Spells, Throw
Stealth	Cover tracks, Disguise, Hide Self, Hide object/other, Move Quietly
Survival	Find/build shelter, Forge, Hunt, Specific environment, Track

Skill Descriptions

- **Awareness:** the quintessential perception skill, should be used whenever the character is checking to see if he notices something.
- **Animal Handling:** how familiar is the character with animals, particularly domestic ones. This skill should be used when dealing with an animal that has a chance of being controlled or calmed.
- **Craft/Profession:** Not one skill but a collection of them that few character's are likely to have more than one of. A basic skill should be a broad grouping and should have at least three options for secondary skills. Some examples include:
  - Alchemy (Poisons, Medicine, Arcane Essence)
  - Architect (Houses, Walls, Steeples, Towers, Bridges)
  - Artist (Sculptor, Painter, Drafter)

- Cook (Chef, Army cooking, Limited ingredients)
- Mason (Stoneworker, Bricklayer, Stonecutter, Road Worker)
- Medical (Diagnoses, First Aid, Surgery, Treat Wound, Treat Burn, Medicine)
- Musician (Lute, Flute, Harp, Violin, Composer)
- Performer (Orator, Actor, Singer)
- Smith (Black, White, Weapon, Armor)
- Thief (Pick pockets, Cut purse, Pick lock)
- Woodworker (Bower, Furniture maker, Whittler, Carpenter)

- **Discipline/Willpower:** a measure of a character's self control. This skill should be used when a character has to act against his base desire or when otherwise compelled to do something he's trying not to.
- **Endurance:** a measure of a character's resistance to exhaustion. The skill should be used when a character is avoiding or resisting an effect such as fatigue or poison as well as when recovering from injury or illness.
- **Knowledge:** formal education is rare but for families powerful or wealthy enough to afford it there are many fields of study. This skill is for determining if a character knows something that is not common knowledge.
- **Magical Aptitude:** how attuned and well trained at magic a character is. Characters with an arcane trait will use this skill for crafting magical effects and casting spells.
- **Melee Combat:** how well a character fights with a sword, axe, or fists. Melee combat skill is most often used when fighting in close quarters but also has a place in many sporting activities.
- **Personal Defense:** how apt a character is at avoiding getting hit or keeping themselves from harm. This skill affects the character's defense.
- **Personal Movement:** a character's speed and competency during their natural movements. Used whenever a character's speed and footing comes into question.
- **Ranged combat:** many characters have need to hit a target from a distance for combat, hunting, or sport.
- **Stealth:** how well a character conceals themselves or something/someone else as well as how well they may disguise themselves or move in such a way as to avoid notice.
- **Survival:** how well a character can keep themselves alive and healthy outside of civilization or when in the less comfortable parts of it.

Traits

General Traits:

These are background or genetic advantages a character possesses. The traits listed here are available to any character with GM approval. Each trait will be listed with a name, cost, and description; unless stated otherwise in the trait's description a character may only take a trait once.

- **Arcane Font(4)** - when casting a spell or gathering arcane power you may add a number of successes to the skill check up to your body stat, each success gained in this way adds 2 points of arcane dues, rather than one, to the effect.
- **Cantrip Caster(4)** - the character may cast an additional cantrip each round for the standard cost and effects.
- **Combat Reflexes(2)** - you may make an additional free attack each round. This trait may be taken multiple times.
- **Danger Sense(4)** - When turn based situation arises in which you are been surprised, and otherwise unable to act during the round, roll a d6; on a result of 2-5 you may act during the round at initiative 0, on a 6 you may act at your normal initiative.
- **Duelist(3)** - each round choose one opponent, that opponent gains one penalty die to each attack against you this round.
- **Enhanced Attribute(X)** - increase one primary attribute by one point; the cost of this trait is equal to twice the attribute's new score.
- **Extended Spell List(2)** - increase the number of spells you may know by one. This trait may be taken any number of times.
- **Fast Reflexes(1)** - Gain +1 to your initiative. A character may take this trait multiple times
- **Fulled by Pain(3)** - Each time you suffer a stun or wound regain 3 stamina.
- **Hard to kill(4)** - increase your max wounds by one and ignore one wound you are suffering from. This trait may be taken multiple times.
- **Hardy(1)** - Gain 1 point of resistance to illness and poison. A character may take this trait multiple times increasing its cost by 1 each time.
- **Heightened Hearing(1)** - Gain 2 bonus dice to all hearing based perception checks and 1 bonus die to perception checks that include but don't specifically rely on hearing. This trait may be taken multiple times increasing its cost by 1 each time.
- **Heightened Sight(1)** - Gain 2 bonus dice to all sight based perception checks and 1 bonus die to perception checks that include but do not specifically rely on sight. This trait may be taken multiple times increasing its cost by 1 each time.
- **Heightened Smell(1)** - Gain 2 bonus dice to all smell or taste based perception checks and 1 bonus die to perception checks that include but don't specifically rely on smell or taste. This trait may be taken multiple times increasing its cost by 1 each time.
- **Large/small Size(2)** - Increase or decrease the character's size by 1. This trait may be taken multiple times increasing its cost by 1 each time.
- **Left Handed(4)** - Enemies not used to facing left handers suffer 1 point of parry bonus against your left handed melee attacks. Items specifically designed for right handers and may be more difficult for a left handed character to use.

- **Long Arms(2)** - Increase your reach by 1.
- **Mobile Combatant(3)** - double your melee defense bonus against free attacks.
- **Push the body(3)** - At the beginning of any round or once per scene regain up to 5 stamina and recover from up to 1 stun at the cost of 1 fatigue.
- **Sneaky Spell Caster(2)** - reduce the number of penalty dice you would normally receive from casting a spell without speaking or moving your hands/arms by one. This trait may be taken a second time.
- **Quick draw(3)** - At the beginning of round of combat you may take a ready or stow weapon action with a turn requirement of 0, additionally you may take a ready or stow action during your turn with a turn requirement of 0.
- **Skilled(x)** - Gain x skill points to use to increase the character's base skills after initial skills have been assigned.
- **Tough(3)** - when suffering damage, other than arcane dues, treat your body score as if it were one higher. This trait may be taken multiple times increasing its cost by 1 each time.

Arcane Traits:

Any character may study magic but only those few who possess an arcane trait can shape and wield it. Arcane traits allow the character to craft magical effects and cast spells. A character may take only those arcane traits allowed by their strain, at the cost listed in the strain's description.

- **Dependent Mage** - dependent mages have less arcane potential than other magic users and are unable to shape magic without consuming the alchemical substance, commonly known as, arcane essence. Dependent mages may not learn arcane theme secondary skills. Dependent mages may not spend skill or advancement points to gain new or increased ranks in arcane aptitude secondary skills but when they increase their rank in arcane aptitude they gain a number of bonus secondary skill ranks equal to their new rank in the base skill. Dependent mages may absorb more arcane essence than other characters; their bodies may absorb and store up to a number of doses equal to their body stat. A dependent mage may burn 1 dose of arcane essence in their system to reduce the effects of arcane dues by 1 wound, 3 fatigue, or 9 stamina; if the dose spent was the final dose in the mages system they suffer the normal effects of essence wearing off.
- **Learned Mage** - these mages have spent years studying, training, and enduring all manner of physical and mental trials in order to unlock their arcane potential. A learned mage must spend twice as many skill or advancement points to increase their rank in any arcane aptitude secondary skill. They may learn any arcane theme secondary skill that they have a teacher for and meet the theme's requirements.
- **Natural Mage** - natural mages do not require training or arcane essence in order to unlock their magical talents; the power is in the mage's blood and is as natural to them as language or movement. Natural mages select a single arcane theme secondary skill when they take their first p**oint in arcane aptitude, the mage must use their free secondary skill rank gained for their first rank in the base skill on this arcane theme. Natural mages may spend build or advancement points to learn magical effect secondary skills but may never increase their rank beyond 1. Natural mages when determining arcane dues increase their body score by an amount equal to their rank in arcane aptitude when casting spells. A character may take this trait additional times in order to gain a second, or third etc., arcane theme secondary skill; if done the second arcane theme will gain its first rank when arcane aptitude increases to rank 2, a third theme would gain its first rank when arcane aptitude is increased to rank three, etc.; each arcane theme that the character has at least 1 rank in will gain a rank each time the base skill is leveled up thereafter. Strains that have access to this will have 2 costs listed, the first is the cost of the first time this trait is taken and the second is the price for gaining additional arcane themes.

Negative Traits:

Like general traits negative traits are available to any character, with GM approval. These traits bestow some penalty onto the character. Negative traits cost nothing and instead grant their price as additional trait points during character creation. It is recommended that GMs restrict the number of points worth of negative traits to 5.

- **Age(1)** - a character with this trait must choose to be too young or too old, either way the character will be treated differently than character's in their prime.
- **Amputee, arm(3)** - the character has no off hand, is unable to perform actions that require the use of two hands, and receives 2 penalty dice to other actions normally performed two handed.
- **Amputee, leg(5)** - the character is missing a leg; they require a crutch or prosthetic to walk. When using a crutch they lose the use of a hand while moving. When wearing a prosthetic they may not dash or sprint. Additionally the character's movement is halved and defense is reduced by 3.
- **Anosmic(1)** - the character cannot smell or taste, they automatically fail any perception based skill check relying on these senses and suffer 2 penalty dice to checks where these senses would help, but are not required, to succeed in the action.
- **Blind, one eye(1)** - the character suffers a penalty die to all vision based perception checks that benefit from a larger field of vision and 2 penalty dice to all perception checks that rely on depth perception.
- **Blind(6)** - the character automatically fails any vision based perception check, and does not add their perception score to their defense.
- **Deaf(3)** - a character with this trait fails any sound based perception check; additionally they must read lips to understand what others are saying.
- **Fragile(3)** - the character suffers 1 additional wound when they suffer at least 1 wound from physical damage.
- **Hard of Hearing(1)** - a character may take this trait up to twice; they suffer 2 penalty dice to all hearing based checks for each time they've taken this trait.
- **Mute(1)** - the character can not speak, they may only communicate with written or nonverbal languages.
- **Portly(1)** - this trait can be taken any number of times; for each time a character has taken this trait they suffer -1 stamina, they also receive 1 penalty die on all athletic or acrobatic skill checks for every time they've taken this trait beyond the first.
- **Slow(1)** - this trait may be taken any number of times; a character receives -1 to their movement attribute for each time they've taken this trait.
- **Reduced Attribute(2)** - this trait may be taken any number of times, each time it is taken choose a primary attribute and reduce its score by 1.
- **Weak eyes(2)** - a character may take this trait up to twice; they suffer 2 penalty dice to all sight based checks for each time they've taken this trait.

Language Traits

These are the languages, spoken or written, in which character's can be fluent. The traits listed here are available to any character with GM approval. Each trait will be listed with a name, cost, and description; a character may only take a trait once. Each trait below allows the character to be fluent in the named language. Many languages are related and as such knowing one may reduce the cost to learn another, see the traits descriptions for details. In the world of Flax Marshgove, Old Grailic, and Tor are dead languages but may be the ancestor of one or more other languages.

Spoken Languages

- **Askelonian(3)** - reduce this trait's cost by 1 if you have the Old Grailic trait, and by 1 if you have any of the either the Grailic or Proto traits.
- **Centari(2)** -
- **Denja(3)** - reduce this trait's cost by 1 if the character has the Garjant trait.
- **Galterainian(2)** - reduce this trait's cost by 1 if you have the old Grailic trait.
- **Garjant(5)** - reduce this trait's cost by 2 if the character has the Denja.
- **Grailic(3)** - reduce this traits cost by 1 if you have the Old Gralic trait and by 1 if you have the Askelonian, Galterainian, Islander, Proto, or Southron traits.
- **Islander(3)** - reduce this traits cost by 1 if you have the Old Grailic trait and by 1 if you have the Grailic trait.
- **Kaazt(2)** -
- **Mablen(3)** -
- **Old Grailic(3)** - reduce this trait's cost by 1 if you have the Askelonian, Galterainian, Grailic, Islander, Proto, or Southron traits.
- **Proto(3)** - reduce this trait's cost by 1 if you have the Old Grailic trait, and by 1 if you have any of the either the Askelonian or Grailic traits.
- **Rhosk(3)** -
- **Simmer's Tongue(3)** - reduce this trait's cost by 1 if you have the Tor trait and by 1 if you have the Tor'leni or Tor'otro traits.
- **Southron(3)** - reduce this trait's cost by 1 if you have the Old Grailic trait, and by 1 if you have any of the either the Galterainian, Grailic, or Islander traits.
- **Tor(3)** - reduce this trait's cost by 1 if you have the Shimmer's Tongue, Tor'leni or Tor'otro traits.
- **Tor'leni(3)** - reduce this trait's cost by 2 if you have the Tor trait and by 1 if you have the Shimmer's Tongue or Tor'otro traits.
- **Tor'otro(4)** - reduce this trait's cost by 1 if you have the Tor , Shimmer's Tongue, or Tor'leni traits.

Written Languages

- **Grailic Alphabet(2)** - This alphabet lets the character read and write Askelonian, Galterainian, Grailic, Islander, Old Grailic, Proto, and Southron provided they know those languages.
- **Centari Alphabet(4)** - The alphabet used to read and write Centari, has had some recent influence by the Grailic alphabet, reduce it's cost by 1 if you have that trait.
- **Tor Symbology(5)** - A symbolic alphabet used to read and write in Shimmer's Tongue, Tor, and Tor'leni.
- **Rhosk Symbology(4)** - A symbolic alphabet used by the Rhosk but related more to ideas than that language in particular, many scholars learn Rhosk Symbology without learning the spoken tongue.

Strains

Basics:

Strains are the intelligent species of Flax that, generally, consider themselves persons. Not all strains are treated equally in all societies or by each other. The strains listed as primary strains can be found in all nations of Flax and, generally, recognize each other as persons, while those listed as secondary are either less common, considered inferior by other strains, or both. Each strain has a series of stats as described below:

- **Physical Appearance -** a brief physical description of the strain.
- **Origin -** many strains trace their origins back to the Ohma who created them.
- **Size -** the starting size attribute (before traits) for members of this strain.
- **Base Attributes -** the starting value of each of the four primary attributes before they are increased during character creation.
- **Attribute points -** the number of points members of this strain have to spend on increasing their attributes during character creation. Increasing a base attribute by one point cost one attribute point providing that attribute has a score of less than twice its base value; once an attribute's value is double its base value it costs two attribute points to increase further.
- **Required Traits -** these are traits, that may or may not be available to other strains, that every member of the strain possesses.
- **Strain Traits -** some strains have access to, but are not required to take, certain traits that are not available to everyone; they, if available, will be listed here.
- **Arcane Traits -** not all strains have access to every arcane trait; the arcane traits available to the strain, along with their cost will be listed here.
- **Trait Points -** not all strains are equally powerful, to balance this out during character creation they will apply this modifier to how many Trait Points they have to use during character creation. If the modifier would reduce the total number of available Trait Points to below 10 it is suggested that the strain not be used at that power level for a PC.

Primary strains:

Centeen

So similar to Sapeen that, but for their dusky skin, they would be mistaken for them; they are in fact so similar that they are capable of interbreeding though the offspring produced of these cross strain unions are always mules.

Physical Appearance: Centeen have dusky skin and tightly curled sandy to dark brown hair atop their heads, though they sport little body or facial hair. Females average five and a half feet with males being slightly taller and broader. Most Centeen have green or hazel eyes, though blue and orange are not unheard of, and many have faces dotted with tiny freckles.

Origin: The Centeen's oral history goes back millennia yet they have only existed on Flax for a handful of generations. They appeared through an arcane portal the scale of which had never been seen before, and has never been seen since. The Centeen claim to be the only remnants of a once great network of tribes that roamed a great plain thousands of miles across. Their nation was besieged by some kind of demon that arrived with iron and flame, they lost battle after battle for a dozen years as their civilization was reduced to ruin. Fearing for the

survival of their species the remaining Centeen tribes banded together; their mages lead by the great sorcerer Yiru, known as The Sacrifice, worked together, and gave their lives, to summon forth the arcane power used to produce the portal that brought the Centeen to Flax.

Size: 5

Base Attributes: Body: 3, Reflexes: 3, Perception: 3, Mind: 3

Attribute points: 9

Required Traits:

- Horse Affinity: gain three skill points that must be spent on animal handling base skill or horse related secondary skill(s)

Strain Traits: None

Arcane Traits: Dependent Mage: 12, Learned Mage: 12, Natural Mage: 10/3

Trait Points: +19

Denja

Denja are generally quick witted and conversational, preferring to participate in battles of the mind rather than battles of the sword. Most people find it hard to dislike a Denja once they become acquainted; it is rare indeed for a lord not to have at least one in his employment to aid in mediation. When encountered outside of a town or city Denja rarely travel alone, in part because they get lonely easily, and in part because they make easy targets for bandits and highwaymen.

Physical Appearance: Denja are short and reptilian in appearance. Rarely growing over four feet tall Denja are covered with small flexible scales that are usually green or blue in color with red and brown being less common, albinos also exist though they seem to only be born in the Bredth Bogs. Denja have three fingers hands and feet adorn with small claws, their feet but not their hands are webbed. Some Denja possess a thin skin flap that can fill the space in between their arms and legs; the skin displays a pair of vibrant eye patterns, but it can also serve as a method of transportation if a Denja launches themselves from a tall platform or tree.

Origin: Denja are amongst the elder strains having been created by The Wood Mistress, Eightoo, in The First Days. They were created alongside the Garjins of the bogs and still consider those behemoths family. The Denja were the first of the strains to leave their ancestral homelands and be found by the Mablen; together they created the first set of laws and the origins of what became the common tongue.

Size: 4

Base Attributes: Body: 1, Reflexes: 2, Perception: 3, Mind: 4

Attribute points: 10

Required Traits:

- Natural Armor - scales: armor value 4, body value 0, Physical Damage Reduction: 1.
- Natural Weapon - claws: as brawling but -3 penetrating damage with armor piercing value 1.
- Claws + Webbed Feet + Tail - gain 3 ranks to both the climb and swimming secondary skills.

- Air Sacks - gain 1 rank to the swimming secondary skill and double the amount of time the character can hold their breath.

Strain Traits:

- Gliding Membrane - cost 2, as a move action costing 2 stamina the character can jump from a height and glide 3 meter per meter fallen. A character already falling may take a full round action to glide the rest of the way down. A gliding character does not suffer falling damage upon landing. Gliding membrane can not be used if the character is wearing clothing or armor that would prevent the membrane from extending, additionally the horizontal distance traveled is reduced by 1m for every 10lbs of equipment after the first 10lbs; if the horizontal glide was 1-2m per meter fallen the character suffers half normal falling damage and if it was 0m per meter fallen the character suffers full falling damage. A gliding character can not fall more than 10m per round plus 2m per 10lbs carried after the first 20lbs.

Arcane Traits: Learned Mage: 10, Natural Mage: 11/4

Trait Points: +22

Rhosk

Originally natives to the Northern Desert, and though many have migrated south these are the two things that all Rhosk are skilled at: order and war. Rhosk in the north are usually associated with Shiver's defenses in some capacity those found further south often feel a fealty to the north even when not actively working towards its defense. Rhosk are known to be serious and stoic, though dangerous once angered they often find themselves respected despite their lack of close personal friends. Rhosk rarely possess a sense of humor or irony and are falsely rumored to be unable to smile or laugh. Their stoicism and natural understanding of tactics makes Rhosk natural field commanders for any nations military.

Physical Appearance: Ranging from seven to eight feet in height Rhosk look down on most other Strains, they stand straight and have broad shoulders and long arms. Their bodies are covered with down except for their shoulders and spine which sport much longer and darker, shaggy looking, feathers. Rhosk have slightly flat faces that tend to be lighter in color than their body feathers, which range in color from a deep brown to a russet to a pale light blue; their heads are crowned with tall, slightly pointed, ears that resemble those of a wolf.

Origin: Numbering amongst the younger strains of Flax the first Rhosk were carved from great blocks of ice by Shiver, the Northern Wind. Shiver created the Rhosk for the single purpose of guarding her domain from being settled or warred upon by the older strains; she taught them the secrets of stone and ice and as such the Rhosk became the first great builders on Flax.

Size: 7

Base Attributes: Body: 5, Reflexes: 3, Perception: 3, Mind: 3

Attribute points: 8

Required Traits:

- Cool Temperament - gain three skill points that must be spent on the discipline skill or its secondary skills.
- Used to the cold - gain cold resist 4.

Strain Traits: None

Arcane Traits: Learned Mage: 12

Trait Points: +15

Sapeen

Most often found living in towns and cities or on lands ruled by one Sapeen are one of the most prevalent strains on flax, can be found in any civilized area and are the most common single strain in most nations. Sapeen are amongst the most ambitious and adaptive of the strains, they are as eager to learn new sciences and trades as they are eager to expand the lands of their mother nation.

Physical Appearance: Sapeen are bipedal, mostly hairless, creatures that range from five to six feet in height. Their skin is generally a tan or pink color with some families skin tone reaching almost a milk white. Sapeen hair ranges in color from black to white and brown to yellow to orange.

Origin: The eldest of the strains created in the Second Days, Sapeen were created by Clursus, the Cleanser, who recognized the limitations of the elder strains and wished to create a more adaptive species rule on Flax. With the help of the Mablen Sapeen developed tribal societies that quickly spread to all inhabited corners of Flax.

Size: 5

Base Attributes: Body: 3, Reflexes: 3, Perception: 3, Mind: 3

Attribute points: 9

Required Traits: None

Strain Traits: None

Arcane Traits: Dependent Mage: 10, Learned Mage: 10, Natural Mage: 10/5

Trait Points: +20

Teejee(worker)

The most diverse of strains Teejee females are either breeders or drones; the breeders tend to be largely sedentary commanding their drones and male children to carry out their will while drones, though technically members of a strain, are only slightly more intelligent than a dog. Male Teejee, however, are both intelligent and personable.

Physical Appearance: Male Teejee are four legged, two armed, insectoids that stand around five feet tall. They are dark grey in color with round heads and faces that sport large eyes, no nose, and round mouths with short, pincer like, mandibles to either side. They are covered with small black and brown hairs all over their bodies. Their three fingered hands are excellent at grasping and manipulating objects but their feet are toeless and largely oval.

Origin: Youngest of the Ancient strains the Teejee had not one but three creators: Tern, the soil, Free, the Jokester, and Free's Sibling, Bodeen, the Laborer. They are the only strain to spend most of their time under ground and had already created massive subterranean complexes by the time the younger strains were taking their first steps on Flax.

Size: 4

Base Attributes: Body: 3, Reflexes: 2, Perception: 4, Mind: 3

Attribute points: 9

Required Traits:

- Four Legs - gain 3 ranks to the balance secondary skill and ignore up to two penalty dice to movement checks caused by rough or difficult terrain.
- Pheromone Communication - can communicate rough ideas with other Teejee within 30m silently.
- Pheromone Influence - gain 4 bonus dice on all checks to control Teejee drones and 4 penalty dice to avoid being influenced by Teejee breeding females.

Strain Traits:

- Winged - cost 8, gain flying movement equal to 6 plus personal movement(flight) skill with a maneuverability of 1:1(1/6 direction change per meter moved), each round in flight costs 3 * consecutive rounds in flight stamina.

Arcane Traits: Dependent Mage: 10

Trait Points: +19

Torleni

Technically a sub-strain of their Pure-Blooded cousins the Torleni that carry the blood of Shimmer in their veins are so much more common a sight throughout Flax it is not uncommon for the less educated not to know this. Teejee can be found in all the lands that once belonged to the Kingdom of Grail that they ruled and still possess most of the positions of power in the lands that once belonged to that, no fractured, kingdom.

Physical Appearance: Two arms, two legs, and covered in scales is about the extent of how you can generalize a Torleni for the blood of Shimmer flows in their veins and they may alter their appearances individually to their will. Each Torleni shapes themselves as they see fit, gaining or loosing mass, growing claws or wings, spitting acid or fire, changing the color and pattern of their scales, and even the shape of their faces and sound of their voice. Torleni are truly the most diverse of strains in appearances.

Origin: Torleni were created by Milnot, the mistress of the mountain, in the range dominated by Mount Milomb. In the first days Milnot was not the only Ohma to dwell amongst her children however; Shimmer, the changeling, unable to create a strain of his own, resided with the Torleni and mixed his blood with theirs until nearly all of Milnot's children were decedents of Shimmer as well. Some say that Shimmer still resides on Mount Milomb teaching and guiding the Torleni who reside in their ancestral birthplace.

Size: 6

Base Attributes: Body: 3, Reflexes: 3, Perception: 3, Mind: 3

Attribute points: 8

Required Traits:

- Blood of Shimmer - increase two attributes by one point or one attribute by two points. Each month the character may choose to decrease one attribute increased by this trait by one point to gain one reserve point, or loose one reserve point to gain one point in an attribute of their choice. The character may, over a number

of months equal to the cost of a positive, non-arcane trait, lose that trait in order to gain that many trait-reserve points, or the character may spend a number of months and spend as many trait-reserve points to gain a new non-arcane trait.

- Natural Armor - scales - armor value: 5, body value: 1, Physical/Fire/Lightning/Cold damage reduction: 1.

Strain Traits:

- Thickened Scales (1) - Natural Armor + 1 body. Each time this trait is taken increase the cost to take it again by one (max cost 3).
- Hardened Scales (1) - Natural Armor + 1 armor value. Each time this trait is taken increase the cost to take it again by one (max cost 3).
- Elemental Scales (1) - distribute 3 points between cold, fire, and lightning and gain resistance in each equal to the number of points allocated. Each time this trait is taken increase the cost to take it again by one (max cost 3).
- Chameleon Scales (1) - passively others require an additional success to visually notice the you. Each time this trait is taken increase the cost to take it again by one (max cost 3).
- Natural Weapon - Claws (1) - brawling attacks may deal -2 penetrating damage with armor piercing 1.
- Natural Weapon - Claws (2) - brawling attacks may deal -1 penetrating damage with armor piercing 2.
- Natural Weapon - Claws (4) - brawling attacks may deal penetrating damage with armor piercing 3.
- Natural Weapon - Wings (1) - brawling bash attacks may be made to the character's sides with reach 20, extra successes increase the damage by 2 each for purposes of bash's defense comparison only.
- Gliding - Wings (3) - as a move action costing 2 stamina the character can jump from a height and glide 3 meter per meter fallen. A character already falling may take a full round action to glide the rest of the way down. A gliding character does not suffer falling damage upon landing. These wings can not be used if the character is wearing clothing or armor that would prevent them from extending, additionally the horizontal distance traveled per meter fallen is reduced by 1m for every 10lbs of equipment after the first 20lbs; if the horizontal glide was 1-2m per meter fallen the character suffers half normal falling damage and if it was 0m per meter fallen the character suffers full falling damage. A gliding character can not fall more than 10m per round plus 2m per 10lbs carried after the first 20lbs.
- Flying - Wings (8) - gain flying movement equal to 10 plus personal movement(flight) skill with a maneuverability of 1:6(1/6 direction change per 6 meters moved), each round in flight costs 3 + number of consecutive rounds in flight stamina.
- Soaring - Wings (12) - the character's wings function as either flying or gliding wings at the character's choice on any given round, when gliding they increase the distance traveled horizontally to 4 meters per meter fallen.
- Vaulting Leaper (2) - the character may make a move action, costing 3 stamina, to leap up to their body stat + ranks in personal movement(jumping) meters; an additional horizontal meter can be added for every 5m in a straight line the character has traveled this turn in ground movement.
- Breath Weapon - Flame () -
- Breath Weapon - Ink () -
- Bellowing Voice (1) - the character's voice travels up to 10x as far and as loudly as other characters.

Arcane Traits: Learned Mage: 10

Trait Points: +14

Secondary strains

Kaazt

Born to be fierce and competitive tribal warriors Kaazt are truly of two breeds, those who were raised in the Great Jungles and those who were not. Kaazt who grew up as part of the ancient packs that dwell in the oldest jungles are generally xenophobic and hostile to members of other strains; they are considered quite primitive by their more civilized brethren. It has been millennia, however, sense Kaazt first migrated out of the Jungles, in this time they have traveled to all parts of the Great Continent and have found homes in nearly every nation. Kaazt are generally quite friendly with those whom they consider friends but most are somewhat reclusive and uncomfortable around those they do not know.

Physical Appearance: These semi-bipedal felines stand between four and a half and five and a half feet tall are lightly built and covered with fur. A Kaazt's fur can come in many colors and patterns with the length and thickness increasing, for males, around the head and shoulders. Kaazt sport five phalanges on their hands and feet, each one, save the thumb, ending in a razor sharp, retractable, claw that Kaazt use for climbing or combat.

Origin: The youngest of the strains, Kaazt were created by the Vine Queen, Ancon. Ancon was fearful that her great jungles would be invaded by the various strains wondering the face of Flax and, as the last act of The Second Days, breathed life into the Kaazt tasking them to protect her domain from invaders.

Size: 5

Base Attributes: Body: 3, Reflexes: 4, Perception: 3, Mind: 1

Attribute points: 9

Required Traits:

- Natural Weapon - claws - as brawling but -1 penetrating damage with armor piercing value of 2.
- Claws - gain 2 ranks to the climb secondary skill.
- Highly Mobile - when moving on all fours increase the character's personal movement skill by 4 ranks when determining the distance the character can move; this bonus only applies to ground movement.
- Heightened sense - hearing x1, smell/taste x2

Strain Traits: None

Arcane Traits: Dependent Mage: 10, Learned Mage: 12

Trait Points: +20

Actions

The skill check:

When a character may wishes to attempt an action where success is not certain and failure is not guaranteed, or when a character's degree of success or failure matters, the GM may call for a skill check.

Important terms for a skill check:

- Primary attribute - the primary attribute most relevant to the action being taken.
- Primary skill - the primary skill most relevant to the action being taken.
- Die pool - dice rolled when making a skill check.
- Bonus/Penalty dice - extra d6s added to the die pool.

Steps for making a skill check:

- Declare the action the character intends to take
- Determine if action requires a skill check
- Determine primary attribute, and primary skill
- Build die pool
    - add primary attribute's score d4s
    - add ranks in primary skill d8s

- Add bonus and penalty dice to the die pool
- Roll all dice in the die pool
- For each penalty die, one at a time, remove the die with the highest score from the die pool
- From the remaining dice select the x highest where x is the character's primary attribute score, increased by one if their rank in the primary skill is greater than their primary attribute score; the total of these selected dice is the skill check's result
- Compare the result to the action's difficulty, for every 3 points by which the result exceeded the difficulty the action gains a success

Roll-less skill checks (take standard/take time) *NOTE* **these need better terms**

When a player wishes to not risk a poor roll during a skill check they may take a standard result or, if the character is not rushed, take their time. Opposed or attack skill checks can never be made roll-lessly. Roll-less skill checks follow these alternate steps:

- Declare the action the character intends to take
- Determine if action requires a skill check
- Determine primary attribute and primary skill
- Calculate successes:
    - add half the primary attribute(round down for standard, up for taken time) plus one to successes
    - add the primary skill's rank to successes
    - add half the number of bonus dice (round down for standard, up for taken time) as successes
    - Remove one successes for every penalty die

- Apply your total successes to the action being taken

Combat and round based play:

Sometimes characters find themselves in stressful, potentially life or death, situations where the timing of each action becomes more important; at these times the game transitions from the normal player/GM narrative into round based play. In round based play characters declare and resolve their actions on their turns which happen in initiative order. Once all characters have acted the GM describes the updated scene; if the reason for round based play continues to be present recheck everyones initiative and begin another round.

Turns during round based combat:

Each character on their turn may take actions to move, attack, etc. All actions they may take have a cost in stamina, defense, or both as well as a turn requirement; a character may not declare multiple actions with a turn requirement of one or greater during their turn. An action's turn requirement is simply how many turns a character must take in order to perform that action, an action with a standard turn requirement of zero may only be taken once per turn unless detailed otherwise in the actions description.

Action options by type:

Actions are are detailed with a name followed by it's stamina cost in parentheses and a description.

Move actions:

The first move action a character takes each round has a turn requirement of zero, subsequent move actions have a turn requirement of one.

- **Walk(0)** - move half your base movement in meters. rounded up.
- **Dash(1)** - move your base movement in meters.
- **Sprint(2)** - make a personal movement skill check with primary attribute body and a bonus die for every rank they have in the run secondary skill. Move your base movement plus one meter per success rolled and plus one meter per rank in the run secondary skill. Any other non movement skill checks you make this round gains two penalty dice.
- **Swim(2)** - make a personal movement skill check using body as the primary attribute and gaining bonus dice equal the character's rank in the swim secondary skill. Move through water up to 1 meter per rank in the swim secondary skill plus 1 meter per success in the skill check.
- **Climb(2)** - make a personal movement skill check using body as the primary attribute and gaining bonus dice equal the character's rank in the climb secondary skill. Transverse across a surface up to 1 meter per rank in the climb secondary skill plus 1 meter per success in the skill check minus X meters based on the difficulty of the climb, if traveling a negative number of meters the character falls. Difficulties range from 0 to 20 with a vertical surface without good hand holds being difficulty 10.
- **Jump(2)** - make a personal movement skill check using body as the primary attribute and gaining bonus dice equal the character's rank in the jump secondary skill. Jump forward 1 meter per two ranks in the jump secondary skill plus 1 meter for every three successes in the skill check, and by 1 meter for every 5 meters already traveled this turn.

Melee Actions:

Unless stated otherwise, melee actions have a turn requirement of one that can be reduced to zero at the cost of a penalty die added to this skill check and all other skill checks this turn.

- **Basic attack(1)** - make an attack with the character's body or readied melee weapon. A melee attack skill check use reflexes as its primary attribute and gains the character's rank in the weapon's type secondary skill

in bonus dice if he is proficient with it.

- **Bash(2)** - using a bash, strike, or hammer attack make a melee attack designed to send the target to the ground. The attack's skill check gains a penalty die. If the attack hits compare its damage, before reductions, to the target's defense, if the damage fails to exceed the target's melee defense but is greater than their defense the target must move back one meter, if the damage exceeds the target's melee defense they are knocked to their knees, if it exceeds it by 5 or more the target is knocked prone.
- **Disarm(2)** - make a basic attack with two penalty dice added to the skill check. If the skill check succeeds the weapon is knocked to the ground, for each additional success on this attack the weapon may be moved one meter in a direction of the attacker's choice. If this attack is made with an open hand and fails the attacker suffers damage to the arm used to make the attack as if they were struck by the weapon they attempted to disarm, if the skill check succeed with at least one additional success the attacker may ready the disarmed weapon.
- **Distracting attack(2)** - make a basic attack with one penalty die added to the skill check; if the skill check fails by less than 5 the target loses one additional point of defense, if the skill check succeeds the target loses 3 additional defense plus one for each additional success.
- **Flurry of blows(2)** - make a basic attack with one bonus die + one bonus die for each additional stamina the attacker spends(max 3); if the skill check succeeds resolve it as a single attack with no additional successes.
- **Lunge(2)** - make a normal melee skill check; double the character's, not the weapon's, reach for this attack. Lose any parry bonus for one round.
- **Off hand attack(1)** - make a basic attack with one penalty die added to the skill check using a ready weapon in the character's off hand. The first off hand attack taken each round has a turn requirement is 0 if the character has made or is making an attack with their primary weapon. Lose the weapon's parry bonus for one round.
- **Power attack(2)** - make a basic attack with two penalty dice added to the skill check, zero penalty dice if this is the first attack after the character performed a dash action this turn; the character treats his body stat as if it were 1 greater for the purposes of calculating damage on this attack, additionally each additional success spent to increase the attacks damage increases it by an additional one.
- **Quick attack(2)** - make a basic attack with a turn requirement of 0, ignore any additional successes on the attack's skill check.
- **Ready Weapon(0)** - a one or more weapons not currently readied but within easy reach, and uncontested, becomes readied by the character.
- **Reckless attack(2)** - choose to gain between one and three bonus dice to this attack's skill check, lose defense equal to twice the number of bonus dice you gained.
- **Stow Weapon(0)** - sheath, holster, pocket, or sling one readied, uncontested weapon.
- **Trip(2)** - this attack can only be made with a pole arm, the attacker's leg, or other GM approved weapon and has two penalty dice added to the attack's skill check. The target gets a situational bonus to their defense equal to the sum of their ranks in personal movement and the balance secondary skill. If the attack succeeds the target is knocked prone. If the attack was made with a weapon and fails by at least 5, ten if the weapon is wielded two handed, the weapon is dropped at the target's feet; if the attack was made with the character's leg and fails by 5 or more the attacker loses 3 defense, if it failed by 10 or more the attacker becomes prone.

Ranged Actions:

Ranged actions have a turn requirement of one that can be reduced to zero by adding one penalty die to this skill check and all other skill checks this turn.

- **Aim(0)** - select a target, your ranged attacks against that target are aimed, gaining 1 plus ranks in the aim secondary skill bonus dice, until your take any other action. Aim's turn requirement may not be reduced.
- **Load weapon(varies)** - refer to the weapon's description for details on loading requirements.
- **Loose/shoot/fire(0)** - make an attack with a readied, loaded, ranged weapon or spell. This skill check uses perception as its primary attribute and gains a number of bonus dice equal to their rank in the weapon's secondary skill it also gains a bonus die for each size the target is over 5 and a penalty die for each size they are less than 5.
- **Ready weapon/ammo(0)** - ready a ranged weapon or one plus ranks in reload pieces of ammunition.
- **Throw(1)** - make a ranged attack with a ready throwing weapon. Gain a bonus die for every rank in the throw secondary skill plus an additional bonus die for every two ranks in a relevant melee combat secondary skill for this weapon it also gains a bonus die for each size the target is over 5 and a penalty die for each size they are less than 5.

Magic Actions:

Magic actions have a turn requirement of one and may only be taken by characters with an arcane trait. Magical skill checks use mind as a primary attribute.

- **Cast Cantrip(2)** - choose one cantrip the character knows, cast that cantrip. This action's turn requirement may be reduced to zero, doing so adds one penalty die to all other actions taken this turn; the caster may not take an additional magic action this turn.
- **Cast spell(0)** - choose one spell the character knows and choose either where to gate it or to cast it ungated. Make a skill check and total the successes. If the number of successes rolled was at least what was required for a gated spell resolve the spell at the gated level and suffer arcane dues equal to the spell's cost, if the spell was cast ungated and achieved at least as many successes as it's highest gated value the spell succeeds triggering the the spell's successes in order up to the total successes rolled with any additional successes being randomized by the GM from amongst the spells effects the caster then suffers arcane dues equal to the total successes rolled + total number of free successes, finally if the skill check did not achieve the needed number of successes the caster suffers arcane dues equal to the total successes rolled and the spell fails.
- **Gather arcane energy(0)** - make an arcane aptitude skill check. This check's successes are stored for future use; the GM secretly rolls a d4 adding that many successes to the amount stored. A character with stored arcane energy who takes an action with a turn requirement of one other than to gather or shape arcane energy will lose all stored successes and suffer arcane dues as if they had shaped an effect with them.
- **Shape arcane energy(0)** - a character with stored arcane energy shapes those successes into an effect. Make an arcane aptitude skill check. For every success rolled one stored success may be added to a power in the crafted effect, stored successes not assigned in this way will be randomly assigned to already used powers by the GM; the character suffers arcane dues for the successes in the effect.

Recovery Actions:

Recovery actions have a turn requirement of one that may not be reduced.

- **Defensive action(1)** - a defense action can not be taken in the same turn as an attack. Make a skill check using reflexes or perception for the primary attribute, personal defense as the primary skill, and add a bonus die for each rank the character has in regain composure. The character recovers defense equal to their ranks

in regain composure plus one for each success rolled.

- **Restoration action(0)** - restoration can not be performed in a round where the character spends more stamina than they have ranks in the stamina secondary skill. Make a skill check using body for primary attribute, endurance for primary skill, and bonus dice equal to the character's ranks in the stamina secondary skill. The character recovers an amount of stamina equal to their ranks in stamina plus one per additional success rolled, the character may reduce the amount of stamina recovered by 3 to lose one stun.

Combat Modifiers:

Various conditions can affect a combat situation, changing the difficult to hit a target.

- **Kneeling or prone** - kneeling characters gain +2 ranged defense and -3 melee defense and lose 3 meters distance when making a movement action. Prone characters triple these effects.
- **Behind cover** - a +1 to +9 defense bonus against attacks made from the other side of the cover. Attacks missing due to this bonus damage the cover.
- **Concealed** - like cover, concealment grants a variable defense bonus based on completeness of it.
- **Flanking** - if a character has multiple opponents in melee range and at least one is outside their front arc they suffer a -1 penalty to their melee defense for each opponent contributing to the situation.
- **Wind** - depending on the strength and regularity of the wind, ranged attack skill checks receive up to five penalty dice, heavier or smaller projectiles should receive lesser penalties and massless ranged magical effects do not suffer ranged penalties from wind.
- **Reach** - against a character with greater reach than your melee attack's add one penalty die plus one for every five points by which their reach exceeds yours to the attack's skill check or grant your opponent a free strike against you. This penalty is incurred the first time you attack this target since engaging or their last defensive action.
- **Free attack** - once per round when an opponent moves through a hex the character threatens the character may immediately make a basic attack against that opponent with zero turn requirement.

Hits & Damage

Hitting and getting hit:

Most attacks are made as a melee or ranged combat skill check where the total is compared to the opponent's defense in order to determine the result of the attack.

- Miss: if the attack result is less than the defender's current defense the attack simply misses with has no effect.
- Blocked/parried/dodged: if the attack result is at least equal to the opponent's current defense before but not after their melee/ranged defense bonus the attack is avoided but the defender loses one defense.
- Hit: an attack result that equals or exceeds the target's defense plus melee/ranged defense bonus hits. The defender loses two defense and suffers the effects of the attack.
- Additional successes: for every three points an attack's skill check result exceeded the target's defense it gains an additional success that may be spent for melee attacks to choose a hit location (1 for body, 2 for arm or legs, 3 for head) or for any attack to gain the bonus effects from the weapon or attack type used.

Targeting objects or hexes:

When making an attack there are times that the target is not another character but an object or map hex.

- Targeting a stationary object: a stationary object has a effective defense value of 12 - it's size.
- Targeting a carried object: targeting an object that is carried or worn by another character requires a successful hit against the character with enough extra successes to target the body location that is carrying/wearing the item plus 1-3 additional successes depending on the size of the object. If the role is enough to hit the character but not the aimed for body location the attack misses, if the attack is enough to hit the location but not the object the attack damages the location as if it was the target with no extra successes to the damage.
- Targeting an hex on the map: to successfully hit a single hex on the map with a melee weapon has a difficulty of 5, targeting a hex with a ranged weapon has a difficulty of 10 for close range +5 for each range increment. Targeting a hex with a character in it increases the difficulty by 5. Missing a melee attack simply misses, missing a range attack results in a hit in a randomized direction X meters away where X is equal to the amount by which the attack fell short divided by 3 plus 1.

Areas of Effect

Many items, spells, and abilities cause everything in an area to be effected. These effects generally originate from a hex though sometimes from a character. Any character's aware of the AOE may accept two penalty dice to all actions on their next turn to move a number of meters equal to the greater of their ranks in personal defense or personal movement or spend a advancement point to move a number of meters equal to the sum of their ranks in those skills; add that advancement point to either their personal defense or personal movement skill.

Hit locations:

Unless the hit location is already determined roll a d10 to determine it: 1-2 legs, 3 right arm, 4 left arm, 5-9 body and 10 for head. Area effects generally damage the target's body location and do not require a roll.

Forms of damage

- Stamina - for every point of stamina damage dealt the victim loses one stamina.
- Stun - when a character suffers a stun they lose one stamina and gain a stun; each stun reduces a character's max stamina by one. If a character gained a stun last round they suffer a -1 penalty for each stun they have to every skill check they make. If a character has as many stuns as their max stamina they are rendered unconscious with any future stuns suffered are treated instead as wounds.
- Fatigue - for each fatigue suffered lose one stamina and gain a point of fatigue; each point of fatigue reduces a character's max stamina by one. If a character's max stamina is reduced to zero they are rendered unconscious with any future fatigue suffered are treated instead as wounds.
- Wound - for each wound suffered lose 2 stamina and gain a wound to the hit location. Skill checks gain a penalty die for each wound the character has on the used location and a -1 penalty for each other wound. A character with at least as many wounds as his Max Wound attribute is dying and rendered unable to act. A character that suffers a single hit/effect which inflicts at least as many wounds as their Max Wound attribute, or a character with a total number of wounds exceeding double their max wound attribute, dies immediately. When a character suffers more than one wound from a single attack mark it as an "x Wound" this denotes the severity of the injury and is used to determine how quickly the character heals and any long term damage they may suffer.

Dying and permanent injuries

Dying

A dying character may not act and becomes unconscious at the end of the round, if not already. A character who is dying must receive medical attention within X rounds where X is one plus their rank in the Endurance primary skill or they suffer an additional wound caused by blood loss and internal injury, suffering this effect additional times adds additional level one injuries. A character who receives proper medical attention does not continue dying but does remain unconscious until they have healed at least one wound. A character suffering more wounds than their max wounds attribute can not recover stamina or remove stuns or fatigue.

Permanent Injuries(optional) TBA

Recovering from damage

Recovering from minor injuries

- Stamina - a character can regain stamina during combat by taking a recovery action, outside of combat a character's stamina is reset to their max stamina after a minute of relaxing inactivity or five minutes of un-strenuous activity.
- Stun - a character can remove stuns during combat by taking a recovery action, outside of combat a character looses one stun for every minute of rest or 5 minutes of un-strenuous activity.
- Fatigue - recovering from fatigue requires rest, a character spending a full hour at rest looses one fatigue, a character looses twice as much fatigue for time spent sleeping.

Recovering from wounds

Recovering from wounds is a slow process. Each day a character spends mostly at rest and with no strenuous activity, or week not resting properly, they may make a recovery check. A recovery check is like a skill check with a die pool contain xd6 where x is equal to the character's body stat and a number of penalty dice equal to the total number of wounds the character is suffering from; bonus dice may be added to this check by certain traits and by medical assistance. Compare the result to the chart below to find the effects of the recovery check.

Recovery check total	Effect
0-4	The character is not healing properly, their wounds become infected and they develop sepsis. Each injury the character is suffering from has its severity increased by one, the character gains one wound for each injury they are recovering from
5-9	The character's wounds are getting infected. The worse injury the character is suffering from has it's severity increased by one, that character gains one additional wound.
10-14	The character is stable but recovering slowly. No effect.
15-19	The character is healing well, remove one of the character's level one injuries and remove one wound.
20-24	The character is healing quickly, remove one of the character's level one injuries or, if they have none, reduce a higher level injury by one level and remove one wound.
25+	The character is healing at a miraculous rate, remove all of the character's level one injuries or, if they have none, reduce each higher level injury by one level and remove one wound fore each injury removed or reduced.

Damage Types

Concussive damage

Concussive damage is reduced by the character's body stat and physical damage resistance.

Damage	stamina/stun/wound	Damage	stamina/stun/wound
1	1 stamina	10	1 wound + 1 stun
2	2 stamina	13	2 wounds
3	1 stun	17	3 wounds
5	2 stuns	21	4 wounds
7	1 wound	every additional 3	+1 stamina, 1 stun, 1 wound

Penetrating damage

Penetrating damage with armor piercing value less than the target's armor value becomes concussive. Penetrating damage is reduced by the character's physical damage resistance.

Damage	stamina/stun/wound	Damage	stamina/stun/wound
0	1 stamina	7	2 wounds
1	1 stun	10	3 wounds
2	2 stuns	13	5 wounds
4	1 wound	every additional	+1 wound

Fire damage

Fire damage is reduced by any fire resistance the character may have. Fire damage causes burning; the character suffers the same damage -1 next round to the burning body location, if this damage was itself caused by burning

randomly determined one adjacent body location to also suffer this damage next round; if a body location would suffer multiple instances of burning only resolve the most severe one. Any character with one hand free within one meter of a burning character may take an action, with a one turn requirement, to reduce all burning damage they would suffer next round by 3, this reduction is increased to 5 if the burning character is prone; a character with two free hands may double this reduction.

Damage	stamina/stun/wound	Damage	stamina/stun/wound
1	1 stamina	8	1 wound, burning
3	1 stun	13	2 wounds, burning
5	1 stun, burning	every additional 5	+1 wound, burning

Cold damage

Cold damage is reduced by a character's body stat plus any cold resistance they may have. Cold damage gains +1 for every round the target has suffered cold damage since they were last warm.

Damage	stamina/stun/wound	Damage	stamina/stun/wound
1	1 stamina	13	2 fatigue, 1 wound
3	2 stamina	17	3 fatigue, 1 wound
5	1 fatigue	21	4 fatigue, 2 wounds
8	2 fatigue	every additional 3	+1 fatigue, +1/2 wound

Lightning damage

Lightning damage is reduced by the character's body, armor value that is gained from metal armor, and by any lightning resistance they may have. Lightning damage is always inflicted to the body location.

Damage	stamina/stun/wound	Damage	stamina/stun/wound
0 or less	recovers 1 stamina	8	3 stuns
1	1 stamina	10	3 stuns, wound
2	1 stun	Every additional 3	+1 stun
5	2 stuns	every additional 10	+1 wound

Arcane Dues

A character suffers a number of points of arcane dues equal to the total number of successes in an effect the mage casts or creates. Arcane dues is handled in three steps, first reduce the dues by up to the character's body stat lose a stamina per point reduced, then reduce the remainder by up to the character's body stat taking one fatigue per point reduced, finally take a number of wounds equal to the remaining points to the character's body location.

Armor & Weapons

Armor:

Characters expecting combat tend to make sure they are as well protected as they can afford to be.

Armor Statistics:

Values that detail how the armor protects its wearer.

- Armor value: used to determine if penetrating damage is blocked and becomes concussive.
- Body value: added to the character's body stat when determining how much damage is taken from a blow.
- Reflex value: a number of penalty dice reduced by the sum of the character's rank in personal defense and the armor secondary skill added to all reflex based skill checks performed with the penalized body location.
- Damage reduction: types and amount by which damage the character would suffer is reduced.
- Body locations: locations covered by the armor.

Layered armor:

When a character is wearing layers armor they gain benefits from each layer as follows:

- Armor value - the sum of the value of the piece of armor with the highest armor value, half the value, rounded down, of the of piece with the second highest value, plus one for each additional piece with an armor value.
- Body value - the sum of the value of the piece of armor with the highest value plus half the value, rounded down, of each other piece.
- Reflex value - the sum of the values of each piece of armor plus one for each piece beyond the first.
- Damage reduction - the sum of the specific damage resistance of each piece of armor.

Weapons:

Weapons come in two basic types, melee and ranged, with some throwing weapons have statistics for both.

Melee weapon statistics:

Values that apply to the weapon being used.

- Reach: the default reach of the weapon.
- Difficulty: attack skill checks made with the weapon receive this many penalty dice reduced by the sum of the character's ranks in melee combat and the weapon's secondary skill.
- Parry bonus: listed in three parts, one handed, two handed, and off handed; add this bonus to the character's melee defense when wielding the weapon in these ways. A character's total parry bonus can not exceed the sum of their ranks in personal defense, the parry secondary skill, and the weapon's secondary skill(s). Reduce this bonus by one for each penalty die the character would gain due to the weapon's difficulty.
- Cover bonus: a defensive bonus that only applies to attacks originating in the character's front arc, shields gain additional cover bonus equal to the character's rank in the shields secondary skill.
- Secondary skill: the specific secondary skill(s) related to the use of this weapon.
- Damage: the base amount of damage this weapon deals, often listed as body +x where body is equal to the character's body stat, or their body stat +2 when wielding a melee weapon two-handed.

- APV: the weapon's armor piercing value, often listed as body +x where body is equal to the character's body stat, or their body stat +2 when wielding a melee weapon two-handed.
- Attack-types: a list of the types of attack this weapon can perform; each type varies the effects of the weapon's attack.
- Notes: any additional information needed for the proper use of the weapon.

Attack Types:

Each attack type has a few basic stats:

- Attack: the name of the attack type.
- Damage Type: piercing(p) or concussive(c).
- Additional Success Uses: additional options the character has to use their additional successes on.
- Notes: other details regarding this attack, often modifying or resetting certain weapon properties.

Attack	Damage Type	Additional Success Uses	Notes
Bash	C	2 Damage	Double weapon's damage
Cut	P	Damage or APV	+1 damage, +3 when concussive
Hack	P	2 Damage or 1/2 APV	3/4 reach
Half-Sword	P	Damage or 2 APV	1/2 reach
Hammer	C	3 Damage	Triple weapon's damage
Melee	C	2 Damage	character's with natural weapons that deal penetrating damage may use extra successes for 1 APV
Mordstreich	C	3 Damage	Lose parry bonus for one round, double damage
Pick	P	Damage or APV	3/4 reach, increase APV and Damage for power attacks
Punch	C	2 Damage	Brawling secondary skill, reach: 0, damage: Body+1
Slash	P	Damage or APV	3/4 reach, +1 stun for penetrating damage +1 per wound
Strike	C	3 Damage	Brawling secondary skill, reach: 0, damage: body+3
Thrown	varies	Damage or APV	Damage type and range will be listed after attack type
Thrust	P	Damage and APV	1 1/2 reach for pole arms

Ranged weapon statistics:

- Body: the body stat of the weapon. This relates to usage penalties for bows, and reloading for crossbows. Thrown weapons have a body stat equal to the character's.
- Close Range: the maximum distance this weapon can be used at without suffering a range penalty.
- Range Increment: a range used to determine how many times the range penalty is applied. Take the range to the target, subtract weapon's close range and, if the total is currently greater than zero, divide by the

weapon's range increment; the result, rounded up, is the number of times the range penalty will be applied to the attack.

- Max Range: the max range the weapon can hit a target at.
- Range Penalty: listed as dice, damage, and APV. Dice is the number of penalty dice added to the attack's skill check, damage and APV is the amount by which those attributes are lowered for this attack. This penalty will be applied a number of times, based on the weapon's range increment, for all attacks made beyond close range.
- Damage Type: piercing(p) or concussive(c).
- Damage: the base amount of damage this weapon deals, often listed as X + ammo die; this means the damage is a flat amount modified by some number or variable based on the ammo used.
- APV: the base APV of this weapon's attacks, often listed as X + ammo die; this means the damage is a flat amount modified by some number or variable based on the ammo used.

Magic

Creating Magical Effects

Mages craft magic by gathering energy and shaping it to the effect they desire; crafting can be dangerous as the amount of power summoned is unpredictable. Alternatively mages can cast prepared, practiced, effects called spells. A cast spell can be made safer by have its power restricted, called gating the spell.

Crafting magic

The mage may take an action to summon forth magic to shape on subsequent turns. The character must either continue to gather power or shape the power they have already gathered on their next turn, if in turn based combat, or before they do anything else, if out of combat. When the character shapes the power they have gathered they may spend each success on magical powers they know. Once the character has assigned each gathered success to some effect they suffer arcane dues equal to the total number of successes worth of gathered power in the effect plus one per round used to gather the power and the effect as they detailed is successfully created.

Casting a spell

Spells are like crafted magic but they have been well rehearsed with their effects being pre determined; spells are, generally, much safer for the mage than crafting magic is. When casting a spell the mage will select one spell from their spell list, choose whether or not to gate it, then make a skill check using mind, arcane aptitude, and no relevant secondary skills, if the skill results in at least as many successes as needed to cast the spell at its gated level the effects as listed, including arcane dues, happen. A character wishing to cast a spell with more power than normal may choose to cast it ungated, this allows for any successes rolled past the difficulty of the spell to add more power to it as determined when the spell was created.

Casting spells and Crafting magic over time

Spells and crafted effects do not need to be cast quickly, by taking extra in the ritual the caster's body stat is treated as being higher than it naturally is, this bonus is plus 1 for taking a minute, plus 2 for taking half an hour, and plus three for taking a full day. After the arcane dues are applied for a ritually cast spell or effect the caster suffers additional fatigue equal to the bonus gained to their body stat squared.

Group magic

A group of mages can work together to create a larger effect than any individual mage could control. The mages all collectively gather and shape power channeling the bits of it individually with a lead mage finalizing the effect. To calculate arcane dues first have each mage suffer dues for the successes they gathered and shaped then the lead mage suffers arcane dues equal to the total number of successes in the effect, he can shunt off any amount of this to the other mages participating in the spell, any non lead mage that dies as a result of arcane dues sends the remainder of the dues they would suffer back to the lead mage and should a lead mage die as a result of the arcane dues the remainder is inflicted, in full, to all remaining living participants. Group magic takes at least 1 minute per participating mage, they can take extra time to increase their effective body stat, as above, increasing the cast time to 10 minutes per participant to have each mage gain 1 to their body stat for calculating arcane dues or 2 hours per participant to increase this bonus to 2.

Spell lists and creating spells

Each mage may know a number of spells equal to half their rank in the mind attribute (round up) and may

change or modify them between adventures. Mages gain a number of free successes they may add to their spells when designing them, these successes may be distributed as the mage wishes between one or more spells; for each arcane aptitude secondary skill the mage has at least one rank in they may assign one free success to one spell in his spell list, this success must be spent on an effect the secondary skill provides, and for each rank in arcane aptitude the mage gains one free success that can be spent on any effect the mage has access to. Once the mage has determined the basic idea of the spells in his spell list that will utilize free successes he may design the spells.

steps in designing spells -

1. determine the basic idea of what the spell will do.
2. determine number of free successes, if any, and what they will be used for.
3. determine which secondary skills will be used to create the spell's effects.
4. for each secondary skill relevant to the spell list a number of success uses equal to the character's ranks in that secondary skill.
5. list a number of additional successes uses equal to the character's rank in arcane aptitude, these can be any arcane success use the character has access to.
6. list the chosen success uses with the free ones first and the rest in the order of importance to the spell the mage is looking to make.
7. determine at which points in this list of successes the spell meets the desires of the mage and place its gate there.
8. record the spell's name, number of successes to cast at each gate, cost gated (the total number of successes in the spell, including free ones), the secondary skills relevant to the spell, and the summation of all effects in order with the gate clearly marked.

Example spell design - the beginner learned mage Rodrick Leesen has 3 ranks in arcane aptitude, 2 ranks in the fire arcane theme, 1 rank in the space arcane theme, and one rank in the water arcane theme.

1. *Rodrick wishes to craft a fireball spell, he determines it will need to be ranged and inflict fire damage in an area.*
2. *For this spell he wants to add his free success gained from his ranks in the fire secondary skill, saving his free successes for space and water for other spells. He determines that he will put the free success towards creating wizard's fire, noting, from it's description, that he will require a second and third success to create it.*
3. *This spell looks to include fire to create wizard's fire and possibly to control temperature to make it deal more damage. It will also include space for Enhance Spell Range, blast AOE, and potentially 3D AOE.*
4. *For fire Rodrick needs to list two success uses (because he has two ranks in the spell), he uses them to be the needed extra successes to create wizards fire. He has only a single listed effect for space and chooses to put it towards burst AOE.*
5. *Rodrick has three ranks in arcane aptitude so chooses to put one rank towards throw spell, an effect any mage can produce, another success to in burst AOE, and the last one in Enhance range.*
6. *In order Rodrick lists the success: wizard's fire(free), wizard's fire, wizard's fire, throw spell, burst AOE, burst AOE, enhance spell range.*
7. *Rodrick thinks the enhanced range won't always be needed and decides to put the spell's gate before that success.*

8. *Rodrick records his spell as follows:*

Fireball - *difficulty: 5 successes, cost: 6, secondary skills: fire and space Range of 5m close, 5m increment, and 15m max. AOE - 3m diameter blast. Damage - 2d4 fire damage. Ungated: 1 additional success double's the spell's ranges.*

Cantrips

Mages, in addition to their spells, know a number of cantrips. Mages start knowing three cantrips but may spend 5 advancement points to gain an additional cantrip slot. In between adventures a mage my change what cantrips they know.

A cantrip is a lot like a spell with the following exceptions: it does not benefit from any free successes, the maximum number of successes in the cantrip is equal to the mages rank in arcane aptitude, the maximum number of successes in a cantrip in one power is equal to the character's rank in that power's secondary skill, use the casting a cantrip action instead of the cast spell action when casting a cantrip in combat, no skill check is required to cast a cantrip.

Creating a character

Simple Steps:

Creating characters can be done in a few simple steps. Before any number crunching or stat optimization is performed it is recommended that the GM and players discuss the game they plan on playing and work together to make characters that, as a group, will be likely to succeed and fun to play. It can also be good to put together a backstory for the character either before or shortly after creation.

1. Determine power level of character being created. For first time player characters it's recommended to start at power level 0 or 1, this will give each character a good variety of skills to use during play with lots of room for character development as they advance through the story.
2. Choose a strain from those the GM is allowing, it's recommended that players be limited to the primary strains for most games with potential further limiting based on the story the GM is looking to tell.
3. Assign attributes - each strain has a list of starting values for the four primary attributes as well as a number of attribute points that can be spent to improve these starting values. Each attribute can be increased up to three times at a cost of one attribute point each, and can be increased additional times at a cost of two attribute points each.
4. Starting Languages - the GM, working with the players and story, will grant each character one or more language traits. These traits should make sense for the character's strain and backstory and all character's should share at least one common language.
5. Pick traits - like attributes points all character's will have a number of trait points granted by their strain, and increased by the character's power level. These can be spent to purchase general, arcane, or strain specific traits. If the GM is allowing negative traits these may be taken but rather than costing trait points they provide their value in additional trait points; a GM allowing negative traits for player characters may choose to limit the maximum number of trait points gained from them.
6. Assign skills - each power level of character being created provides a skill array. Each number in the array can be assigned to one primary skill granting that many ranks in the base skill.
7. Secondary skills - for primary skills at rank one or higher gain one rank in an associated secondary skill unless the character possesses a trait that over rules this for a given skill (such as the arcane traits).
8. Skills from traits - most character's will have spent some trait points on the skilled trait. For each trait point spent in skilled the character gains one skill point that can be spent to gain one rank in a secondary skill providing doing so does not conflict with other rules, such as those from an arcane trait. Alternately a number of skill points equal to a basic skills current rank plus one can be spent to increase it by one rank, gaining a rank in a secondary skill in the process if this is the first rank in that base skill.
9. Gear and spells - work with the GM to determine what gear the character may begin the game in possession of. Characters with arcane traits also will create a spell list and check it with the GM.
10. The character starts the game with 5 plus their starting power level advancement points.

Power Levels:

Each power level listed is designed to showcase different levels of adventurer; they list additional attribute and trait points the character gets as well as a list of primary skill ranks to be assigned during step six of character creation.

Power Level	Trait Points	Skill Array	Advancement Points from Level 0
-3	-6	2, 2, 1, 1, 1, 1 (10)	-21
-2	-4	3, 2, 2, 1, 1, 1 (15)	-14
-1	-2	3, 3, 2, 2, 1, 1 (20)	-7
0	+0	4, 3, 2, 2, 1, 1, 1 (25)	0
1	+5	4, 3, 3, 2, 2, 1, 1 (30)	30
2	+10	5, 3, 3, 2, 2, 1, 1 (35)	60
3	+15	5, 4, 3, 2, 2, 1, 1, 1 (40)	90
4	+15	5, 4, 3, 3, 3, 2, 2, 1 (50)	120
5	+15	6, 4, 3, 3, 3, 3, 2, 1, 1 (60)	150
6	+15	6, 4, 4, 4, 3, 3, 2, 2, 1 (70)	180
7	+15	6, 5, 4, 4, 3, 3, 2, 2, 2, 2 (80)	210
8	+15	6, 5, 4, 4, 4, 3, 3, 3, 2, 2 (90)	240
9	+15	7, 5, 4, 4, 4, 3, 3, 3, 2, 2, 2 (100)	270

Character and party advancement

Advancement points

At character creation they gain 5, or more, advancement points. Advancement points are spent to grant the character in game advantages and to increase their skill and attribute ranks over time.

In game uses

- Gain +5 to the result of a skill check that did not meet its difficulty. Add the advancement point to the primary skill. Limit one per skill check.
- Add one success to a skill check that the character just made that met it's difficulty. Add the advancement point to the primary skill used in that skill check. Limit one per skill check.
- Reduce the damage they have just taken to one wound, this can not be used to reduce arcane dues. The advancement point is added to either the character's endurance skill, personal defense skill, or body attribute, player's choice.
- Ignore all penalty dice for one skill check. Add the advancement point to the endurance skill or the primary skill used in the skill check.
- Take one action, with a turn requirement of zero and that has had all prerequisites met, outside of your turn. Add the advancement point to the primary skill being used. Limit once per round.

Out of game uses

When not actively playing a character may spend advancement points to increase their ranks in skills and attributes or gain traits. Doing so requires that the character has an appropriate amount of time to do so, as a general rule no more than 1 advancement point should be spent per span spent training without an instructor or half span with one but tailor this to your story. It is perfectly acceptable to break up this training, spending a few advancement points at a time and increasing the character's rank in a skill/attribute or gaining a trait once the appropriate number of points have been spent.

- Increasing an Attribute - Increasing an attribute costs 6 times its new rank advancement points.
- Increasing a Primary Skill - Increasing a primary skill costs 3 times its new rank advancement points. When a primary skill is increased to rank 1 also gain rank 1 in one of its associated secondary skills.
- Increasing a Secondary Skill - Increasing a secondary skill costs 1 plus its new rank advancement points.
- Gaining a Trait - Gaining a new trait requires GM approval and costs 3 times its trait point cost in advancement points.

Gaining advancement points

At the end of each session or scene the GM should award one or more advancement points based on the accomplishments and experience of the characters. The number of advancement points granted will vary based on the speed the GM wants the characters increase in power, for standard power progression it is recommended that characters gain between 3 and 10 advancement points per session for a typical campaign. GMs are encouraged to provide all characters with an equal number of advancement points each session.

It's a good practice to keep track of how many character points have been awarded over the duration of a campaign to make it easier to bring in new characters at an equal power level to those that are already in the campaign.