

***Battle  
of  
Mystics***

# Introduction:

This is Shonokar, a world of pure magic where fairy tales, myths, legends, and other fantasies exist. The goal of this game is to have fun on the adventures with your friends (and to save the world hopefully, but that is less important). These rules don't have to be followed word for word, however, limitations should still be placed so your adventuring group doesn't get bored because one/everyone is an unkillable god.

How to make a character:

There are a few key factors in making your character: your species, your class, your status, and your stats. This will help you learn how to make the character you want. For those who are playing the narrator, you will also need to make a character as well, the final villain(s) is trying to destroy the party so make them powerful, but not unbeatable, or you can use a high-level monster found in (to be made).

## Ability Scores:

- 1) Might
- 2) Magic
- 3) Intelligence
- 4) Presence
- 5) Stamina
- 6) Speed

How stats work:

**Rolling:** roll 4d6, drop the lowest number and add the rest together, and that is one stat. Repeat 5 more times.

How to calculate modifiers:

For every even number above ten gives you a +1, every odd number below ten gives you a -1

1	-5	6	-2	11	+0	16	+3	21	+5	26	+8
2	-4	7	-2	12	+1	17	+3	22	+6	27	+8
3	-4	8	-1	13	+1	18	+4	23	+6	28	+9
4	-3	9	-1	14	+2	19	+4	24	+7	29	+9
5	-3	10	+0	15	+2	20	+5	25	+7	30	+10

What do stats do:

1. Might: This is your physical strength, it affects the damage with weapons and some skills may require it.
2. Magic: This is your magical prowess, it affects how proficient with magic you are and how many times you can use spells.
3. Intelligence: This is how you think, it affects how you learn and can give you more skills and languages.
4. Presence: This is how people perceive you, it affects how you interact with people in your prowess and social situations.
5. Stamina: This is how healthy you are (VERY IMPORTANT), It affects how much HP you get.
6. Speed: This determines how quick and stealthy you are. It affects initiative and movement.

How to calculate pools:

- 1) Defense pool (Minimum 1) = 2x might modifier, restore with short rest
- 2) Mana pool (Minimum 1) = your level + magic modifier, restore with short rest

How to Calculate Speed:

Movement (Minimum 10ft) = 10 + (5x your speed modifier)

Rolling:

Every now and then the narrator may ask you to make a dice roll of some kind.

Depending on the circumstances, you may come across one of the two things in-game.

- Advantage - roll the dice twice and take the higher number.
- Disadvantage - roll the dice twice and take the lower number.

You may also be told to add one of your modifiers to the roll depending on what action you are taking in the scenario you are in.

# Species

These are the most common species that inhabit Shonokar. These creatures all have their own strengths and abilities.

## Species List:

- 1) Human
- 2) Eleon
- 3) Relican
- 4) Animorphic
- 5) Cursed
- 6) Blessed
- 7) Half-Breed
- 8) Gizin
- 9) Mamothan
- 10) Creatures of the isles

# Human

Humans are the most common species in Shonokar. These creatures have overcome deadly challenges and have thrived with information and discovery, learning from the past and others to adapt.

Lifespan: 100 years (becomes an adult at 25)

Height: 4-6ft tall

Weight: 130 - 190lb

Magic (choose one):

- 1) Fire magic
- 2) Water magic
- 3) Earth magic
- 4) Wind magic

Abilities:

- 1) Discovery - Increase your intelligence score by +3, in addition, you can reroll one failed intelligence check once per day.
- 2) Extra Mystic points - When calculating your mystic pool add +2 mystic points.

# Eleon

Eleons also have a strong connection with nature, which fuels their magic capabilities. Many believe that everything in nature has a purpose, from common flowers to magical beasts.

Lifespan: 700 years (Becomes an adult at 70)

Height: 6-7ft tall

Weight: 100-130lb

Magic:

- 1) Nature magic

Abilities:

- 1) Wilderness acrobat - You can move through difficult terrain made naturally without any difficulty.
- 2) Flora expert - When you come across flowers both magical and non-magical, you instantly know what type of flower it is and what properties it has.
- 3) Fast - Increase your speed score by +2.

# Relican

Relicans are naturally good at building and making things. They are responsible for almost every magic item made in this world. They are among the toughest species in this world despite their small stature. They are great friends once you get to know them and really fun to be around.

Lifespan: 500 years (becomes an adult at 16)

Height: 4-5ft tall

Weight: 150- 200lb

Magic:

- 1) Magic of ruins

Abilities:

- 1) Rune scribing - You can inscribe a spell you know in a non-magical object in the form of a rune. When you or anyone else activates the rune, it uses your mana points from your mana pool. Once activated the rune disappears. You can use this twice per day.
- 2) Stone-like - Increase your armor class by +2
- 3) Ancient Reader - You can read ancient writings, hieroglyphics, and runes as if it were a language you are proficient in.

# Animorphic

These creatures were created from magic but thrived into their own species coming in many different shapes and sizes. Although born of magic, they themselves are limited in their use of it, and as such have come to rely on their physical attributes.

Lifespan: 50 years (becomes an adult at 10)

Height: 5-6ft tall may vary with mutations

Weight: 130-170lb

Physical Features (choose two):

- 1) Claws - 1d6 + might modifier, physical damage, you gain a climbing speed equal to your walking speed
- 2) Amphibious - you can breathe air and water, you gain a swimming speed equal to your walking speed
- 3) Tail - 1d4 + might modifier, physical damage, plus you can use this as an extra hand.
- 4) Heighten senses - you can sense hidden things. When you make a perception check, double your intelligence modifier (If negative, go to 1 instead).

Abilities.

- 1) Sudden Surge - Once per day roll a d20, on a 15 - 20, roll a d4 (1 = fire magic, 2 = water magic, 3 = earth magic, 4 = wind magic) you can cast spells up to 2MP from that type of magic using your own mana points.
- 2) Night Vision - you can see in the dark
- 3) Enduring - Increase your stamina score by +2.



# Cursed

For one reason or another, these humans were cursed. Due to that curse, their magic has altered. However, being cursed for so long has made you able to control your curse.

Lifespan: 110 years (becomes an adult at 25)

Height: 5-6ft tall

Weight: 140-190lb

Magic:

- 1) Shadow magic

Curse (choose one):

- 1) Brand of the demon - you have demonic powers so demons will be less likely to attack you, and you can use your mana points to use the demonic spells, however, you need to have the mana requirement to learn that spell.
- 2) Bite of the vampire - you are part vampire, with that you get fangs that deal  $1d4 + \text{might modifier}$  unholy damage. You can use your mana points to fly into the air equal to your walking speed. (2 mana points per round)
- 3) Mark of the Beast - The monsters of the wilderness have left their mark on you. You can transform into a cursed beast (see stat block in player bestiary) as an action. You determine the appearance you take when you transform. You can transform back as an action. While in this form you can still cast spells. (Make stat block)

Abilities:

- 1) Darkness - you are more attuned with your surroundings in the dark, while in the dark your attacks are made with advantage. You can also see in the dark
- 2) Survivor - Increase your intelligence and magic scores by +1.

# Blessed

These are the humans that were given gifts from some divine deity. These people are usually well-liked, and pretty lucky.

Lifespan: 110 years (becomes an adult at 25)

Height: 5-6ft tall

Weight: 140-190lb

Magic:

- 1) Light magic

Blessing (choose one):

- 1) Angel's wings - You can cause a pair of spectral wings to appear behind you. With these wings, you can fly in the air equal to your walking speed. You can launch feathers from your wings that deal 1d4 + might modifier holy damage. (2 Mana points per round)
- 2) Healing touch - As an action, you can heal an ally within 5ft of you by converting mana points (maximum of 5) into hit points for them.
- 3) Celestial's blood - You gain access to the celestial spell list. You can use your mana points to cast the spells. You must still need to have the mana required to cast the spells.

Abilities:

- 1) Night light - You can see in the dark and can bestow this sight on one creature of your choice while still being able to see in the dark. This ends after 8 hours or until you bestow this sight on another creature.
- 2) Blessed - Increase your presence and magic scores by +1.

# Half-breed

These creatures were born from two different species. They are among the most diverse species in the Multiverse, as well as having the most magic paths possible.

Lifespan: varies

Size: varies

Weight: varies

Magic(You get two types of magic):

- 1) (Pick one type of magic from one species)
- 2) (Pick one type of magic from another species)

Abilities:

- 1) Proficiency - Pick two skills on the skill table, you are proficient in those skills now.
- 2) Magical - Increase your magic score by +2.

# Gizin

These creatures are very swift and instinctual creatures. They generally can be hard to track and understand at first, but with time they become great friends and helpful companions when in difficult situations.

Lifespan: 70 years (Becomes an adult at 10)

Height: 3-5ft tall

Weight: 5-10lb

Magic:

- 1) Empower Magic

Abilities

- 1) Speedster - Increase your movement speed by 5ft
- 2) Fast - Increase your speed score by +2
- 3) Mechanic - You have great knowledge on non-magical constructs, and can figure out what their purpose is.

# Mamothan

These are some of the larger species of humanoids. They are known for being able to destroy monsters quickly and with ease.

Lifespan: 200 years (becomes an adult at 30)

Height: 11-12ft tall

Weight: 300 - 400lb

Magic:

- 1) Magic of the world

Abilities:

- 1) Strong - Increase your might score by +2.
- 2) Intense Physicality - When calculating damage, double your might modifier added to the damage.
- 3) Bestiary - You know about creatures with the animal tag, both magical and non-magical, and what you can do with them.

# Creatures of the Isles

These creatures are not what they seem. While they appear as a humanoid, they have the power to transform into amazing creatures. They also have been known for being beautiful in humanoid form, making it really easy to trick other humanoids to their death. But not all are like this, some just try to be kind for the sake of being kind.

Lifespan: 100 years (becomes an adult at 5)

Height: 5-6ft tall

Weight: 130-150lb

Abilities:

- 1) Transformation - As an action, you can use your mana points to transform into certain creatures creating your own form of magic. (Look at the transformation table below for what you can do)
- 2) Mist - Once per day you can cause mist to form in a 15ft radius with you at the center as an action. You can see just fine in this mist but others have disadvantage on perception checks and can only see 5ft in front of them while in the mist. This lasts for 3 rounds.
- 3) Excellent swimmer - You gain a swimming speed equal to your walking speed.
- 4) Convincing - Increase your presence score by +2.

Transformation:

- Selkie transformation(0MP) - You can transform into a seal and back to your humanoid form. While in this form you gain the abilities, might, and speed scores of the seal. You retain your other ability scores and your health.
- Partial transformation(1MP) - Chose one of the following: You gain gills and the ability to breathe underwater, your hands turn into claws that can deal 1d6 + your might modifier slashing damage.
- Mermaid transformation(2MP) You can transform into a mermaid and back to your humanoid form. While in this form you gain the abilities, might, and speed scores of the mermaid. You retain your other ability scores and your health.
- Kelpie transformation(6MP) You can transform into a Kelpie and back to your humanoid form. While in this form you gain the abilities, might, and speed scores of the Kelpie. You retain your other ability scores and your health.

# Mystic Types

These are some of the most well-known mystics in the world, these people all got their powers and mystic title one way or another through Shonokar's mystic realm. However while a select few can go to the mystic realm, not everyone who can become Mystic even know that they can. Those that do become mystics are given a special mana pool called the mystic pool that allows them to do things only mystics of their type can do. (Change)

Mystic types:

- 1) Soul Guardian
- 2) Scholar
- 3) Anomaly
- 4) Stalker
- 5) Conqueror
- 6) Shaman
- 7) Dragon Pact
- 8) Hexmaster
- 9) Beat Boxer
- 10) Outlaw
- 11) Herbalist

# Soul Guardian

These mystics rely on chivalry and tactics to fight. They are believed to be the best source of help for anybody looking for it. Soul Guardians are well known for summoning spirits to help them fight during battles, this allows them to fight conquerors without risking many lives

Starting Hp: 10 + stamina modifier

Hp per level: 1d10 + stamina modifier

Skills (Spirituality, then Choose two): Constitution, Diplomacy, Intimidation, Religion, Athletics, or Insight

Powers at certain levels:

- Level 1:
  - Spiritual Ally - As an action, you can summon a helpful spirit. You can only summon one spirit at a time. Use the helpful spirit stat block for your spirit in the player's bestiary. You can command the spirit as a free action on your turn. The spirit will obey the command to the best of its ability. Spirit remains out for 1 hour before vanishing. (Make helpful spirit stat block)
- Level 2:
  - Spiritual weapons - you can magically summon a copy of a handheld weapon you have seen as an action. The weapon is magical for overcoming resistance. The weapon lasts for 1 hour or until you use this feature again. You can do this a number of times equal to your Presence modifier per short rest. (minimum of 1)
- Level 3:
  - Soul Preservation - Whenever you use the "Stabilizing" Action, the ally you stabilize restores HP equal to twice your soul guardian level.
- Level 4:
  - Mystic Shield - As a reaction you can increase a target you can see or your own armor class by + 3 until the start of your next turn. You can do this a number of times equal to your Presence modifier per short rest. (minimum of 1)
- Level 5:



- Ability score increase – you and your helpful spirit can increase one stat of your choice by 2 or two stats of your choice by one.
- Level 6:
  - –
- Level 7:
  - Swap – You can switch places with your helpful spirit as an action
- Level 8:
  - Damage transfer – As a reaction, you can transfer the damage of one attack you take to your spirit.
- Level 9:
  - –
- Level 10:
  - Ability score increase – you and your helpful spirit can increase one stat of your choice by 2 or two stats of your choice by one.
- Level 11:
  - Otherworldly Possession – Your helpful spirit gains access to a new ability called possession. Target creature the spirit attempts to possess must make a presence check against 10 + the creature's presence modifier. If the target fails, the spirit can control the actions of the enemy. While the spirit is possessing the target, they cannot make any other actions other than influencing the host. Every turn the possessed victim can make a presence save and are free from the possession once they succeed. If the enemy dies, the spirit exits the body and returns to you.
- Level 12:
  - Life Drainage– Your helpful spirit gains the ability to heal from its own attacks. Whenever the spirit deals damage, it restores HP equal to half of the damage dealt.
- Level 13:
  - –
- Level 14:
  - Ability score increase – you and your helpful spirit can increase one stat of your choice by 2 or two stats of your choice by one
- Level 15:
  - Voice of the fallen – Your bond with your helpful spirit greatly improves, causing the spirit's stamina to reflect on yourself. Whenever your helpful spirit heals, your hit points correspond.

# Scholar

These mystics are really good at magic and can perform magic that most people can't. Scholars are also well informed about all types of magic and can detect what types of magic someone or something has access to.

Starting Hp: 6 + stamina modifier

Hp per level: 1d6 + stamina modifier

Skills (Magic Sense and choose three): Perception, Insight, Technology, History, Environment, or Medicine

Powers by level:

- Level 1:
  - Studied Principle - you gain access to one new type of magic, you can find the list of options on the mage's magic in the magic section.
- Level 2:
  - Potent pool - When calculating your mana pool add 2x your level instead of 1x your level.
- Level 3:
  - Mana Restoration - you and creatures of your choice within 10ft of you regain 5 mana points when you take the idle action instead of 2 mana points.
- Level 4:
  - Spellshift - You can change the spell's damage type: Ice, Fire, Sound, Electric, Acid, Poison, Psionic.
- Level 5:
  - Ability score increase - you can increase one stat of your choice by 2 or two stats of your choice by one.
- Level 6:
  - -
- Level 7:
  - Mentor's Guidance - When you take the help action to assist in preparing a spell the caster is granted an advantage on the attack roll.
- Level 8:
  - Charge Channeling - You can delay the casting time of your spell to cast an enhanced form of your spell without an extra mana cost.

- Level 9:
  - -
- Level 10:
  - Ability score increase - you can increase one stat of your choice by 2 or two stats of your choice by one.
- Level 11:
  - 2nd Principle - you gain access to another type of magic, you can find the list of options on the mage's magic in the magic section.
- Level 12:
  - Enhance Pool - Your mana pool is now 3x your magic modifier instead of 2x your magic modifier.
- Level 13:
  - -
- Level 14:
  - Ability score increase - you can increase one stat of your choice by 2 or two stats of your choice by one.
- Level 15:
  - Dire Thaumaturgy - Whenever you roll a critical hit when casting a spell, the spell does not consume any of your mana points.

# Anomaly

For some reason or another, you got these powers. It may have been pure chance, a glitch in reality or some dark entity just gave you this power because they felt like it.

Starting Hp: 8 + stamina modifier

Hp per level: 1d8 + stamina modifier

Skills (Insight and choose two): Deception, Diplomacy, or Performance

Powers by level:

- Level 1
  - Typeless- you can change the damage type of any single attack that you or an ally within 30ft of you to the typeless damage type. You can do this a number of times equal to your presence modifier per short.
- Level 2
  - Die up your sleeve - As a reaction, you can give a die to someone else or yourself in the form of a d4 and add it on to an ability check or attack roll, before outcome after roll.
- Level 3
  - Anomaly magic - You gain access to a strange form of magic. You can spend 3 mana to roll on the anomaly magic table below. (Make table)
- Level 4
  - Bending space - you can teleport 15ft in any direction you want, you need to be able to see the space to teleport there. You can do this 4 times per day.
- Level 5
  - Ability score increase - you can increase one stat of your choice by 2 or two stats of your choice by one.
- Level 6
  - -
- Level 7
  - Redo - If you roll a 5 or below on a d20, you can reroll the die, you must use the new roll.
- Level 8
  - Random Increase - roll a d12 depending on what number it lands on a random stat increases temporarily for you or an ally within 10ft of you.

This lasts for 1 hour or until this ability is used again on the same creature. Pools and hit points do not change with this ability and you cannot exceed 20 for an ability score. You can use this ability a number of times equal to your presence modifier per long rest. [\(Under review\)](#)

1	Might +1
2	Might +2
3	Speed +1
4	Speed +2
5	Stamina +1
6	Stamina +2
7	Magic +1
8	Magic +2
9	Intelligence +1
10	Intelligence +2
11	Presence +1
12	Presence +2

- Level 9
  - -
- Level 10
  - Ability score increase - you can increase one stat of your choice by 2 or two stats of your choice by one.
- Level 11
  - Better die - The die of “die up your sleeve” increases to a d6. In addition, you can reroll 1s on the anomaly magic table.
- Level 12
  - Random Decrease - roll a d12 depending on what number it lands on a random stat decreases temporarily for a creature of your choice within 10ft of you. This lasts for 1 hour or until this ability is used again on the same creature. Pools and hit points do not change with this ability and you cannot go below 1 for an ability score. You can use this ability a

number of times equal to your presence modifier per long rest. (Under Review)

1	Might -1
2	Might -2
3	Speed -1
4	Speed -2
5	Stamina -1
6	Stamina -2
7	Magic -1
8	Magic -2
9	Intelligence -1
10	Intelligence -2
11	Presence -1
12	Presence -2

- Level 13
  - -
- Level 14
  - Ability score increase - you can increase one stat of your choice by 2 or two stats of your choice by one.
- Level 15
  - Organized Chaos - Whenever you are supposed to roll on a table, you can instead choose what outcome you want on that table. In addition, you can increase your ability scores above 20.

# Stalker

These are some of the darker mystics in Shonokar. They usually choose to steal and raid villages. Other mystics will sometimes join forces with them as they are great fighters and are more willing to do the morally questionable parts about being a mystic.

Starting Hp: 8 + stamina modifier

Hp per level: 1d8 + stamina modifier

Skills (Thievery and choose three): Stealth, Dexterity, Deception, Insight, or Diplomacy, Intimidation

Powers by level:

- Level 1
  - Camouflage - You can roll stealth checks with advantage.
- Level 2
  - Thief's touch - when you use a dagger to attack you utilize them more effectively, instead of rolling 1d4, roll 1d8 instead.
- Level 3
  - Lockpick's gift - You can double the proficiency of the thievery skill.
  - Duck and Cover - You can now use the Hide action as a reaction. In addition, you can move up to 10ft while hidden without being seen during your turn.
- Level 4
  - Backstabber - If you hit with a stealth attack onto a creature's back guard, then you can double your damage dice.
- Level 5
  - Ability Score increase - You can increase one stat of your choice by 2, or two stats of your choice by 1.
- Level 6
  - -
- Level 7
  - Shadow walker - As an action, you can hide in a shadow. No one knows you are in a shadow unless they see you enter it, and you travel to be within at least 5ft of the shadow's host. If the shadow disappears, you instantly reappear. You cannot attack or cast spells until you leave the

shadow. This can be used a number of times equal to your presence modifier (minimum of 1) per short rest.

- Level 8
  - Vanish – As an action, you can dissipate into a shadowy mist and appear behind one creature within 20ft of the area you used this. This can be used a number of times equal to your presence modifier (minimum of 1) per long rest.
- Level 9
  - Fool's gold – You can spend 1 mana point to create 5 fake small items of your choice. Anyone who isn't you won't be able to tell the difference until the items disappear. If the items are attempted to be used they will disappear. They also disappear after 8 hours.
- Level 10
  - Ability Score increase – You can increase one stat of your choice by 2, or two stats of your choice by 1.
- Level 11
  - Shadow magic – You gain access to the shadow magic spell list, if you already have shadow magic, the mana cost is halved for each spell (Minimum 1).
- Level 12
  - Deft Strike – Once per day, you can use a free action to be able to treat defense points of 1-4 as if they were 0 for three rounds.
- Level 13
  - –
- Level 14
  - Ability Score increase – You can increase one stat of your choice by 2, or two stats of your choice by 1.
- Level 15
  - Perfectly hidden – Once per day you can become completely invisible for 1 hour.



# Conqueror

These mystics are extremely powerful, being able to take down armies with nothing more than their one weapon. A conqueror is a symbol of strength and courage to people looking for freedom from tyrants. If you are in a fight with one, good luck.

Starting Hp: 12 + stamina modifier

Hp per level:: 1d12 + stamina modifier

Skills (Athletics and choose one): Dexterity, Intimidation, Constitution, or Religion

Powers by level:

- Level 1
  - Magic weapon - you have a sentient weapon that only you can carry. To everyone else, it is too heavy to even lift. The weapon is whatever you want it to be it will do 2d6 + might modifier and has a range of 5ft slashing/blunt/piercing damage.
- Level 2
  - Magic funnel - You can channel your mana into your magic weapon or other creatures. When you do this, they gain mana points equal to how much mana you gave up
- Level 3
  - Elemental weapon - As an action, you can change the damage type of your magic weapon to Ice, Fire, Sound, Electric, Acid, Poison, Psionic.
- Level 4
  - Inspire - As a reaction, you can give your allies within 10ft of you advantage on their next attack. You can do this a number of times equal to your presence modifier (Minimum of 1) per long rest
  - Intimidate - As a reaction, you can cause enemies within 10ft of you to have disadvantage on you for their next attack. You can do this a number of times equal to your presence modifier (Minimum of 1) per long rest
- Level 5
  - Ability score increase - you can increase one stat of your choice by 2 or two stats of your choice by one.
- Level 6
  - -

- Level 7
  - Stronger swing - the damage of your magic weapon increases by 1d6.
- Level 8
  - Regenerative spirit - you heal 1d4 hp per round as long as you're conscious. Only works in combat.
- Level 9
  - -
- Level 10
  - Ability score increase - you can increase one stat of your choice by 2 or two stats of your choice by one.
- Level 11
  - Returning weapon - You can throw your magic weapon up to 10ft which counts as a ranged attack, and your magic weapon can return to your hand instantly as a free action.
- Level 12
  - Bolster Defense - Your defense pool maximum increases by 4, and you can now increase your defense points up to 5.
- Level 13
  - -
- Level 14
  - Ability score increase - you can increase one stat of your choice by 2 or two stats of your choice by one.
- Level 15
  - King's Aura - Once per short rest, as a reaction, any damage that would bring you down to zero hit points will instead bring you to a number of hit points equal to your 10 + (might modifier (Minimum 1))

# Shaman

These mystics were given their powers by something divine. They are amazing healers and can do amazing things that most people would call miracles.

Starting Hp: 8 + stamina modifier

Hp per level: 1d8 + stamina modifier

Skills (Religion and choose two): History, Medicine, Spirituality, Perception, or Environment

Powers by level

- Level 1
  - Aid - you can heal anyone for 1d4 hp, this increases by 1d4 every three levels.
  - Divine insight - You get advantage on insight checks.
- Level 2
  - Potent pool - When calculating your mana pool add 2x your level instead of 1x your level.
- Level 3
  - Divine magic - you get access to a special type of magic, more information can be found in the magic section.
- Level 4
  - **Exfoliate** - you can cause a single target to take an additional 1d4 holy damage on a melee attack. This increases by 1d4 at 7th and 10th level.
- Level 5
  - Ability score increase - you can increase one stat of your choice by 2 or two stats of your choice by one.
- Level 6
  - -
- Level 7
  - Divine wind - Once per day, you can use an action to restore one use of one singular ability for each ally. (The ability must have the words "This can be used a number of times equal to your presence modifier")
- Level 8

- Smite - As an action you can cause a beam of pure sunlight to strike someone, this deals 4d10 holy damage to the target. This can be used twice per long rest
- Level 9
  - -
- Level 10
  - Ability score increase - you can increase one stat of your choice by 2 or two stats of your choice by one.
- Level 11:
  - Healing Fountain - You can use your mana points to heal hit points equal to 2x the amount of mana points spent on yourself or a creature you can touch.
- Level 12:
  - Resurrection - You can bring back someone willing who has died within 24 hours back from the dead at full hit points with a 10-minute ritual. This can only be used once per week.
- Level 13:
  - -
- Level 14:
  - Ability score increase - you can increase one stat of your choice by 2 or two stats of your choice by one.
- Level 15:
  - Quick Resting - Long rests count as 2 hours for you and your party members as long as you are with the party. This can only be used once per day.

# Dragon Pact

These mystics are the descendants of dragons. Due to their draconic blood, physical traits start to appear more like a dragon than that of their species. They can use the dragon's natural powers as they grow, and with the mystic pool, they can even unlock their true form eventually with enough training.

Starting Hp: 8 + stamina modifier

Hp per level: 1d8 + stamina modifier

Skills (Intimidation and choose two): Magic Sense, Constitution, Athletics, History, or Perception

Powers by level:

- Level 1
  - Elemental breathing - As an action, you can breathe fire up to 20ft to a single target, this is a ranged attack that does 1d6 + stamina modifier fire/ice/acid/poison/psionic/electric/sound damage, this increases by 1d6 every 5 levels. (Choose one damage type to use forever)
- Level 2
  - Magic of dragons - you gain access to this magic. Spells for this type of magic are listed in the magic section.
- Level 3
  - Potent Pool - When calculating your mana pool add 2x your level instead of 1x your level.
- Level 4
  - Scale armor - You can assign up to 4 defense points to a side instead of 3.
- Level 5
  - Ability score increase - you can increase one stat of your choice by 2 or two stats of your choice by one.
- Level 6
  - -
- Level 7
  - Flight - you can fly equal to your walking speed using 5 mana points. This lasts for 1 minute

- Level 8
  - Draconic appearance - you can appear as a humanoid version of a dragon. You have advantage on Intimidation checks and can add twice your proficiency modifier. This does not work on dragons.
- Level 9
  - -
- Level 10
  - Ability score increase - you can increase one stat of your choice by 2 or two stats of your choice by one.
- Level 11
  - Enhanced Breath - Targets hit by your elemental breath, the target must make a stamina save equal to your spell save or go under the effect of a status condition based on the element of your breath. This can be used a number of times equal to your presence modifier per long rest.

Fire	Burned - you have to make a stamina save against target dc or drop your weapon. You also take 1d4 fire damage at the start of your turn. This can be cured by taking the idle action to stop the fire.
Ice	Frozen - your movement speed is halved, and you can not take reactions until heat is applied to you.
Acid	Corrosion - If you do not take the idle action, one non-magic metal weapon without corrosion resistance will be destroyed after you end your turn. This effect ends when you take the idle action.
Poison	Poisoned - You have disadvantage on attack rolls and ability checks for the duration. (3 rounds)
Psionic	Amnesia - You cannot cast spells or use abilities until you succeed an intelligence save against the target's DC. (Your spell save DC)
Electric	Paralysis - you cannot move, attack, or cast spells for two turns. You are considered prone for the duration. You can roll a stamina save against target dc to get your back. (Your spell save DC)
Sound	Deafened - You cannot hear for the duration. (3 rounds)

- Level 12
  - Restraining tail - As an action, you can restrain a target with your tail the target must roll an acrobatics check equal to or higher than your accuracy check.
- Level 13
  - -
- Level 14
  - Ability score increase - you can increase one stat of your choice by 2 or two stats of your choice by one.
- Level 15
  - Elemental Scales - You can now increase your defense points to 5 on one side. In addition, you can now do status effects when an enemy hits you on a side that has 4-5 defense points.

# Hexmaster

Witch Doctors are some of the world's best healers. They have learned to deal with magical alignments like curses and hexes, as well as ordinary sicknesses like the common cold. They can also cast a wide variety of magic through the use of potions. The only thing they can't fix is a curse from someone of the cursed one species. If you ever come across a witch doctor, get on their good side as they may be more likely to help you. (To be edited)

Starting Hp: 8 + stamina modifier

Hp per level: 1d8 + stamina modifier

Skills (Religion and choose two): History, Medicine, Spirituality, Perception, or Environment

Powers by level:

- Level 1
  - Mystical vision - You can see curses and sicknesses that are affecting people, if they are perfectly healthy you see them as normal.
  - Curses of the Beast - You gain access to two curses from the Beast curse table below that you can inflict upon creatures of your choice. Curses take an action to activate, but not to maintain. A target can only be inflicted by one curse.  
Save DC: 8 + Prof. + Presence Modifier

Curse of the Jellyfish	2MP per round used	Target must make an Intelligence Save equal to your spell save DC. On a failure, the target has disadvantage on Intelligence saves/checks.
Curse of the Mouse	2MP per round used	Target must make a Presence Save equal to your spell save DC. On a failure, the target has disadvantage on Presence saves/checks.
Curse of the Python	3MP per round used	Target must make a Stamina Save equal to your spell save DC. On a failure, the target is Poisoned.



Curse of the Bat	4MP per round used	Target must make a Presence Save equal to your spell save DC. On a failure, the target is Blinded.
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- Level 2
  - Potent pool - When calculating your mana pool add 2x your level instead of 1x your level.
- Level 3
  - Curse Uplift - As an action, you can remove a curse inflicted by someone/something other than yourself by spending 2x mana points used for the curse (as stated by GM).
- Level 4
  - Curses of the Weak - You get one new curse. You can pick one from the Curses of the Weak table below or one from the Beast Curse table.

Curse of Immobility	5MP per round used	Target must make a Stamina Save equal to your spell save DC. On a failure, the target is Paralyzed.
Curse of Vulnerability	5MP per round used	Target must make a Stamina Save equal to your spell save DC. On a failure, the target is vulnerable to one of the following damage types: Acid, Electric, Fire, Ice, Poison, Sound

- Level 5
  - Ability score increase - you can increase one stat of your choice by 2 or two stats of your choice by one.
- Level 6
  - -
- Level 7
  - Overwhelming Hex - If you spend 2 extra MP in the initial mana cost of a curse, you can cause the target to make the save DC with disadvantage.
  - Extra Curse - You get one new curse. You can choose one from either the level 1 or level 4 Curse Table.
- Level 8

- Reanimation – You can spend 10 mana points as an action to turn up to three corpses into zombies/skeletons or gain control of one spirit with a presence save against your save DC.
- Level 9
  - –
- Level 10
  - Ability score increase – you can increase one stat of your choice by 2 or two stats of your choice by one.
- Level 11:
  - Demonic Magic – You gain access to the demonic spell list. More information can be found in the magic section.
- Level 12:
  - The Seven Deadly Curses – You gain access to more curses, pick three from the Seven Deadly Curses table below or from the previous tables.

Curse of Sloth	8MP per round used	Target must make a Stamina save equal to your save DC or their movement is reduced by half and they get disadvantage on speed saves.
Curse of Gluttony	8MP per round used	Target must make a Magic save equal to your save DC or magic attacks against them will have advantage.
Curse of Wrath	8MP per round used	Target must make a Presence save equal to your save DC or attack the closest creature to them.
Curse of Greed	8MP per round used	Target must make a Magic save equal to your save DC or spells cost twice as much mana to cast.
Curse of Envy	8MP per round used	Target must make an Intelligence save equal to your save DC or their resistances are removed and their immunities become resistances.
Curse of Lust	8MP per round used	Target must make a Presence save equal to your save DC or be forced to obey your orders to the best of their ability.

Curse of Pride	8MP per round used	<p>Target must make a Presence save equal to your save DC or be forced to convey information regarding their preferred side, resistances, immunities, and defense points. Each round they will convey one set of info for each. This curse cannot be used on monsters unable to speak or convey information.</p> <p>Round 1: Preferred Side  Round 2: Resistances  Round 3: Immunities  Round 4+: Defense Points</p>
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- Level 13
  - -
- Level 14
  - Ability score increase - you can increase one stat of your choice by 2 or two stats of your choice by one.
- Level 15
  - True Hexmaster - You can cast any curse without spending mana a number of times equal to your Presence modifier per long rest. You must dismiss the curse after 5 turns if you cast a successful curse this way. (If you choose to use Overwhelming Hex, you must still spend 2 mana points upfront.)

# Beat Boxer

(Make description later)

Starting Hp: 10 + stamina modifier

Hp per level: 1d10 + stamina modifier

Skills (Performance and choose two): Athletics, Dexterity, Intimidation, Diplomacy, or History

- Level 1:
  - Amps - When you attack with a fist weapon you can add 1d4 sound damage to the damage roll of the weapon. The sound is whatever you want it to be.
- Level 2:
  - Rhythm Step - Your movement increases by 15ft.
- Level 3:
  - Pivot - As a reaction, you can switch the defense point on your left side with your right side, and your front side with your backside.
- Level 4:
  - Turn up - As an action, you can cause creatures within a 30ft radius of you to make a stamina save against your save DC or become deafened for 3 rounds. You can use this ability a number of times equal to your presence modifier.
- Level 5:
  - Ability score increase - you can increase one stat of your choice by 2 or two stats of your choice by one.
- Level 6:
  - -
- Level 7:
  - Reverb - You can send sound waves up to 15ft away to give you a form of echolocation. Creatures and objects do not benefit from being unseen by you while in this radius.
- Level 8:
  - Bass - As an action, you can attack with just the sound up to 15ft away from you. If the target is hit by the attack, they get an effect called bass.
- Level 9:
  - -
- Level 10:

- Ability score increase – you can increase one stat of your choice by 2 or two stats of your choice by one.
- Level 11:
  - Wave Surfing – As an action, you can teleport to a sound created by you within 50ft. You must see where the sound was made, and sound must be able to travel in the area in question.
- Level 12:
  - Oscillatory wave – As an action, you can target any creature with the bass effect, and put an opposing sound wave in them. They must make a stamina save equal to your save DC or take 3d10 sound damage, half on success. You can use this number of times equal to your presence modifier.
- Level 13:
  - –
- Level 14:
  - Ability score increase – you can increase one stat of your choice by 2 or two stats of your choice by one.
- Level 15:
  - Punch heard around the world – Once as an action you can make a melee attack that does 5d10 sound damage and sends targets of large, medium, or small size 60ft into the air. You can use this again after you finish a long rest.

# Outlaw

(Description to be made)

Starting Hp: 8 + stamina modifier

Hp per level: 1d8 + stamina modifier

Skills (Dexterity and choose two): Technology, Magic Sense, Performance, Insight, Intimidation, or Constitution.

- Level 1:
  - Sharpshooter – You can increase the maximum range of your firearms by 50ft. In addition, you get a +2 to accuracy checks made with firearms.
- Level 2:
  - Stoic Stance – As a reaction, you can reduce the amount of damage from any direct magic attack, equal to the number of mana points spent by you. If you reduce the damage to 0, you can then use that spell 1 time during this reaction.
- Level 3:
  - Quick Draw – You can add your presence modifier to your initiative bonus.
- Level 4:
  - Speed Load – You have advantage on the dexterity checks for loading a firearm.
- Level 5:
  - Ability score increase – you can increase one stat of your choice by 2 or two stats of your choice by one.
- Level 6:
  - –
- Level 7:
  - Stoic Stance 2x – stoic stance now reduces 2 hit points per 1 mana point used instead of the previous 1.
- Level 8:
  - Standing Firm – You can now use stoic stance on area of effect spells.
- Level 9:
  - –
- Level 10:
  - Ability score increase – you can increase one stat of your choice by 2 or two stats of your choice by one.

- Level 11:
  - Multi-tasking - When you take the idle action, you can also reload your firearm.
- Level 12:
  - Bullseye - Your critical hit is now a natural 18-20 instead of just a natural 20.
- Level 13:
  - -
- Level 14:
  - Ability score increase - you can increase one stat of your choice by 2 or two stats of your choice by one.
- Level 15:
  - Ace in the hole - Once per long rest, you can copy and use a spell that you see.

# Wild Soul

(Need Description)

Starting Hp: 8 + stamina modifier

Hp per level: 1d8 + stamina modifier

Skills (Environment and choose two):

## Herbalist

Starting Hp: 8 + stamina modifier

Hp per level: 1d8 + stamina modifier

Skills (Environment and choose three): Religion, Medicine, Spirituality, or Diplomacy

- Level 1
  - Herbal remedies - You can use non-magical herbs to heal basic wounds. You can apply the herbs made by you to a living target to heal 1d4 hit points and remove 1 status effect of your choice from the options provided. (Bleeding, Poison, Paralysis)
- Level 2
  - Natural Brewer - Has the ability to make any potion, poison, or beverage as long as you can get the resources required or pay half the normal cost. They last for 1 day or until they are consumed. In addition, you can put anything you brew on a weapon as an action, the weapon gains the effect of the brew made in addition to the weapon's normal effects. This lasts until you hit something. You can not use your brews on dead/undead things.
- Level 3
  - Nature magic - Gains access to the nature magic spell list. If you already have nature magic, you can cast the spells for half the mana cost now. (Minimum 1 MP)
- Level 4
  - Gardener - Can grow any non-magical plants within 1 day instead of its normal growing time.
- Level 5
  - Ability score increase - you can increase one stat of your choice by 2 or two stats of your choice by one.



- Level 6
  - -
- Level 7
  - Plant Manipulation- The ability to modify the plants around you and bend them to your will. As an action, you can turn a plant into a handheld item such as a shield or sword, or you can make the plant grow certain proportions of itself to make difficult terrain or allow easy passage. The plant must have a durability greater than or equal to the handheld object in order to become it.
- Level 8
  - Gas brewing - You can now use your potion, poisons, and beverages as ranged projectiles that can be thrown 10ft by you. If they are thrown this way they affect everything within 10ft of it.
- Level 9
  - -
- Level 10
  - Ability score increase - you can increase one stat of your choice by 2 or two stats of your choice by one.
- Level 11
  - Plant Channeling- As an action, you can turn a part of your body into a plant for 5 minutes or until you take fire damage. You can do the following options below with this ability. You can do this a number of times equal to your proficiency bonus per long rest.

Thorns	You grow thorns that do an additional 1d6 piercing damage whenever you make an attack with your body.
Photosynthesis	You grow leaves to allow you to heal 1d6 hit points at the start of your turn.
Livening Spores	You emit a collection of spores from your body, healing all creatures around you within 10ft for 2d6 hit points.
Wood	You become made of wood, increasing your armor class by +3.

- Level 12

- Regeneration - As an action, you can heal up to 5 creatures of your choice within 30ft of you by 6d6 + your Intelligence modifier, but can only be used once per day.
- Level 13
  - -
- Level 14
  - Ability score increase - you can increase one stat of your choice by 2 or two stats of your choice by one.
- Level 15
  - One with nature - You can understand animals/plants to learn of recent events that happened in the area.

# Defense Points

For mystics and creatures alike, having a strong defense is key to finding victory in battles. Defense points can be used to resist incoming attacks and overall cherish your Stamina.

## Directions of Play

All creatures have 4 different sides that they must defend. These are represented by the squares adjacent to them on the battlefield. They are known as the Front, Back, Left, and Right sides. When making an attack, players must choose the side in which they'd like to attack from. If they attack on a diagonal, the player defending can choose which side they'd like to defend with of the two sides in contact with the enemy. If a monster or mystic attacks from a square adjacent to two or more players, they are allowed to choose which player or enemy to target.



## Defending with your Defense Points

The amount of damage you can resist on each side depends on how many points are assigned. A typical player character can only assign up to 3 defense points per side, but some advanced characters and challenging monsters are able to allocate 4 or even 5 defense points on one side.

0 defense points- *No Guard*- Player takes full damage from incoming attacks. This guard cannot be *Shield Broken* (explained below)

1 defense point- *Lightly Defended*- Player takes 5% less damage from incoming attacks. When this guard is broken, this side is *Shield Broken* and falls to *No Guard*.

2 defense points- *Moderately Defended*- Player takes 10% less damage from incoming attacks. When this guard is broken, this side falls to *Lightly Defended*.

3 defense points- *Well Defended*- Player takes 15% less damage from incoming attacks. When this guard is broken, this side falls to *Moderately Defended*.

4 defense points- *Reinforcement*- Player takes 20% less damage from incoming attacks. A *Reinforcement* guard cannot be broken twice by a Shieldbreaker weapon (Greater Shieldbreaker is required). When this guard is broken, this side falls to *Well Defended*.

5 defense points- *Mystical Reinforcement*- Player takes 25% less damage from incoming attacks. In addition, you can only attempt to attack this side once per turn using weapon attacks or spells. A *Mystical Reinforcement* guard cannot be broken twice by a Shieldbreaker weapon (Greater Shieldbreaker is required). When this guard is broken, this side falls to *Reinforcement*.

## Shield Breaking

Mystics and monsters are able to counteract the damage resistance from defense points by choosing to target their guard specifically. This is known as a Guard Break action. When you perform a Guard Break, you utilize your melee weapon as though it were a weapon attack against a side of your choice (roll to hit against AC). However, instead of dealing damage, the targeted side loses a defense point. Some special weapon properties such as Shieldbreaker and Greater Shieldbreaker are able to remove two defense points per attack instead of one.

When one side is reduced to zero defense points from an incoming attack, they fall into the *Shield Broken* state. While in this state, all sides can be attacked as though they had *No Guard*. The player also cannot take reactions for one round.

## Defense Points after Combat

At the end of combat, you regain all of your defense points that were lost from your enemies' successful Guard Break attacks. However, your defense point maximum decreases by an amount equal to how many times you were in the *Shield Broken* state during the battle. You can regain all of your defense points when choosing them during a short rest instead of mana points or by finishing a long rest.

# Magic

Magic comes in many different forms. It is really common in this world and almost unheard of for a creature not to use magic. There are several levels of magic and many types of magic at each level. The main levels include ordinary magic, complex magic, and mage's magic. Some spells may have a difficulty rating attached to it to calculate it using the formula below. Unless stated otherwise, a spell will end at the beginning of your next turn.

Key: MP = Mana Points, MyP = Mystic Points.

Difficulty rating:  $10 + \text{Magic modifier}$

Ordinary magic:

- Fire magic
- Water magic
- Earth magic
- Wind magic
- Nature magic
- Magic of ruins
- Shadow magic
- Light magic
- Magic of the sky
- Magic of the world

### Complex magic:

- Demonic magic
- Divine magic
- Magic of dragons
- Anomaly magic
- Magic of the Arts

### Mage's magic

- Aether magic
- Magic of the Seasons
- Paper magic
- Emotion magic
- Energy magic

### Fire Magic Spells:

- Pyro's heart (1MP) - You draw heat from your body to create a small aura of fire around you. (Get back to)
- Spit flame (1MP) - You spit a small ball of fire to damage someone for 1d4 damage
- Healing warmth(2MP) - You create a small heat pad on your hands that can heal someone for 1d10 hp.
- Explosion (5MP) - You cause an explosion in an area of your choice for 2d10 damage. Each creature within 10ft of the explosion must make a speed saving throw (change)

### Water Magic Spells:

- Purifying touch(1MP) - Purifies the state of water to a drinkable form (Get back to)
- Freeze(1MP) - You can freeze objects or water, people can also be affected by this spell, but can make a save. (change)
- Water barrier(5MP) - Forms a bubble of water around the user that stops projectiles
- Healing rain(2MP) - create a small rain cloud over someone that heals them for 1d10 hp

## Earth Magic Spells:

- Rock's catapult (1MP) - you cause a rock to launch from the ground to hit someone for 1d4 damage.
- Mud shot (1MP) - You can launch a small amount of mud at someone's eyes, they can make a speed saving throw of your magic difficulty rating or become blind until their next turn.
- Stone armor(5MP) - You can make stone armor appear around you, this increases your AC by 2 for 1d6 rounds.
- Replenishing mud (2MP) - You smear some mud on someone or yourself and heal 1d10hp.

## Wind Magic Spells:

- Breeze force(1MP) - You cause a forceful gust of wind that deals 1d4 damage to a single target.
- Wind speed(1MP) - You can double the number of feet you travel for that round.
- Jump of grace(5MP) - You can jump 15 ft into the air in any direction that isn't blocked.
- Calming breeze(2MP) - You can heal someone for 1d10hp using a pleasant breeze. You can use this from 30ft away from the target you want to heal.

## Nature Magic Spells:

- Animal's whisper(1MP) - You gain the ability to talk to animals for 1 minute, they can't understand complex questions or statements but will tell you what they know if asked.
- Plant acceleration(1MP) - You can speed up the growing process of a plant to be fully grown in a matter of seconds.
- Bestial modifications(5MP)

- Healing pollen(2MP)

### Magic of Ruins Spells:

- Relic's summoning (1MP)
- The rise of the ancient(2MP)
- Dead man's knowledge(1MP)
- Wish of the Hieroglyphics(5MP)

### Shadow Magic Spells:

- Darkness(1MP)
- Snaring engulf(2MP)
- Shadow hop(6MP)
- Questionable healing(4MP)

### Light Magic Spells:

- Light(1MP)
- Moon's song(1MP)
- Sunlight(2MP)
- Holy Light(6MP)

### Empower Magic Spells:

- Speedy(1MP)
- Giant's strength(1MP)
- Adrenaline Rush (2MP)
- Enhance(5MP)



## Magic of the Sky Spells:

- Cloud(1MP)
- Day Cycle(2MP)
- Castle in the cloud(6MP)

## Magic of the World Spells:

- Hill(1MP)
- Difficult terrain(2MP)
- Valley(6MP)

## Demonic Magic Spells: (Up mana cost drastically)

- Hellfire(3MP)
- Demonic form(8MP, 8MP per round)
- Fire Absorption(6MP)
- Hindering curse (10MP)
- Gate to Hell (16MP)
- Sinning influence (16MP)
- Leech life(2MP per HP)
- Demonized weapon(20MP)
- Binding contract(32MP)
- Boiling blood(50MP)

## Divine Magic:

- Holy water(3MP)
- Angelic form(8MP, 8MP per round)

- Water Absorption(6MP)
- Blessed boon(10MP)
- Path to Heaven(16MP)
- Angel's kiss(2MP per HP)
- God's trust(20MP)
- Pandora's box(50MP)
- Universal wisdom(30MP, 2MP per round)
- Gift of the meal(20MP)

## Magic of Dragons:

- Scale launch(1MP)
- Wrathful gust(3MP)
- Draconic Aura(6MP)
- Change Scales(12MP)
- Gold Sense(12MP)
- Fierce stare(16MP)
- Roar of power(20MP)
- Continental throw(24MP)
- Empowering greed(30MP, 2MP per round)
- Raging claws(50MP)

## Cosmic Magic Spells:

- Shooting star(3MP)
- Void(5MP)
- Asteroid(7MP)
- Meteor(14MP)
- The wall of a thousand stars(18MP)
- Sinking black hole(21MP)
- Planetary Crush(25MP)
- Planet guide(27MP)
- Galaxy's power(33MP, 3MP per round)
- Red matter(50MP)

## Magic of the Seasons' spells:

- Autumn's harvest(7MP)
- Winter's blizzard(7MP)
- Spring's flowers(7MP)
- Summer's rays(7MP)
- Frostbite(9MP)
- Heatwave(9MP)
- Corn(1MP)
- Showers(9MP)
- Season's spirits(27MP, 5MP per round)
- Blade of the seasons(50MP)

## Paper Magic spells:

- Purification(1MP)
- Seal(3MP)
- Origami crane(5MP per crane)
- Origami army(15MP)
- Paperthin blade(23MP)
- Origami's life(29MP)
- Tree spirit's revival(31MP)
- Paper's protection(35MP)
- Paper's fairytale(43MP)
- Worlds of the books(50MP)

## Emotion magic spells:

- Giver's doubt(1MP)
- Bravery(3MP)
- Phobia(3MP)
- Emotional colors(5MP)
- Anger's rage(7MP)
- Giddy gift(7MP)
- Inspiring hope(9MP)
- Earning sympathy(13MP)

- Insecure thoughts(15MP)
- Senseless(30MP)

## Energy magic spells:

- Sudden potential(3MP)
- Gravity's pull(7MP)
- Static charge(9MP)
- Temperature's energy(9MP)
- G-force acceleration(17MP)
- Atom separation(33MP)
- Quark arrangement(39MP)
- Cellular respiration(43MP)
- Centrifugal force(47MP)
- Energy drain(50MP)

## Anomaly magic spells:

1d20

1	Poof - nothing happens
2	Allies of your choice within 10ft gain 10 hit points
3	Roll a d20 if it lands on an even number, the number shown is the amount of hit points given to the closest enemy. If you roll an odd number you give that amount of hit points to an ally of your choice.
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19	
20	Choose one option above

### Magic of the Arts:

- Music's voice(1MP)
- Artist's mood(1MP)
- Poem's words(1MP)
- Guard's Sabre(2MP)
- Dancer's movement(2MP)
- Unheard Symphony(5MP)
- Painting tale(5MP)
- Performer's courage(5MP)
- Infrasonic frequency(20MP)
- Creativities' Talent(30MP)

# Combat

This is how combat works in this world. Combat is usually between mystics or strange creatures that could affect those who aren't mystics in the world of Shonokar. At the beginning of combat, players roll Initiative to determine the turn order. This is determined by rolling a d20 and adding your Speed modifier. Player characters are set on a square grid where one square is 5 feet. Each round of combat lasts for 10 seconds for determining mystic ability timespan and other spell durations.

## Damage types:

- 1) Holy
- 2) Unholy
- 3) Ice
- 4) Fire
- 5) Blunt
- 6) Slashing
- 7) Piercing
- 8) Sound
- 9) Typeless
- 10) Electric
- 11) Acid
- 12) Poison
- 13) Psionic

## How turns work

During your turn you will go through different phases in the order listed below. This will mean you will have to think cooperatively with your fellow party members during combat.

- 1) Defense Phase
- 2) Combat Phase
- 3) Reactions (Which can be done on your turn (With limits) or someone else's)

## Defense Phase

Before making a main action, you may choose to alter and reassign your Defense points to different sides of your person. You may choose to allocate points in the Front, Back, Left, and Right sides of your character, but you cannot add more than 3 points to any one side (unless otherwise specified). You are also not required to assign all of your defense pool onto your sides at once. Once you have confirmed this reassignment, you may proceed to your Action Phase.

## Combat phase

These are what you will use during most rounds of combat. This is mostly used for attacking with weapons or casting magic spells. The following list explains the types or actions you can perform during an action phase, you can only complete a number of actions equal to half your speed modifier rounded down (minimum of 1).

- 1) Melee/Ranged weapon attacks - Roll accuracy with a weapon you have, if it meets or beats the target's armor class the attack connects and roll the weapons damage. **(Create weapon list in combat)**
- 2) Spells - Cast a spell you have access to in the way the spell describes.
- 3) Guarding - Regain a lost defense point on a side of your choosing (Cannot exceed assigned maximum)
- 4) Guard Break- Roll accuracy with a melee weapon of your choice against one of the opponent's sides. If it meets or beats the target's armor class you successfully remove a defense point from the chosen side.
- 5) Hiding - Cover yourself from melee/ranged weapon attacks using objects or willing players/creatures large enough to completely cover yourself. (Does not work if there is not proper cover).
- 6) Idle - You regain 2 mana points when you take this action.
- 7) Helping- You may assist another party member's readied action by speeding up or improving the success rate. (Can ONLY be used for Ready actions. No attacks, spells, or even helping another help action.) If a readied action has already been helped, it cannot be helped again unless helped by a different method. (No words of encouragement. Your assistance must physically benefit whatever is being prepared.)
- 8) Using an item - Activating, disabling, consuming an item.

- 9) Ready - Holding that action to be used on an ally's turn as described during your turn.
- 10) Stabilizing - You can stop a dying creature or player from making death saves. However, they still require healing to return to consciousness again.
- 11) Some class features - certain class features will require you to use your action, read your class features to see which one requires this.

## Reactions

Reactions are quick or sudden responses to the opponent's actions. Once per round, you may choose to act upon the enemy's actions in a variety of ways. These actions are all to the GM's discretion to ensure that the response is accurate and realistic.

- 1) Overpower - You roll accuracy against 1 melee attack coming at you. If your accuracy is higher than the incoming weapon attack's accuracy roll, then it does not connect.
- 2) Dodge - You make a Speed check against 1 incoming projectile coming towards you. If the check is higher than the accuracy roll used for the attack, you safely move out of the way.
- 3) Hindering - You interrupt or delay 1 readied action by slowing the process down by one turn. You may also disable a target's attempted Help action.
- 4) Some class features - Certain class features will allow you to use your reaction in different ways. Look at your class features to see what can be used.

## Critical Hits and Critical Miss

When you roll a natural 20 (Critical hit) on a weapon attack or spell attack, you add damage equal to the maximum number you can roll on the dice to the weapon/spell. If you roll a natural 1 (a blunder) you automatically miss the target and end your turn, you can still do reactions.



## Death Saves

When your character falls to zero hit points, you fall unconscious and you will begin making something called a death saving throw. At the start of your turn while at zero hit points, you must roll a d20 unless you were stabilized. If you roll a 1–9 on the d20 that is a failure, if you 10–19 on the d20 that counts as a success. If you succeed three times or roll a natural 20 you hop back up at 1 hp, if you fail three times you die. If you are hit while making death saves, make a death save instead of taking damage.

## Vision

All characters have a field of vision of 180 degrees (or lower with dm discretion). Monsters may vary on fields of vision. There are other senses that exist, but creatures usually train, develop, or evolve to have these senses. If a creature hides outside your field and their stealth roll is higher than your passive perception you cannot see them.

## Stealth

While you are in a position where the creature or object you are hiding from cannot see you with their field of vision when you first take the hide action. While hidden, you can make a sound, call someone to you, make a ranged attack with advantage (this ends being hidden whether you hit or miss). You cannot move while in combat. While in combat if you were seen by an enemy creature you cannot be hidden from that creature for 1 round of combat unless you teleport or go invisible.

## Status Effects

These are effects that can happen to characters or monsters in or out of combat listed below.

- Bleeding – you take 1d4 damage at the start of each of your turns until healed with a medicine check or healing spell/ability.

- Stunned – you skip your next turn during combat, and you cannot take reactions for a round.
- Burned – you have to make a stamina save against target dc or drop your weapon. You also take 1d4 fire damage at the start of your turn. This can be cured by taking the idle action to stop the fire.
- Frozen – your movement speed is halved, and you can not take reactions, until heat is applied to you.
- Paralysis – you cannot move, attack, or cast spells, for two turns. You are considered prone for the duration. You can roll a stamina save against target dc to get your back.
- Corrosion – If you do not take the idle action, one non-magic metal weapon without corrosion resistance will be destroyed after you end your turn. If you take the idle action you get rid of the corrosion effect and don't lose one metal weapon
- Poisoned – You have disadvantage on attack rolls and ability checks for the duration.
- Amnesia – You cannot cast spells or use abilities until you succeed an intelligence save against the target's DC.
- Prone – Creatures have advantage on attack roll against you until you use half your movement to get up.
- Restrained – You cannot move, attack, or cast spells while restrained. In addition creatures have advantage on attacks against you. You can roll a might save against the target's DC to end the condition.
- Grappled – your movement is 0ft, and you can only attack the creature that is grappling you. You can roll a might save against the target's dc to end the condition.
- Frightened – roll 1d20. On 1-10 you must get as far away as possible from the origin of your fear. On 11-20 you must fight the origin of your fear. You can roll a presence save against the target's DC to end the condition.
- Unconscious – you cannot take actions, reactions, or move and creatures have advantage on attack rolls against you. This ends if you are attacked, unless you are at 0 hit points.
- Deafened – You cannot hear for the duration.
- Blinded – You cannot see and have disadvantage on melee and ranged weapon attacks for the duration.

# Skills

These are tasks everyone can do, but some can do certain skills more proficient than others either with practice or with natural talent. The list of skills are below

- **Athletics (Might)** - This skill tests your strength and power when handling objects or other creatures.
- **Stealth (Speed)** - This skill determines how well you can conceal your presence.
- **Dexterity (Speed)** - This skill tests your swiftness and agility when traveling along difficult terrain and other dangerous hazards.
- **Perception (Presence)** - This skill tests how intune you are with your surroundings, being able to detect movement or notice something off.
- **Thievery (Presence)** - This skill determines your ability to steal objects without being seen or heard.
- **Constitution (Stamina)** - This skill determines your body's durability when withstanding a chemical or other bodily effect that has negative consequences.
- **Magic Sense (Magic)** - (Work in progress name) This skill measures your ability to detect magic hidden within creatures or seemingly normal objects.
- **Spirituality (Intelligence)** - This skill is how well you can understand something supernatural.
- **Diplomacy (Presence)** - This skill is how well you can negotiate and persuade others.
- **Intimidation (Presence)** - This skill determines how much people perceive you as something not to be trifled with.
- **Insight (Intelligence)** - This skill determines how good you are at determining if something is trying to deceive you.
- **Deception (Presence)** - This skill is used for when you try to hide information or the truth from others.
- **Environment (Intelligence)** - This skill tests your knowledge on how well you know the nature around you.
- **Performance (Presence)** - This skill measures how well you can please others through anything from singing, speaking, or playing an instrument.
- **Technology (Intelligence)** - This skill determines how well you understand the inventions of this world or others.
- **History (Intelligence)** - This skill tests your knowledge of the past.
- **Religion (Intelligence)** - This skill tests your understanding of the religions of this world.
- **Medicine (Intelligence)** - This skill measures your ability to restore health to others through physical means. Like when using bandages.

# Items

These are items commonly used by adventurers for everyday use and situations.

Key:

Platinum = P = 10G

Gold = G = 1G

Silver = S = 1/10G

Item	Weight	Price	Description
Torch	3 lbs	2S	Emits light in a 15ft radius. Last 3 hours or until put out.
Rope(50ft)	10 lbs	5S	One rope can hold up to 1,000lbs and has 2 hit points. A rope can be snapped with a DC 16 might save.
Beartrap	24 lbs	4G	If stepped on, the target must make a DC 12 speed save or take 1d10 piercing damage and become grappled with a DC 10 might save to free yourself. It takes 1 minute to set.
Caltrops	1 lb	2G	They can be laid out over 5 feet. To be avoided; it requires a passive perception of 12, or to make a speed save of DC 12. If stepped on, they count as difficult terrain for that creature and it takes 1d4 piercing damage.
Journal	0.5 lbs	1S	Anything can be written in it.
Pencil	0 lbs	1S	Can be used to write.
Matches	0 lbs	2S	Can be used to start a small fire. It takes 1 minute to make a full campfire.
Oil	0.5 lbs or 20 lbs	5S or 2P	Can be bought in flasks or small barrels.
Arrows	3 lbs	1G	Bought in bundles of 20.
Bucket	1 lbs	3G	Can hold up to 4 Gallons (40 lbs) of a liquid.
Dice	0 lbs	1S	Sold in a pair
Ammo pouch	0.5 lbs	1G	Can hold up to 40 pellets/bullets

Quiver	1 lbs	2G	Can hold 20 arrows/Bolts
Bolts	3 lbs	1G	Bought in bundles of 20
Crowbar	1 lbs	5S	Give you advantage on checks used to pry something open. Can also be used as a weapon that does 1d4 blunt damage.
Fishing Rod	0.5 lbs	1G	Can be used to fish, or to hook something up 50ft away, requires an accuracy check.
Lantern	5 lbs	4G	Can emit up to a 30ft radius of light for 6 hours or until put out.
Poison	0.5 lbs	1P	Bought in vial. Can be used to apply 1d4 poison damage to 1 piercing or slashing weapon for 1 minute.
Net	3lbs	2G	

# Weapons

Weapon types:

- Blades - Swords
- Berserk - Clubs and axes
- Firearms - guns
- Brawler - fist based weapons
- Projectile - bows and thrown stuff
- Expertise - Weapons that take training to use
- Staffs - staffs and spears

Weapon abilities:

- Hybrid - counts as more than one weapon type
- Shieldbreaker - Can break 2 levels of a shield instead of 1.
- Range - Determines how far a weapon can be thrown or how far the weapon can shoot.
- Reach - This weapon has a melee range of 10ft
- Loading - Will require loading after a number of uses specified next to the tag

## Blades

Rapier	4P	2lbs	1d6 p	Blades
Longsword	8P	3lbs	1d8 s	Blades
Shortsword	3P	2lbs	1d6 s	Blades
Greatsword	9P	6lbs	1d12 s	Blades - Shieldbreaker
Scimitar	4P	2lbs	1d6 s	Blades
Dagger	1P	1lb	1d4 p	Blades - Hybrid(Projectile), Range(melee - 20ft)

## Berserk

Mace	3P	5lbs	1d6 b	Berserk
Club	2P	2lbs	1d4 b	Berserk
Gauntlets	4P	2lbs	1d6 b	Brawler
Greataxe	8P	7lbs	2d6 s	Berserk - Shieldbreaker
Warhammer	7P	4lbs	1d12 b	Berserk - Shieldbreaker
Hand axe	2P	2lbs	1d6 s	Berserk - Hybrid(Projectile), Range(melee - 15ft)

## Firearms

Hunting Rifle	10P	6lbs	1d12 p	Firearms - Range(15ft - 80ft), Loading(7)
Revolver	7P	2lbs	1d6 p	Firearms - Range(10ft - 25ft), Loading(6)
Shotgun	9P	5lbs	1d8 p	Firearms - Range(10ft - 30ft), Loading(2)

## Brawler

Gauntlets	4P	2lbs	1d6 b	Brawler
Bear Claws	2P	2lbs	1d6 s	Brawler
Brass Knuckles	1P	2lbs	1d4 b	Brawler

## Projectile

Shortbow	3P	2lbs	1d6 p	Projectiles -Range(20ft - 50ft)
Longbow	4P	2lbs	1d10 p	Projectiles - Range(80ft - 300ft)
Throwing Knives	1P	1lb each	1d4 p	Projectiles - Range(melee - 25ft)
Sling	1P	2lbs	1d4 b	Projectiles - Range(10ft - 20ft)
Darts	1P	1lb	1d4 p	Projectiles - Range(10ft - 25ft)
Crossbow	6P	3lbs	1d10 p	Projectiles - Range(20ft - 80ft) Loading(1)

## Expertise

Nunchucks	3P	2lbs	1d8 b	Expertise
Chakram	4P	4lbs	1d6 s	Expertise - Range(melee - 50ft)
Whip	2P	2lbs	1d6 b	Expertise - Reach
Katana	25P	5lbs	1d10 s	Expertise - Shieldbreaker
Scythe	5P	4lbs	1d12 s	Expertise - Hybrid(Staffs)

## Staffs

Quarterstaff	2P	3lbs	1d8 b	Staffs
Spear	5P	4lbs	1d8 p	Staffs - Reach
Javelin	1P	2lbs	1d8 p	Staff - Hybrid(Projectile), Range(melee - 30ft)



## Extras

Body	N/a	N/A	1 b	N/A
Improvised weapons	N/a	N/A	1d4 something	Varies

# Potions

# Backgrounds

Merchant - Better deal, Hidden shops  
Performer - Inspiring performance, Disguise  
Hunter - Tracking, Perceptive  
Sailor - Boat, Weather forecast  
Knight - Knightly training, Unyielding Resolve  
Noble - connections, Privileged  
**Student** - Quick study, Eureka moment  
Criminal - Escape Artist, quick thinking  
Charlatan - Deceptive, Sleight of Hand  
Cultist - Prophet's guidance, Nightly vision  
Artisan - Creation, Enhance  
Hermit - Observant, Enlightened  
Acolyte - Sanctuary, Deity's gift  
**Assassin** - **stealth, quick strike**  
Feral - Beast Sense, Spirit Animal  
Sage - Occupation Expertise, Instruction  
Medium - Whispers from Beyond, Ethereal Sight  
Nomad - Internal Compass, Fast Travel  
Vigilante - True Justice, Secret Lair  
Mercenary - Tactical Prowess, For the Money