

SANCTUM PLAYER'S GUIDE



SANCTUM BEYOND THE HORIZON IS A SCIENCE-FANTASY PATHFINDER SECOND EDITION LIVING WORLD CAMPAIGN. A LIVING WORLD CAMPAIGN IS ONE WHERE THE CHARACTERS PERSIST IN A SHARED ENVIRONMENT ACROSS MULTIPLE SESSIONS WITH A VARIETY OF GMS AS WELL AS TEXT ROLEPLAY HOSTED IN OUR DISCORD SERVER. SANCTUM BEYOND THE HORIZON IS EXPLICITLY A WELCOMING SPACE FOR PLAYERS OF MARGINALIZED DEMOGRAPHICS. BIGOTRY OF ANY KIND WILL NOT BE TOLERATED. WE HOPE YOU ENJOY YOUR ADVENTURES WITH US!

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Player Expectations

COMMUNITY GUIDELINES

1. **Respect Each Other** Sanctum is a place where people of all nationalities, religions, genders and orientations come together to enjoy Pathfinder Second Edition. Bigotry and disrespect are not tolerated. Out of Character Conflicts will be handled through a ticket with staff or off of server.
2. **Age and Mature content** This is strictly an 18+ campaign. Similarly, all characters must be clearly depicted as adults for their age. This is a zero tolerance policy. Sexual content is limited under our Prohibited Topics. Generalized jokes and references, as well as brief mentions of the relations of the characters are acceptable. Anything else falls under our Prohibited Topics.
3. **Prohibited Topics** The following topics are not permitted on the server.
 - Sexual Violence
 - Real World Politics
 - Excessive Descriptions of Obscenity
 - Depictions of Mental Illness (type -mentalillness)
4. **Managing Player Conflicts** Out of Character conflicts are inevitable. But they must be handled respectfully. In the event of an OOC Conflict, attempt to resolve it in DMs if you feel safe to. Otherwise #create-a-ticket and staff will attempt to assist with a resolution. Not all player conflicts will warrant a response, but for those that do, we will do our best to ensure an agreeable solution for all parties.
5. **Duplicate Accounts** You may only use one account and one set of characters per player.
6. **Extenuating Circumstances** There will be events that may not fall under any of the existing rules. In all circumstances, follow staff guidance. In urgent scenarios such as obvious spam, blatant abuse, and only then, pinging @Moderator and @Admin is acceptable. Otherwise, #create-a-ticket and await a response.

ROLEPLAY GUIDELINES

1. **Don't Be Obscene** There are to be no in depth descriptions of sexual and mature content. Additionally, depictions of violence should be kept to a cinematic level. Excessive depictions of violence are not allowed.
2. **Reflavoring Character Options** Due to the nature of a living world server, Sanctum has restrictions for how far a character option can be reflavored. A spade is a spade and must be used as such, however, a war ax or hammer can have embellishments that make it reminiscent of a shovel. Similarly, spell manifestations always incorporate sigils that clearly indicate the spell being used for purposes of Identify a Spell. Otherwise, the exact appearance is flexible. If a particular instance of reflavoring is questionable, #create-a-ticket.
3. **Using the Roleplay Channels** The #sanctum-sessions forum channel is for roleplay scenes between two or more characters. These are scenes that take place in specific locations and times not represented by the open roleplay channels. They will be listed as Open, Closed, or Ask.

Open RP forums can be joined by anyone at any time. Closed RP forums can only be joined by those on the whitelist at the top post. Do not ask to join these forums. Forum posts labeled Ask have a whitelist of allowed players. If you wish to join an Ask RP thread, ping the active roleplayers in #ask-to-rp. You can also use that channel to post small blurbs or topics to pique interest to generate a scene.

The remaining channels are open roleplay channels that follow the flow of real world time. These channels are open for anyone to join at any time and progress according to server time. Sanctum follows a day night cycle that aligns with the time zone of Eastern US, EST and EDT. This is Server Time.

4. Share the Spotlight

Whether in game or text roleplay, passing the spotlight is an important tool. Monologues and drabbles are great ways to flesh out your character, and should be posted in #sanctum-roleplay with the Drabble tag. In scenes with multiple characters, each message or action should end by passing the spotlight back to another player. This creates an active flow that will lead the scene to a satisfying conclusion.

5. Text Roleplay Etiquette

Text roleplay needs to be written in a semi literate fashion and legible. Semi literate writing is in full sentences with mostly proper punctuation. Grammar and spelling errors are allowed, nobody is perfect. Nonstandard fonts are an accessibility issue and are never allowed. Emotes, emoticons, and links are always considered Out of Character. Dice rolls must be kept to #dice-rolls-rp

- Actions should be formatted in italics.
- Thoughts should be ‘italicized and placed in single quotes.’
- Speech should be “placed in quotation marks”
- Out of character talk should be kept to a minimum and kept between || Spoiler Bars||

6. In Character Conflict

Many times the best roleplay puts characters at odds with each other. Sometimes however, players may not have the same goals for a particular instance of character conflict, especially in ones where dice are rolled and damage is dealt. Players looking to create in character conflicts are required to use a thread in #conflict-consent to discuss the scope of the conflict with their roleplay partner. In cases where a scene devolves into conflict unexpectedly, players are required to pause and check in with their roleplay partner in a thread in #conflict-consent.

GAMEPLAY GUIDELINES

1. Metagaming

Metagaming comes in two major forms; Constructive, and Disruptive.

Constructive Metagaming includes; intentionally engaging with the material the GM has prepared, communicating with your party members, and acting on information you know out of character to be false that your character might consider true. Constructive metagaming improves the flow of the game, ensures your party coordinates well, and improves immersion.

Disruptive Metagaming includes; demanding other players act in specific ways, looking up monsters stat blocks in the middle of the game, and acting on out of character information your character does not know in ways that lead to a negative play experience.

Constructive metagaming is allowed and encouraged, especially in the case of engaging in the material a GM has prepared. Disruptive metagaming is unacceptable.

2. Consistency

If you are scheduled for a game, you are expected to show up or give notice to the GM as soon as you know you won't make it. Life happens, so absences are acceptable. However, avoid doing it too often, and communicate your circumstances where possible. If you level up in between signing up for a game and the day of the game, you must inform your GM.

3. Turn Length

Plan your turns ahead of time. If the encounter significantly changes immediately before your turn, a slightly longer time is acceptable. Typically, your turn should not exceed two minutes to resolve.

4. Acting in Character

When possible, you should be taking the actions that make the most sense for your character. However, if “it's what my character would do” would be disruptive to the game, exercise Constructive Metagaming instead and ensure a positive gaming experience for the others at the table.

INTERPRETING THE RULES

When interpreting the rules, there are two major paradigms, following the rules as they are written, and the rules as they are intended.

Rules as Written

Following the rules as written is following the rules to the exact letter.

Rules as Intended

Following rules as intended is interpreting the developers intent behind the rules.

Rules as Sanctum

Overly relying on one or the other paradigm can lead to a negative player experience. Sanctum trends towards a rules as written interpretation. However, significant exceptions will be listed in #rulings-and-faq. Additionally, GMs are encouraged to rule in favor of the players when the rules are in question. However, in cases where player behavior is deemed to be cheesy or otherwise contributing to a negative experience for others at the table, then the rules as written will be strictly enforced.

Character Creation

STARTING OUT

All characters begin at Level 2 with 30 gp to spend on equipment. All common ancestries, heritages, backgrounds, classes, skills, skill feats are allowed by default. Level 0 equipment is available for purchase. Level 0 uncommon weapons and armor are available for purchase as well. These may be purchased at any time from the general store, not just at character creation.

1st-level common consumables may be purchased as part of character creation, but are not able to be purchased from the general store. The same applies to 1st-level common mundane equipment, weapons, and armor. This additionally applies to 1st-level uncommon and rare mundane equipment, weapons, and armor as long as they are listed as approved in the #allowlist.

Items of 2nd-level or higher, must be crafted by players or received as rewards for missions and patrols.

UNCOMMON OPTIONS

If you wish to use an Uncommon or Rare option, verify that it is allowed per the #allowlist. If the option is Allowed, you may select it. If it is indicated as having a Sanctum errata, you must use the Sanctum errata. If it is disallowed, you may not use it.

If it is unlisted, use the #create-a-ticket channel and submit the name of the option as well as an Archives of Nethys link, if it exists, or a screenshot of Demiplane or Pathbuilder if it does not.

Spells have special entries: In Library, and Approved. Approved spells are those that GMs may award through missions. These spells may not be learned yet. Spells marked as In Library may be learned via the Learn a Spell activity (see Downtime Activities below).

LEGACY CHARACTER OPTIONS

If a character option or item has been reprinted identically whether in name or function, the remastered version must be used. In the case where legacy options are no longer functional from referencing outdated material, they can no longer be used. If a legacy option has not been reprinted in any way, then it may be used until further notice.

SANCTUM BONUS FEATS

Every character receives an additional feat at 2nd-Level that must be spent on an Archetype Dedication feat. Additional class feats are granted at 4th, 8th, 12th, 16th,

and 20th-level. These are standard class feats and as such may be spent on your choice of class feats or archetype feats.

CHARACTER SHEET

Build your character in pathbuilder2e. If you have the paid version, add Sanctum Bonus feats via the custom feats option in the sidebar. Otherwise, add them in the Notes section.

BACKSTORY

Your character's backstory should be no longer than a few paragraphs and should answer the following questions. Where do they come from? How did they come to Sanctum? What is their attitude towards the galactic empire?

CHARACTER SUBMISSIONS

When you're ready to submit your character follow the instructions in #create-a-ticket. A private channel will open at the bottom of the channel list. Post a link to your character sheet in that channel. A staff member will review your character sheet when available.

LEVEL 3 REBUILDS

While a character is 3rd-level or lower, you may submit a new character sheet. They retain any experience gained, if any. Their existing gold and items remain unchanged if they have partaken in any session.

GRADUAL ABILITY BOOSTS

Sanctum Beyond the Horizon characters use the Gradual Ability Boost optional rules present in the Gamemastery Guide.

"In this variant, a character gains ability boosts more gradually as they level up, rather than receiving four ability boosts at 5th, 10th, 15th, and 20th levels. Each character gains one ability boost when they reach each of 2nd, 3rd, 4th, and 5th levels. These are collectively a single set of ability boosts, so a character can't boost the same ability score more than once per set; players can put a dot next to each boosted ability score or otherwise mark it to keep track. PCs also receive an ability boost at 7th, 8th, 9th, and 10th level (a second set); at 12th, 13th, 14th, and 15th level (a third set); and at 17th, 18th, 19th, and 20th level (the fourth and final set)."

Sanctum Gameplay

LEVELS AND EXPERIENCE

LEVELING UP

Every Patrol and Mission, as well as certain events, will award characters with experience. When a character gains 1000 experience, they increase their level by 1, and reset their experience to 0 as typical for Pathfinder Second Edition.

LEVEL CAPS

Characters in Sanctum are restricted by Level Caps. The current Level Cap for Primary Characters is Level 5.

Characters who are at their Level Cap that would Level Up instead remain at their current level with 999 Experience. When a character capped in this manner has their Level Cap increased, they automatically Level Up as normal.

EQUIPMENT

Characters may only use permanent items up to their level. The only exception to this is consumable items. The maximum level of consumable allowed in each game is the highest level of character allowed in a game (see Game Types below). These may be used by any character regardless of their level.

CHARACTER DEATH

The world of Sanctum is a dangerous place. Missions always carry the risk of death. All characters are assumed to have a “genetic backup” in Sanctum’s state of the art cloning device. Characters that die and do not have their body brought back can be returned to life with their original soul (if it is free and willing) at 2 levels lower (minimum 2). This does not reduce their Level Cap or the Level Caps of any Alternate Characters below them. Characters with at least half of their body brought back can be the targets of the Sanctum Reboot ritual (see Downtime Activities). When your character dies, type -chardeath in any channel for information on how to proceed.

CHARACTER TRACKING

USING THE TRACKING CHANNEL

The #character-tracking channel is a forum channel. Each post you make is dedicated to a single character. The post you create must follow the template in the post guidelines. When your character is approved, you will make a post detailing them at level 1. Then, every time they level up, you will detail what they gained. Class features do not need to be listed unless you have to pick from a list of options. Repeat this for every character you make, including Alternate Characters. The #char-designations channel is only for tracking the designations of each of your characters (see below).

ALTERNATE CHARACTER TRACKING

As your Primary Character gains levels, you will gain access to additional character slots. When your Primary Character reaches Level 4, you will unlock a new character slot. This is your first Alternate Character. Your first Alternate Character’s Level Cap is 3 levels below your Primary Character. You unlock additional Alternate Character slots following the table below. Each additional Alternate Character’s Level Cap is 3 levels lower than the previous.

The #char-designations Channel This channel is where you will make a single post to manage the status of each of your alternate characters. Should you wish to change the status of an alternate character to change their Level Cap, their Level Cap immediately adjusts to the Level Cap of their new slot. If this is lower than their current level, then their level is immediately reduced to the new Level Cap with 999 experience. If an alternate character with 999 experience has their level cap increased, their level increases as normal. The format for these posts is covered in detail in the channel description and pinned posts.

CHARACTER SLOTS UNLOCKED

Main Character Level	Alternate Character Slots
5th	1
8th	2
11th	3
14th	4
17th	5
20th	6

GAME TYPES

There are a variety of game types available. Whenever a game is posted, it will be posted with a level. Characters can only sign up if they are within one level of the game's posted level. For example, characters of level 2-4 may sign up for a game with a posted level of 3. The only exception to this is Patrols. Patrols are strictly available for 2nd-level characters.

Game types other than Patrols may sometimes enter Danger Zones. Danger Zone sessions will include a higher budget for threats and more difficult encounters.

All sessions require a microphone and a device capable of running Foundry VTT. Foundry is a virtual tabletop free for players and typically requires a PC or laptop. Verify your device can work with a GM prior to confirming your availability for a session.

MISSIONS

Missions are extended sessions that can last from 3 to 4 hours. They typically feature multiple combat encounters, hazards and scenarios of varying difficulties. They can take place in a variety of environments.

PATROLS

A short foray into the field meant for 2nd-level characters. Patrols feature one combat encounter and should last no more than a single hour. Patrols are usually meant to deal with small threats in and around Sanctum.

SAGAS

Sagas are a collection of connected missions no more than 3 sessions long. These offer GMs and players the opportunity to invest in extended stories beyond a single session.

Downtime Activities

For every day that passes in real life, each of your characters get one day of downtime. You do not need to log downtime every day, as you may store up to 7 days of downtime to use retroactively. Downtime activities function slightly differently in sanctum. Each viable downtime activity and its differences from RAW are listed below. Spending downtime days is to be logged in your #character-tracking post.

CRAFTING

Currently, Sanctum's Engineering Bay is only suitable for crafting items of up to level 2 with the Craft activity (Player Core pf. 237) regardless of character level. It does count as a suitable workshop for the purposes of smithing basic equipment, brewing alchemical items and crafting magical items. The Engineering Bay holds all level 2 common formulas, as well as the uncommon formulas listed in the #crafting-formulas channel.

- Change "try again after a week" to "try again the next day."

RETRAINING

Retraining takes the same amount of time as outlined on Player Core pg. 440 and does not cost any money.

EARN INCOME

You attempt a job to help out around Sanctum. Use the rules as written on page 228 of Player Core, except for being able to gather information to find a better task. The highest task level you can attempt is your character's level. You roll once for each task, and a task may last up to a week maximum before you must roll again. You may at any point choose to end an existing task and roll again for a new one. Any skill except for Thievery may be used. Lore skills can be used but must be appropriate to the duties and needs of Sanctum. If you use a lore skill, use an easy DC adjustment for your task level in Table 4-2: Income Earned.

LEARN A SPELL

Sanctum's library is full of all common spells of ranks up to the library's level. It also contains Uncommon and Rare spells that have been awarded as scrolls via missions and patrols. This list is located in the #allowlist. Learning a Spell takes an hour of downtime and consumes your downtime for the day if you have learned at least one spell. You may learn up to 8 spells each day. Uncommon and Rare spells have the hard and very hard difficulty adjustments respectively. Prepared casters who have access to their entire spell list, such as Clerics, must learn Uncommon or Rare spells before they may prepare it. Spontaneous casters must learn Uncommon or Rare spells before they spend downtime retraining said spell into their repertoire.

Learn a Spell has the following Failure condition in Sanctum:

- Failure: You fail to learn the spell but can try again after a week. The materials aren't expended.

The Magical Shorthand skill feat has the following errata:

CONDUCTING RITUALS

All rituals cast outside of sessions take one downtime day at a minimum. The list of allowed rituals is on the #allowlist. In order to cast a ritual, you must first #create-a-ticket for approval. Once approved, follow the post format in #rituals to cast your ritual.

SANCTUM SPECIFIC RITUALS

SANCTUM REBOOT

Ritual 2

Casting Time: 1 day

Cost: rare herbs and elixirs worth a total of the targets level (minimum of 1) x 25 gp;

Secondary Casters: 2

Primary Check: Religion

Secondary Checks: Medicine, Society

Range: 10 feet

Target at least half the body of a dead creature up to 4th level

You plead to Strillarus in an attempt to return the target's soul to their body in its original capacity. Sanctum's backups are imperfect, but a proper ritual combining flesh and the rites of the Boneyard can bring them back properly.

Critical Success: You reboot the target. They return to life with full Hit Points, and the same spells prepared and points in their pools they had when they died, but their body is fully intact. They still suffer from any long term debilitations of the old body, including curses and diseases. The target is also permanently changed in some way by their time in the afterlife such as a personality shift or a streak of white hair.

Success: As critical success, except the target returns to life with 1 hit point and no spells or points in any pools. The target is clumsy 2, drained 2, and enfeebled 2 for 1 week. These conditions can't be removed or reduced by any means until the week has passed.

Failure: Your attempt was unsuccessful.

Critical Failure: Something goes horribly wrong, half of the creature's body is destroyed, unable to be used in future attempts.

SANCTUM RECONFIGURE

Ritual 2

Casting Time: 1 day

Cost: rare herbs and elixirs worth a total of the targets level (minimum of 1) x 25 gp;

Secondary Casters: 2

Primary Check: Arcana

Secondary Checks: Medicine, Nature

Range: 10 feet

Target 1 living creature up to 4th level

Accessing the material body of the subject, and the history of their experience layered in their mind, you remake them anew. Destroying the target's old talents and reforging new ones, you provide them a new body of the same age as their old one (relative to their new ancestry if it changes).

Every aspect of the target's character sheet changes and is replaced by the new one as though they had retrained, but it happens instantaneously. This also includes ancestry, class, and background. This sheet must be submitted for approval. Class changes must be accompanied by 3 Reconfigure Tokens of the desired class (detailed below).

Critical Success: Your character details are changed as described above.

Success: As critical success, but you become Clumsy 2, Drained 2, and Enfeebled 2 for a week. You cannot remove these conditions by any means.

Failure: Nothing happens.

Critical Failure: As failure, but you also become Clumsy 2, Drained 2, and Enfeebled 2 for a week. You cannot remove these conditions by any means.

Reconfigure Tokens

Reconfigure tokens are a meta currency awarded by GMs during sessions. Reconfigure tokens are associated with a specific class, and you may only collect them for one class at a time. GMs will not award reconfigure tokens by default, they have to know you are collecting them. Inform your GMs prior to game start that you are collecting tokens for a specific class. Reconfigure tokens are awarded for deeds associated with the tasks, duties, and accomplishments associated with the chosen class.